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**C S U P A**  
**J A T É K**  
**C I N C U L A I R**  
**M Á S O D I K**  
**R É S Z**  
**Z I S P E C I U M M A**

**játékgyáros 2004**

## TARTALOM

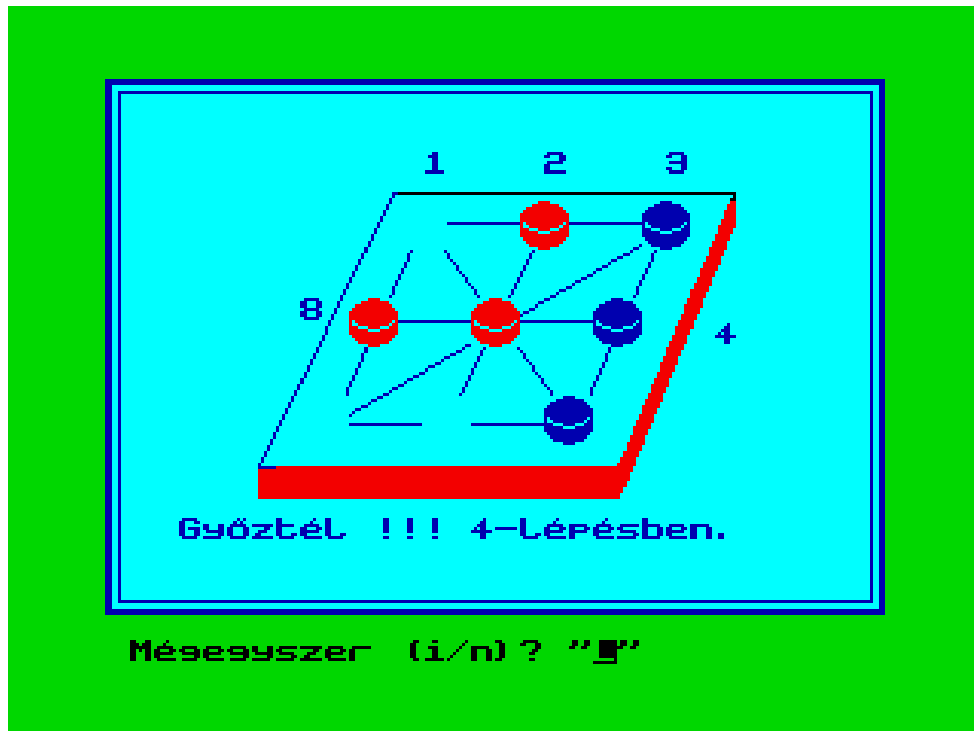
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- 29.SZOLITER JÁTÉK

## 3D MALOM

Leírás:

A játék egy kicsit különbözik a megszokottól, itt összesen csak három korongot kell egymás mellé tenni - malmot - csinálni, jóval kisebb pályán (csak kilenc hely van), de nagyon izgalmas, van mikor hamar véget ér, de van, mikor nagyon küzd a számítógép, és általában ő győz.



```

0  REM      Harom korong
      egy sorban
      3D malomjatek
      © j Atekgyaros 2003'
1  REM a program eredeti, ez az egy ilyen
letezik !!
2  REM 0 -as sor
3  POKE PEEK 23635+256*PEEK 23636+1,0
5  BORDER 1: PAPER 1: INK 7: CLS
8  GO SUB 191: RANDOMIZE USR 65055: PAUSE
15: PRINT AT 5,12: INK 2: "Oø"; AT 6,12: "÷ù":
RANDOMIZE USR 65055: PAUSE 15: INK 2: PRINT AT
13,18: "Oø"; AT 14,18: "÷ù"
9  RANDOMIZE USR 65055: PAUSE 15: INK 0
11 PRINT AT 1,1;; "© Nyitrai SOFT 2003' 3D
malom": PRINT #0; "      Nyomj egy gombot": PAUSE
0
21  GO TO 1151
31  RESTORE
41  LET ap=0: LET s=0: LET i=0: LET o=0: LET
lepes=0
51  FOR y=1 TO 4
61  READ x$
71  REM korongok UDG      i
81  FOR w=0 TO 7
91  READ r: POKE USR x$+w, r
101 NEXT w: NEXT y

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111 DATA " a", 3, 15, 63, 127, 255, 255, 255, 191,
112" b", 159, 227, 252, 255, 127, 63, 31, 3,
113" c", 192, 248, 252, 254, 255, 255, 255, 253,
114" d", 251, 199, 63, 255, 254, 252, 248, 192
121 REM lepesek tarolasa tombokben
131 DIM d(9, 3)
141 FOR a=1 TO 9
151 FOR b=1 TO 3
161 READ p: LET d(a, b) =p
171 NEXT b: NEXT a
181 DATA
0, 12, 5, 0, 17, 5, 0, 22, 5, 0, 20, 9, 0, 18, 13, 0, 13, 13, 0, 8,
13, 0, 10, 9, 0, 12, 5
191 BORDER 4: PAPER 5: INK 1: CLS
193 PLOT 0, 0: DRAW 255, 0: DRAW 0, 175: DRAW
255, 0: DRAW 0, 175
194 PLOT 1, 1: DRAW 253, 0: DRAW 0, 173: DRAW
253, 0: DRAW 0, 173
195 PLOT 4, 4: DRAW 247, 0: DRAW 0, 167: DRAW
247, 0: DRAW 0, 167
201 RANDOMIZE USR 65034
211 PRINT AT 3, 13; " 1 2 3"
221 PRINT AT 9, 8; " 8"; AT 10, 24; " 4"
231 PRINT AT 18, 8; " 7 6 5"
241 FOR a=38 TO 48
251 PLOT 50, a: DRAW INK 2; 118, 0: DRAW INK
2; 38, 90
261 NEXT a
271 DRAW INK 0; 112, 0: DRAW 44, 90
281 PLOT 104, 128: DRAW 80, 0: DRAW 30, 66:
66: DRAW 80, 0: DRAW 30, 66: DRAW 50, 66
291 PLOT 74, 62: DRAW 110, 64: PLOT 111, 62:
DRAW 32, 64: PLOT 90, 96: DRAW 77, 0
301 PRINT AT 9, 15; INK 2; " Oø": PRINT AT
10, 15; INK 2; " ÷ü"
311 RETURN
321 REM lepesek
331 FOR t=1 TO 3
341 INPUT " Hova tegyem? "; x
351 IF x<1 OR x>8 OR d(x, 1) <>0 THEN GO TO 341
361 LET d(x, 1) =1
371 GO SUB 921
381 IF t=1 THEN GO SUB 421: GO SUB 921: BEEP
. 1, 20
391 IF t=2 THEN GO SUB 511: GO SUB 721: GO
SUB 921: BEEP . 1, 20
401 NEXT t
411 RETURN
421 REM hi ba hangjel zEes
431 LET c=INT (RND*8) +1
441 IF d(c, 1) <>0 OR c=ap THEN GO TO 431
451 LET d(c, 1) =4: RETURN
461 REM lepes rutinok
471 FOR a=1 TO 7 STEP 2
481 IF d(a, 1) =1 AND d(a+1, 1) =1 AND d(a+2, 1) =1
THEN GO SUB 921: GO TO 1011
491 NEXT a
501 RETURN
511 REM lepes rutinok
521 FOR a=1 TO 4
531 IF d(a, 1) =4 AND d(a+4, 1) =0 THEN LET
d(a+4, 1) =4: GO SUB 571: GO SUB 921: GO TO 1041
541 IF d(a, 1) =0 AND d(a+4, 1) =4 THEN LET
d(a, 1) =4: GO SUB 571: GO SUB 921: GO TO 1041
551 NEXT a
561 RETURN
571 FOR z=1 TO 8
581 IF d(z, 1) =4 AND z <>a AND z <>a+4*(z<6)
4*(z>6) THEN LET d(z, 1) =0: RETURN
591 NEXT z: RETURN

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601 REM dontetlen
611 LET d(9,1)=d(1,1)
621 FOR a=1 TO 7 STEP 2
631 LET x=d(a,1)+d(a+1,1)+d(a+2,1)
641 IF a=7 THEN LET y=d(1,1)+d(2,1)+d(3,1)
651 IF a<7 THEN LET
y=d(a+2,1)+d(a+3,1)+d(a+4,1)
661 IF x<>6 AND (d(a,1)<>4 OR x>6) AND x>3
AND (y<>6 OR d(a+1,1)=4) THEN GO TO 681
671 NEXT a
681 FOR b=1 TO 2
691 IF d(a+b,1)=4 THEN LET d(a+b,1)=0: LET
o=d(9,1): LET d(1,1)=o: LET ap=a+b
(8*(a+b=9)): RETURN
701 NEXT b
711 STOP
721 REM lepesek
731 LET d(9,1)=d(1,1)
741 FOR a=1 TO 7 STEP 2
751 LET e=d(a,1)+d(a+1,1)+d(a+2,1)
761 IF e=2 THEN GO TO 791
771 NEXT a
781 GO TO 831
791 FOR b=0 TO 2
801 LET w=a+b
811 IF d(w,1)=0 THEN LET d(a+b,1)=4: RETURN
821 NEXT b
831 GO SUB 421
841 RETURN
851 REM lepes ki valasztas
861 INPUT "Melyikkel lepsz ? "; h
871 INPUT "Hova tegyem ? "; i
881 PRINT AT 19,1;"Lepesek szama: ";lepes/2;"
"
891 IF h<1 OR h>8 OR d(h,1)<>1 OR i<1 OR i>8
OR d(i,1)<>0 THEN GO TO 861
901 LET d(h,1)=0: LET d(i,1)=1
911 RETURN
921 REM korong a helyere
931 LET lepes=lepes+1
941 FOR r=1 TO 8
951 LET j=d(r,1)
961 LET k=d(r,3): LET l=d(r,2)
963 IF j=4 THEN LET j=2
965 IF j=1 THEN LET j=1
971 IF j=0 THEN PRINT AT k,l;" "; AT k+1,l;"
"
981 IF j>0 THEN PRINT AT k,l; INK j; PAPER
5;"0ø"; AT k+1,l; INK j; PAPER 5;"÷ü"
991 NEXT r
1001 RETURN
1011 PRINT AT 19,1;" "
1021 PRINT AT 18,3;"Gy ztel !!! ";lepes/2;"
lepesben."
1031 GO TO 1061
1041 PRINT AT 18,3; FLASH 1;"Vesztettel !!!
"
1051 PRINT AT 19,1;" "
1061 FOR a=1 TO 20: BEEP .1,RND*30: NEXT a
1071 INPUT "MEgegyszer (i/n)? ";m$
1081 IF m$="i" THEN RUN
1091 CLS : PAPER 0: BORDER 7: CLS : PAUSE 100:
PAPER 7: CLS
1101 PRINT #1;"© 1982 Sinclair Research Ltd."
1111 PAUSE 0
1121 GO SUB 191: PAUSE 100
1131 RANDOMIZE USR 62999
1141 STOP
1151 GO SUB 31
1161 GO SUB 321

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1171 GO SUB 461
1181 GO SUB 511
1191 GO SUB 601
1201 GO SUB 721
1211 GO SUB 921
1221 BEEP . 1, 20
1231 GO SUB 851
1241 GO SUB 921
1251 GO TO 1171
1261 LET c=(INT (RND* 4)) * 2+1
1271 SAVE "3egysor" LINE 1
1272 SAVE "kod" CODE 40760, 24400
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# HUPIKÉK TÖRPIKÉK

Leírás:

A HUPIKÉK TORPIKÉK EGYIKE OKOSKA, AKIVEL MINDIG TÖRTENIK VALAMI, ELKOBOROLT A KUNYHOBOL, HOGY MEGKERESSE A CSODAVIRAGOT, A CSODAGOMBAT, ES A VARAZSLATOS AJANDEKDOBOZT.

SIETNIE KELL, MERT HA LEJAR AZ IDEJE, AKKOR UJBOL KELL KEZDENI A JATEKOT.



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1 REM HUPI KEK TORPI KEK A VADONBAN
101 REM (c) NYITRAI 2001'
102 BORDER 0: PAPER 0: INK 7: BRIGHT 1: CLS
105 LET hi=0
535 LET pit=0: LET ti=1200: LET re2=0: LET
reg=0: LET re1=0: LET za3=0: LET t=30: LET
tim=0: LET mar=0: LET x2=14: LET y2=14: LET
x1=14: LET y1=14
540 LET p1=176: LET p2=254
545 LET a$="__": LET b$="__": LET c$="__":
LET d$="__"
560 RANDOMIZE
700 REM JATEK MAGYARAZAT
701 CLS : PRINT INK 5; AT 1, 0; "__ HUPI KEK
TORPI KEK KALANDJAI __"; AT 2, 0; "__"; INK 4; AT
2, 10; " A VADONBAN. "; INK 5; AT 2, 30; "__"; INK
7; AT 3, 0; "__"; AT 3, 30; "__"; INK 6; AT 5, 2; " A
HUPI KEK TORPI KEK EGYI KE OKOSKA AKI VEL
MINDIG TÖRTENIK VALAMI, ELKOBOROLT A KUNYHOBOL,
HOGY MEGKERESSE A CSODAVIRAGOT, A CSODAGOMBAT ES
A VARAZSLATOS AJANDEKDOBOZT. SIETNIE KELL, MERT
HA LEJAR AZ IDEJE, AKKOR UJBOL KELL KEZDENI A
JATEKOT. "
702 PRINT INK 2; AT 13, 7; " A JATEK
BEALLITASA: "; PRINT #0; INK 2; " (c) NYITRAI
LASZLO 2001' "
703 PRINT INK 4; AT 15, 4; " 1. BILLENTY ZET
' Q, A, O, P' "; AT 16, 4; " 2. KEMPSTON JOY ' 6, 7, 8, 9' "
704 PRINT INK 4; AT 17, 4; " 3. JATEK VEGE"; AT
18, 4; " 0. JATEK INDITAS"; INK 7; AT 20, 3; " VALASZD
A MEGFELEL SZAMOT! "
705 PRINT FLASH 1; INK 4; AT 15, 4; " 1.
BILLENTY ZET": LET aa=64510: LET bb=65022: LET
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cc=57342: LET dd=cc: LET ee=190: LET ff=ee: LET
gg=189: LET hh=ee
706 LET z$=INKEY$
707 IF z$="1" THEN PRINT FLASH 1; INK 4; AT
15, 4; "1. BILLENTY ZET": PRINT INK 4; FLASH 0; AT
16, 4; "2. KEMPSTON JOY": LET aa=64510: LET
bb=65022: LET cc=57342: LET dd=cc: LET ee=190:
LET ff=ee: LET gg=189: LET hh=ee
708 IF z$="2" THEN PRINT FLASH 1; INK 4; AT
16, 4; "2. KEMPSTON JOY": PRINT INK 4; FLASH 0; AT
15, 4; "1. BILLENTY ZET": LET aa=223: LET bb=223:
LET cc=223: LET dd=223: LET ee=8: LET ff=4: LET
gg=2: LET hh=1
709 IF z$="3" THEN PRINT FLASH 1; INK 4; AT
17, 4; "3. JATEK VEGE": STOP
710 IF z$="0" THEN PRINT FLASH 1; INK 4; AT
18, 4; "0. JATEK INDITAS": GOSUB 750: GOTO 714
712 IF z$ <> "0" OR z$ > "3" THEN GOTO 706
713 REM KEZD KEPERNY
714 CLS : PRINT INK 6; PAPER 6; AT
O, O; " -----
"
---715 PRINT #1; INK 6; PAPER 0; BRIGHT 1; AT
O, O; " -----
"
---720 FOR f=3 TO 21: PRINT INK 6; PAPER 6;
BRIGHT 1; AT f, O; " _": NEXT f
725 FOR f=3 TO 21: PRINT INK 6; PAPER 6;
BRIGHT 1; AT f, 30; " _": NEXT f
730 PRINT INK 1; PAPER 6; AT O, 5; " PONT"; AT
O, 21; " CSUCS"
735 PRINT INK 2; PAPER 6; AT 1, 4; " OOOOOOO":
PRINT INK 3; PAPER 6; AT 1, 21; " OOOOOOO"
737 PRINT INK 0; PAPER 6; AT 1, 13; " OKOSKA"
740 POKE 23675, 88: POKE 23676, 255: PRINT #0;
INK 1; PAPER 5; AT 1, 2; " ID ": PRINT #0; INK 2;
PAPER 4; AT 1, 6; " -----": PRINT #0; INK 2;
PAPER 6; AT 1, 14; " -----": PRINT #0; INK 4;
PAPER 6; AT 1, 22; " -----"
742 GOSUB 1200
745 GOSUB 800: GOTO 890
750 REM BEVEZET ZENE
760 PAUSE 1: LET x=.2: BEEP x, 25: BEEP x, 27:
BEEP x, 25: BEEP x, 22: BEEP x, 25: BEEP x+x, 23
770 PAUSE 8: BEEP x, 23: BEEP x, 25: BEEP x, 23:
BEEP x, 20: BEEP x, 23: BEEP x+x, 22
780 PAUSE 8: BEEP x, 22: BEEP x, 23: BEEP x, 22:
BEEP x, 18: BEEP x, 22: BEEP x+x, 20
785 PAUSE 8: BEEP x, 20: BEEP x, 22: BEEP x, 20:
BEEP x, 17: BEEP x, 20: BEEP x+x, 18
790 RETURN
800 REM UTKOZESEK MEGOLDASA
805 LET reg=INT (RND* 35) +36
810 LET reg=reg* 100
815 LET zar=INT (RND* 35) +36: IF zar=47 THEN
LET zar=48
820 LET zar=zar* 100
830 LET r=INT (RND* 2) +1
835 IF r=1 THEN LET o$=" _": LET p$=" _"
840 IF r=2 THEN LET o$=" _": LET p$=" _"
880 RETURN
890 LET dir=4900
960 GOTO 1815
985 IF za3=3 AND dir=4900 AND x2=14 AND y2=14
THEN GOTO 1350
1000 IF ATTR (x2, y2) <> 71 OR ATTR (x2+1, y2)
<> 71 OR ATTR (x2+2, y2) <> 71 OR ATTR (x2, y2+1)
<> 71 OR ATTR (x2+1, y2+1) <> 71 OR ATTR
(x2+2, y2+1) <> 71 THEN LET a=ATTR (x2, y2): LET

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b=ATTR (x2+1, y2): LET c=ATTR (x2+2, y2): LET
d=ATTR (x2, y2+1): LET e=ATTR (x2+1, y2+1): LET
h=ATTR (x2+2, y2+1): LET x2=x1: LET y2=y1: GOTO
1091
1008 POKE 23675, p1: POKE 23676, p2: PRINT INK
5; AT x2, y2; a$; AT x2+1, y2; b$: PRINT INK 7; AT
x2+2, y2; c$: IF INKEY$ <> "" OR IN 223 <> 0 THEN
BEEP .005, 10: BEEP .005, 15: PRINT INK 7; AT
x2+2, y2; d$
1014 LET x1=x2: LET y1=y2
1016 IF INKEY$ <> "" OR IN 223 <> 0 THEN GOTO
1018
1017 GOTO 1070
1018 PRINT PAPER 8; AT x2, y2; " "; AT x2+1, y2; "
"; AT x2+2, y2; " "
1020 IF IN aa=ee THEN LET x2=x1 2: LET
p1=176: LET p2=254: LET a$="__": LET b$="__":
LET c$="__": LET d$="__": GOTO 1070
1030 IF IN bb=ff THEN LET x2=x1+2: LET p1=176:
LET p2=254: LET a$="__": LET b$="__": LET
c$="__": LET d$="__": GOTO 1070
1040 IF IN cc=gg THEN LET y2=y1 2: LET
p1=88: LET p2=255: LET a$="__": LET b$="__": LET
c$="__": LET d$="__": GOTO 1070
1050 IF IN dd=hh THEN LET y2=y1+2: LET p1=88:
LET p2=255: LET a$="__": LET b$="__": LET
c$="__": LET d$="__"
1070 LET ti=ti 1
1080 LET tim=tim+1: IF tim=50 THEN LET tim=0:
GOSUB 1100
1085 GOTO 980
1090 REM AZ ELREJTETT JUTALMAK
1093 IF a=118 OR b=118 OR c=118 OR d=118 OR
e=118 OR h=118 THEN GOTO 1800
1094 POKE 23675, p1: POKE 23676, p2: PRINT INK
5; AT x2, y2; a$; AT x2+1, y2; b$: PRINT INK 7; AT
x2+2, y2; c$
1095 IF a=2 OR b=2 OR c=2 OR d=2 OR e=2 OR h=2
THEN GOTO 1300
1096 IF a=4 OR b=4 OR c=4 OR d=4 OR e=4 OR h=4
THEN GOTO 1400
1097 GOTO 1008
1100 REM AZ ID MULASA
1110 LET t=t 1: PRINT #0; INK 6; PAPER 6;
BRIGHT 1; AT 1, t; " "
1115 IF t>6 THEN RETURN
1117 PRINT INK 5; AT x2, y2; a$; AT x2+1, y2; b$:
PRINT INK 7; AT x2+2, y2; c$
1120 PRINT #0; INK 1; PAPER 5; FLASH 1; AT
1, 2; "ID!"
1130 FOR f=1 TO 10: BEEP .05, 10: BEEP .05, 12:
BEEP .05, 6: BEEP .05, 15: BEEP .05, 5: NEXT f
1140 PRINT INK 2; PAPER 6; AT 11, 11; "JATEK
VEGE!": FOR f=1 TO 200: NEXT f: GOTO 500
1150 REM DUPLA KERET
1151 INK 6: PLOT 0, 0: DRAW 255, 0: DRAW 0, 175:
DRAW 255, 0: DRAW 0, 175
1152 PLOT 1, 1: DRAW 253, 0: DRAW 0, 173: DRAW
253, 0: DRAW 0, 173
1153 PLOT 4, 4: DRAW 247, 0: DRAW 0, 167: DRAW
247, 0: DRAW 0, 167
1155 RETURN
1200 REM PONTOZAS
1210 LET n=3
1220 IF mar<10^n 1 THEN GOTO 1240
1230 LET n=n+1: GOTO 1220
1240 PRINT INK 2; PAPER 6; AT 1, 10 n+1; mar
1245 IF hi<mar THEN LET hi=mar
1250 LET n=3
1255 IF hi<10^n 1 THEN GOTO 1265

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1260 LET n=n+1: GOTO 1255
1265 PRINT INK 3; PAPER 6; AT 1, 27      n+1; hi :
RETURN
1300 REM JUTALOM UTAN JARO PONTOK
1305 BEEP .05, 15: BEEP .05, 17: BEEP .05, 19
1310 PRINT INK 7; PAPER 0; AT 7, 6; "  "; AT 8, 6; "
": LET reg=0: LET mar=mar+15250: GOSUB 1200:
GOTO 1008
1350 REM A JATEK VEGE
1352 GOSUB 1500: LET mar=mar+(ti*50): GOSUB
1200
1355 POKE 23675, 104: POKE 23676, 251: PRINT INK
2; PAPER 0; AT 14, 14; " _ "; AT 15, 14; " _ "; AT
16, 14; " _ ": BEEP .005, 0: BEEP .005, _ 2: FOR f=1
TO 100: NEXT f: PRINT INK 2; PAPER 0; AT
14, 15; " _ "; AT 15, 15; " _ "; AT 16, 15; " _ ": BEEP
.005, 0: BEEP .005, _ 2: FOR f=1 TO 100: NEXT f
1360 GOSUB 750: PAUSE 6: GOSUB 750: GOTO 500
1400 REM BONUSZ KIIRASA
1405 BEEP .05, 30: BEEP .05, 40: BEEP .05, 35
1410 PRINT INK 7; PAPER 0; AT 17, 6; "  ": LET
za3=za3+1: LET zar=0: GOSUB 1500: IF za3=3 THEN
RANDOMIZE USR 64000: BORDER 0
1415 LET mar=mar+(ti*50)+2500: GOSUB 1200: IF
za3=3 THEN GOTO 1008
1420 GOSUB 800: GOTO 1008
1500 REM JUTALOM A MEGTALALT CSODAVI RAGERT
1510 POKE 23675, 104: POKE 23676, 251: FOR g=1
TO 5: FOR f=1 TO 5: PRINT INK f; PAPER 6; AT
1, 13; " _ _ _ _ _ ": BEEP .005, 10: BEEP .005, 12: BEEP
.005, 15: NEXT f: NEXT g: PRINT INK 5; PAPER 6; AT
1, 11; "CSODAVI RAG": RETURN
1600 REM ELREJTETT TARGY
1610 PRINT #1; INK 6; PAPER 6; BRIGHT 1; AT
0, 14; " _ _ _ _ _ "
1620 IF reg=dir THEN POKE 23675, 176: POKE
23676, 254: PRINT INK 2; PAPER 0; BRIGHT 0; AT
7, 6; o$; AT 8, 6; p$
1630 IF zar=dir THEN POKE 23675, 104: POKE
23676, 251: PRINT INK 4; PAPER 0; BRIGHT 0; AT
17, 6; " _ _ "; BRIGHT 1; AT 18, 6; " _ _ "
1650 RETURN
1800 REM BEALLITASI RUTINOK
1810 BEEP .005, 20: BEEP .00, 30: BEEP .005, 25:
BEEP .005, 35
1812 IF y2+1=29 THEN GOTO 1825
1814 IF y2=2 THEN GOTO 1835
1815 IF x2=4 AND y2=16 THEN LET dir=dir+600:
LET x2=18: GOTO dir
1817 IF x2=4 AND y2=14 THEN LET dir=dir+600:
LET x2=18: GOTO dir
1820 IF x2+2=20 AND y2=16 THEN LET dir=dir
600: LET x2=4: GOTO dir
1822 IF x2+2=20 AND y2=14 THEN LET dir=dir
600: LET x2=4: GOTO dir
1825 IF y2+1=29 AND x2=6 THEN LET dir=dir+100:
LET y2=2: GOTO dir
1830 IF y2+1=29 AND x2=8 THEN LET dir=dir+100:
LET y2=2: GOTO dir
1831 IF y2+1=29 AND x2=14 THEN LET
dir=dir+100: LET y2=2: GOTO dir
1832 IF y2+1=29 AND x2=16 THEN LET
dir=dir+100: LET y2=2: GOTO dir
1835 IF y2=2 AND x2=6 THEN LET dir=dir      100:
LET y2=28: GOTO dir
1840 IF y2=2 AND x2=8 THEN LET dir=dir      100:
LET y2=28: GOTO dir
1842 IF y2=2 AND x2=14 THEN LET dir=dir
100: LET y2=28: GOTO dir

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1843 IF y2=2 AND x2=16 THEN LET di r=di r
100: LET y2=28: GOTO di r
1850 GOTO di r
1900 REM UZENET TORLES
1902 FOR f=3 TO 21: PRINT AT f, 2; "
": NEXT f: RETURN
1907 GOTO 1008
1950 REM A RENGETEG FAI
1960 POKE 23675, 16: POKE 23676, 252: PRINT I NK
4; AT 9, 28; " _ _ _ _ _"; AT 10, 28; " _ _ _ _ _"; AT 18, 28; " _ _ _ _ _"; AT
19, 28; " _ _ _ _ _"; PRINT I NK 6; AT 6, 28; " _ _ _ _ _"; AT
14, 28; " _ _ _ _ _"; PRINT I NK 5; AT 7, 28; " _ _ _ _ _"; AT
15, 28; " _ _ _ _ _"; AT 8, 28; " _ _ _ _ _"; AT 16, 28; " _ _ _ _ _"
1970 RETURN
1975 REM A RENGETEG GOMBAI
1980 POKE 23675, 16: POKE 23676, 252: PRINT I NK
4; AT 6, 2; " _ _ _ _ _"; AT 7, 2; " _ _ _ _ _"; AT 8, 2; " _ _ _ _ _"; AT
9, 2; " _ _ _ _ _"; AT 10, 2; " _ _ _ _ _"; AT 17, 2; " _ _ _ _ _"; AT 18, 2; " _ _ _ _ _";
PRINT I NK 6; AT 14, 2; " _ _ _ _ _"; PRINT I NK 2; AT
15, 2; " _ _ _ _ _"; AT 16, 2; " _ _ _ _ _"
1985 RETURN
2500 REM PALYAK MEGHATAROZASA
2502 REM 3 PALYA
2503 PRINT AT 2, 3; " 3. PALYA"
2505 POKE 23675, 8: POKE 23676, 254
2506 PRINT I NK 4; PAPER O; AT 3, 4; " _ _ _ _ _ _ _ _ _ _"; AT
3, 19; " _ _ _ _ _ _ _ _ _ _"; AT 4, 3; " _ _ _ _ _"; AT
4, 18; " _ _ _ _ _ _ _ _ _ _"
2507 PRINT #0; BRIGHT 1; I NK 6; PAPER O; AT
0, 14; " _ _ _ _ _ _ _ _ _ _"
2508 PRINT I NK 4; PAPER O; AT 5, 2; " _ _ _ _ _ _ _ _ _ _"; AT
6, 2; " _ _ _ _ _ _ _ _ _ _"; AT 21, 8; " _ _ _ _ _"; AT 21, 11; " _ _ _ _ _"; AT
21, 18; " _ _ _ _ _"; AT 21, 21; " _ _ _ _ _"; AT 21, 26; " _ _ _ _ _"
2510 PRINT I NK 6; PAPER O; AT 7, 2; " _ _ _ _ _"; AT
8, 2; " _ _ _ _ _"; AT 9, 27; " _ _ _ _ _"; AT 10, 27; " _ _ _ _ _"; I NK 3; AT
9, 3; " _ _ _ _ _"; AT 11, 28; " _ _ _ _ _"
2512 POKE 23675, 16: POKE 23676, 252: PRINT I NK
4; PAPER O; AT 3, 2; " _ _ _ _ _"; AT 4, 2; " _ _ _ _ _"; AT
3, 10; " _ _ _ _ _"; AT 4, 10; " _ _ _ _ _"; AT 5, 24; " _ _ _ _ _"; AT
6, 24; " _ _ _ _ _"; AT 7, 24; " _ _ _ _ _"; AT 8, 24; " _ _ _ _ _"; AT
13, 2; " _ _ _ _ _"; AT 14, 2; " _ _ _ _ _"; AT 15, 2; " _ _ _ _ _"; AT
16, 2; " _ _ _ _ _"; AT 15, 28; " _ _ _ _ _"; AT 16, 29; " _ _ _ _ _"; AT
17, 29; " _ _ _ _ _"; AT 21, 6; " _ _ _ _ _"; AT 21, 24; " _ _ _ _ _"; AT
21, 29; " _ _ _ _ _"
2514 PRINT I NK 4; PAPER O; AT 4, 7; " _ _ _ _ _"; AT
7, 5; " _ _ _ _ _"; AT 8, 5; " _ _ _ _ _"; AT 9, 4; " _ _ _ _ _"; AT
9, 24; " _ _ _ _ _"; AT 10, 26; " _ _ _ _ _"; AT 11, 26; " _ _ _ _ _"; AT
21, 14; " _ _ _ _ _"
2516 PRINT I NK 6; PAPER O; AT 5, 8; " _ _ _ _ _"; AT
10, 2; " _ _ _ _ _"; AT 15, 8; " _ _ _ _ _"; AT 12, 28; " _ _ _ _ _"; AT
18, 28; " _ _ _ _ _"; AT 19, 2; " _ _ _ _ _"; PRINT I NK 2; AT
6, 8; " _ _ _ _ _"; AT 7, 8; " _ _ _ _ _"; AT 13, 28; " _ _ _ _ _"; AT
14, 28; " _ _ _ _ _"; PRINT I NK 1; AT 11, 2; " _ _ _ _ _"; AT
12, 2; " _ _ _ _ _"; AT 19, 28; " _ _ _ _ _"; AT 20, 28; " _ _ _ _ _"; PRINT I NK
3; AT 16, 8; " _ _ _ _ _"; AT 17, 8; " _ _ _ _ _"; PRINT I NK 5; AT
20, 2; " _ _ _ _ _"; AT 21, 2; " _ _ _ _ _"
2518 PRINT I NK 2; PAPER O; AT 5, 26; " _ _ _ _ _"; AT
6, 26; " _ _ _ _ _"; AT 17, 2; " _ _ _ _ _"; AT 18, 2; " _ _ _ _ _"
2520 POKE 23675, 184: POKE 23676, 252: PRINT I NK
5; PAPER O; AT 15, 21; " _ _ _ _ _ _ _ _ _ _"; AT 16, 20; " _ _ _ _ _"
-; AT 17, 22; " _ _ _ _ _ _ _ _ _ _"
2522 PRINT I NK 5; PAPER 7; AT 16, 21; " _ _ _ _ _ _ _ _ _ _"
2585 RETURN
2600 REM 1 PALYA
2601 PRINT AT 2, 3; " 1. PALYA"
2605 POKE 23675, 8: POKE 23676, 254: PRINT I NK
4; PAPER O; AT 3, 3; " _ _ _ _ _"; AT 3, 19; " _ _ _ _ _"; AT
4, 2; " _ _ _ _ _"; AT 4, 18; " _ _ _ _ _"; AT
5, 2; " _ _ _ _ _"; AT 5, 18; " _ _ _ _ _"

```

2610 PRINT INK 4; AT 19, 9; " \_\_\_"; AT  
19, 28; " \_\_"; AT 20, 3; " \_\_\_"; AT  
20, 27; " \_\_\_"; AT 21, 2; " \_\_\_"; AT  
21, 24; " \_\_\_"  
2612 PRINT INK 6; PAPER 0; AT 11, 20; " \_\_\_"; AT  
12, 20; " \_\_\_"; PRINT INK 2; AT 13, 21; " \_\_\_"  
2614 POKE 23675, 16; POKE 23676, 252; PRINT INK  
2; PAPER 0; AT 4, 8; " \_\_\_"; AT 5, 8; " \_\_\_"; PRINT  
INK 4; AT 4, 12; " \_\_\_"; AT 5, 12; " \_\_\_"; AT 12, 11; " \_\_\_"; AT  
20, 18; " \_\_\_"; AT 21, 18; " \_\_\_"; AT 20, 26; " \_\_\_"  
2616 PRINT INK 6; PAPER 0; AT 11, 24; " \_\_\_"; AT  
19, 22; " \_\_\_"; PRINT INK 2; AT 12, 24; " \_\_\_"; AT  
13, 24; " \_\_\_"; AT 20, 22; " \_\_\_"; AT 21, 22; " \_\_\_"  
2618 POKE 23675, 184; POKE 23676, 252; PRINT INK  
5; PAPER 0; AT 11, 3; " \_\_\_"; AT 12, 2; " \_\_\_"  
-  
2620 PRINT INK 5; PAPER 7; AT 12, 3; " \_\_\_"  
2630 RETURN  
2700 REM 2 PALYA  
2701 PRINT AT 2, 3; " 2. PALYA"  
2702 POKE 23675, 8; POKE 23676, 254; PRINT INK  
4; PAPER 0; AT 3, 3; " \_\_\_"; AT 3, 19; " \_\_\_"; AT  
4, 2; " \_\_\_"; AT 4, 18; " \_\_\_"  
2704 PRINT INK 4; AT 5, 2; " \_\_\_"; AT  
5, 18; " \_\_\_"; AT 11, 21; " \_\_\_"; AT  
12, 20; " \_\_\_"; AT 13, 20; " \_\_\_"; AT 19, 2; " \_\_\_"; AT  
20, 2; " \_\_\_"; AT 21, 2; " \_\_\_"; AT 21, 11; " \_\_\_"  
2706 PRINT INK 1; AT 19, 5; " \_\_\_"; AT  
20, 5; " \_\_\_"; PRINT INK 6; AT 21, 6; " \_\_\_"  
2708 POKE 23675, 16; POKE 23676, 252; PRINT INK  
4; AT 12, 19; " \_\_\_"; AT 4, 24; " \_\_\_"; AT 5, 24; " \_\_\_"; AT  
12, 8; " \_\_\_"; AT 13, 8; " \_\_\_"; PRINT INK 2; AT  
4, 26; " \_\_\_"; AT 5, 26; " \_\_\_"; AT  
20, 22; " \_\_\_"; AT 21, 22; " \_\_\_"  
2710 PRINT INK 6; AT 11, 2; " \_\_\_"; AT  
11, 26; " \_\_\_"; AT 19, 18; " \_\_\_"; PRINT INK 1; AT  
12, 2; " \_\_\_"; AT 13, 2; " \_\_\_"; PRINT INK 3; AT  
12, 26; " \_\_\_"; AT 13, 26; " \_\_\_"; AT 20, 18; " \_\_\_"; AT  
21, 18; " \_\_\_"  
2722 POKE 23675, 184; POKE 23676, 252; PRINT INK  
5; PAPER 0; AT 11, 11; " \_\_\_"; AT 12, 10; " \_\_\_"  
-  
2724 PRINT INK 5; PAPER 7; AT 12, 11; " \_\_\_"  
2730 RETURN  
2800 REM 4 PALYA  
2801 PRINT AT 2, 3; " 4. PALYA"  
2802 POKE 23675, 8; POKE 23676, 254; PRINT INK  
4; PAPER 0; AT 5, 18; " \_\_\_"; AT 4, 19; " \_\_\_"  
-  
20, 2; " \_\_\_"; AT 3, 25; " \_\_\_"; AT 19, 3; " \_\_\_"; AT  
21, 2; " \_\_\_"  
2804 PRINT INK 3; AT 11, 11; " \_\_\_"; AT  
12, 11; " \_\_\_"; PRINT INK 4; AT 13, 12; " \_\_\_"; PRINT INK  
2; AT 19, 18; " \_\_\_"; AT 20, 18; " \_\_\_"; PRINT INK 1; AT  
21, 19; " \_\_\_"; PRINT INK 6; AT 19, 25; " \_\_\_"; AT  
20, 25; " \_\_\_"; PRINT INK 5; AT 21, 26; " \_\_\_"  
2806 POKE 23675, 16; POKE 23676, 252; PRINT INK  
6; AT 3, 2; " \_\_\_"; AT 11, 28; " \_\_\_"; PRINT INK  
2; AT 4, 2; " \_\_\_"; AT 5, 2; " \_\_\_";  
PRINT INK 1; AT 12, 28; " \_\_\_"; AT 13, 28; " \_\_\_":  
2810 PRINT INK 4; AT 13, 10; " \_\_\_"; AT 11, 2; " \_\_\_"  
-  
11, 18; " \_\_\_"; AT 12, 18; " \_\_\_"; AT 13, 6; " \_\_\_"; AT  
11, 18; " \_\_\_"; AT 12, 18; " \_\_\_"; AT 21, 28; " \_\_\_"  
-  
2812 PRINT INK 2; AT 11, 22; " \_\_\_"; AT  
12, 22; " \_\_\_"; AT 20, 21; " \_\_\_"; AT 21, 21; " \_\_\_"  
2820 RETURN  
2900 REM 5 PALYA  
2901 PRINT AT 2, 3; " 5. PALYA"  
2905 POKE 23675, 8; POKE 23676, 254; PRINT INK  
4; PAPER 0; AT 3, 3; " \_\_\_"; AT 3, 19; " \_\_\_"

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" ; AT 4, 2; " -----"; AT
4, 18; " -----"; AT 5, 2; " -----"; AT
5, 18; " -----"; AT 5, 2; " -----"; AT
2908 PRINT INK 4; AT 12, 19; " ---"; AT
13, 18; " ---"; PRINT INK 2; AT 8, 11; " ---"; AT
9, 11; " ---"; PRINT INK 5; AT 10, 12; " ---"; AT
19, 18; " ---"; AT 20, 18; " ---"; PRINT INK 4; AT
21, 19; " ---"; AT 20, 18; " ---"; PRINT INK 4; AT
2910 POKE 23675, 16; POKE 23676, 252; PRINT INK
4; AT 6, 10; " ---"; AT 7, 10; " ---"; AT 6, 12; " ---"; AT
9, 10; " ---"; AT 7, 12; " ---"; AT 11, 10; " ---"; AT
11, 18; " ---"; AT 12, 24; " ---"; AT
13, 24; " ---"; AT 19, 2; " ---"; AT 20, 2; " ---"; AT
21, 2; " ---"; AT 19, 21; " ---"; AT
20, 21; " ---"; AT 21, 21; " ---";
2912 PRINT INK 6; AT 11, 2; " -----"; PRINT INK
3; AT 12, 2; " ---"; AT 13, 2; " ---"; PRINT INK 2; AT
12, 6; " ---"; AT 13, 6; " ---";
2914 PRINT INK 2; AT 12, 10; " ---"; AT
13, 10; " ---"; AT 12, 26; " ---"; AT 13, 26; " ---";
2916 POKE 23675, 184; POKE 23676, 252; PRINT INK
5; PAPER 0; AT 19, 6; " -----"; AT 20, 5; " _
-"; AT 21, 7; " -----";
2918 PRINT INK 5; PAPER 7; AT 20, 6; " -----"
2930 RETURN
3000 REM 6 PALYA
3001 PRINT AT 2, 3; " 6. PALYA"
3010 POKE 23675, 8; POKE 23676, 254; PRINT INK
4; AT 5, 23; " ---"; AT 6, 22; " ---"; AT
17, 8; " ---"; AT 21, 11; " ---"; AT 21, 22; " ---";
3012 PRINT INK 1; AT 3, 2; " ---"; AT 4, 2; " ---";
PRINT INK 2; AT 3, 5; " ---"; AT 4, 5; " ---"; PRINT INK
6; AT 5, 3; " ---"; AT 17, 18; " ---"; AT 18, 18; " ---";
PRINT INK 2; AT 19, 19; " ---";
3013 PRINT AT 2, 3; " 7. PALYA"
3014 POKE 23675, 16; POKE 23676, 252; PRINT INK
4; AT 3, 22; " ---"; AT 4, 22; " ---"; AT
5, 4; " ---"; AT 5, 7; " ---"; AT 6, 2; " ---"; AT 6, 13; " ---"; AT
7, 13; " ---"; AT 8, 13; " ---"; AT 9, 8; " ---"; AT 9, 13; " ---"; AT
10, 2; " ---"; AT 10, 8; " ---"; AT 10, 13; " ---"; AT
11, 2; " ---"; AT 11, 8; " ---"; AT 11, 13; " ---"; AT
12, 3; " ---"; AT 12, 8; " ---"; AT 12, 13; " ---"; AT
13, 8; " ---"; AT 14, 8; " ---"; AT 15, 8; " ---"; AT
16, 8; " ---"; AT 17, 14; " ---"; AT 17, 21; " ---"; AT
19, 20; " ---"; AT 20, 20; " ---"; AT 21, 4; " ---";
3016 PRINT INK 4; AT 21, 18; " ---"; AT
20, 18; " ---"; AT 21, 25; " ---"; PRINT INK 6; AT
3, 8; " ---"; AT 7, 2; " ---"; AT 13, 2; " ---"; AT
16, 2; " ---"; AT 19, 2; " ---"; AT 9, 26; " ---"; AT
12, 26; " ---"; AT 15, 26; " ---";
3018 PRINT INK 2; AT 4, 8; " ---"; AT
5, 8; " ---"; AT 14, 2; " ---"; AT 15, 2; " ---"; AT
16, 26; " ---"; AT 17, 26; " ---"; PRINT INK 4; AT
10, 26; " ---"; AT 11, 26; " ---"; AT 8, 2; " ---"; AT
9, 2; " ---"; AT 17, 2; " ---"; AT 18, 2; " ---"; AT
20, 2; " ---"; AT 21, 2; " ---"; PRINT INK 1; AT
13, 26; " ---"; AT 14, 26; " ---";
3019 PRINT INK 2; AT 3, 18; " ---"; AT
4, 18; " ---"; AT 7, 26; " ---"; AT 8, 26; " ---"; AT
9, 14; " ---"; AT 10, 14; " ---";
3020 POKE 23675, 184; POKE 23676, 252; PRINT INK
5; PAPER 0; AT 18, 22; " -----"; AT 19, 21; " _
-"; AT 20, 23; " -----";
3022 PRINT INK 5; PAPER 7; AT 19, 22; " -----"
3030 RETURN
3500 REM A TOK
3510 GOSUB 1900; GOSUB 2800; GOSUB 1975; POKE
23675, 16; POKE 23676, 252; PRINT INK 4; AT
4, 14; " ---"; AT 5, 14; " ---"; PRINT INK 6; AT
20, 14; " ---"; AT 21, 14; " ---";

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3520 GOSUB 1600: GOTO 980
3600 REM VI RAG
3610 GOSUB 1900: GOSUB 2700: POKE 23675, 16:
POKE 23676, 252: PRINT INK 6; AT 19, 14; "----":
PRINT INK 5; AT 20, 14; "----"; AT 21, 14; "----"
3620 GOSUB 1600: GOTO 980
3700 REM 3 AS TAJ
3710 GOSUB 1900: GOSUB 2700: GOSUB 1950: POKE
23675, 16: POKE 23676, 252: PRINT INK 4; AT
19, 15; " _ " ; AT 20, 14; "----" ; AT 21, 14; "----"
3720 GOSUB 1600: GOTO 980
3800 REM 4 ES TAJ
3810 GOSUB 1900: GOSUB 2500
3820 GOSUB 1600: PRINT #0; INK 6; PAPER 0;
BRIGHT 1; AT 0, 14; " _ " : GOTO 980
3900 REM 5 OS TAJ
3910 GOSUB 1900: GOSUB 2600: GOSUB 1975: POKE
23675, 16: POKE 23676, 252: PRINT INK 6; AT
19, 14; "----": PRINT INK 3; AT 20, 14; "----"; AT
21, 14; " _ "
3920 GOSUB 1600: GOTO 980
4000 REM 6 OS TAJ
4010 GOSUB 1900: GOSUB 2900: GOSUB 1950: POKE
23675, 16: POKE 23676, 252: PRINT INK 6; AT
19, 14; "----": PRINT INK 3; AT 20, 14; "----"; AT
21, 14; " _ "
4020 GOSUB 1600: GOTO 980
4100 REM 7 ES TAJ
4110 GOSUB 1900: GOSUB 2600: GOSUB 1975: POKE
23675, 16: POKE 23676, 252: PRINT INK 2; AT
20, 14; "----"; AT 21, 14; "----"
4120 GOSUB 1600: GOTO 980
4200 REM 8 AS TAJ
4210 GOSUB 1900: GOSUB 2900: GOSUB 1950
4220 GOSUB 1600: GOTO 980
4300 REM 9 ES TAJ
4310 GOSUB 1900: GOSUB 2600: GOSUB 1975: POKE
23675, 16: POKE 23676, 252: PRINT INK 2; AT
4, 14; " _ " ; AT 5, 14; " _ "
4320 GOSUB 1600: GOTO 980
4400 REM 10 ES TAJ
4410 GOSUB 1900: GOSUB 2700: POKE 23675, 16:
POKE 23676, 252: PRINT INK 4; AT 4, 14; "----"; AT
5, 14; " _ "
4420 GOSUB 1600: GOTO 980
4500 REM 11 ES TAJ
4510 GOSUB 1900: GOSUB 2800: GOSUB 1950
4520 GOSUB 1600: GOTO 980
4600 REM 12 ES TAJ
4610 GOSUB 1900: GOSUB 3000: GOSUB 1600: GOTO
980
4700 REM 13 AS TAJ
4710 GOSUB 1900: GOSUB 3000
4720 GOSUB 1600: GOTO 980
4740 GOTO 980
4800 REM 14 ES TAJ
4810 GOSUB 1900: GOSUB 3000
4820 GOSUB 1600: GOTO 980
4900 REM 15 OS TAJ
4920 GOSUB 1900: GOSUB 2500: GOSUB 1600
4922 REM
4925 POKE 23675, 96: POKE 23676, 253: PRINT INK
2; PAPER 0; AT 9, 13; "----"; AT 10, 12; "----"; AT
11, 12; " _ " ; AT 12, 12; " _ " ; PRINT INK 6;
PAPER 0; AT 13, 13; "----"; AT 14, 13; " _ " ; AT
14, 16; " _ " ; AT 15, 13; " _ " ; AT 15, 16; " _ " ; AT
16, 13; " _ " ; AT 16, 16; " _ "
4927 IF pit=0 THEN LET pit=1: POKE 23675, 104:
POKE 23676, 251: PRINT INK 2; PAPER 0; AT
14, 14; " _ " ; AT 15, 14; " _ " ; AT 16, 14; " _ " : FOR f=1

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TO 20: NEXT f: PRINT INK 7; PAPER 0; AT 14, 15; "
"; AT 15, 15; " "; AT 16, 15; " ": BEEP .005, 2:
BEEP .005, 0: FOR f=1 TO 50: NEXT f: PRINT INK 7;
PAPER 0; AT 14, 14; " "; AT 15, 14; " "; AT 16, 14; " ":
BEEP .005, 2: BEEP .005, 0: FOR f=1 TO 30:
NEXT f
4930 PRINT #0; BRIGHT 1; INK 6; PAPER 0; AT
0, 14; "-----"
4935 GOTO 980
5000 REM 16 OS TAJ
5010 GOSUB 1900: GOSUB 2800: GOSUB 1975: POKE
23675, 16: POKE 23676, 252: PRINT INK 4; AT
20, 14; "-----"; AT 21, 14; "-----"
5020 GOSUB 1600: GOTO 980
5100 REM 17 ES TAJ
5110 GOSUB 1900: GOSUB 2600: POKE 23675, 16:
POKE 23676, 252: PRINT INK 6; AT 3, 14; "-----":
PRINT INK 3; AT 4, 14; "-----"; AT 5, 14; "-----"
5120 GOSUB 1600: GOTO 980
5200 REM 18 AS TAJ
5210 GOSUB 1900: GOSUB 2700: GOSUB 1950
5220 GOSUB 1600: GOTO 980
5240 GOTO 980
5300 REM 19 ES TAJ
5310 GOSUB 1900: GOSUB 2700: GOSUB 1950: GOSUB
1975
5320 GOSUB 1600: GOTO 980
5400 REM 20 AS TAJ
5410 GOSUB 1900: GOSUB 2800: GOSUB 1975
5420 GOSUB 1600: GOTO 980
5500 REM 21 ES TAJ
5515 GOSUB 1900: GOSUB 2600: POKE 23675, 16:
POKE 23676, 252: PRINT INK 6; AT 3, 14; "-----":
PRINT INK 5; AT 4, 14; "-----"; AT 5, 14; "-----"
5520 GOSUB 1600: GOTO 980
5600 REM 22 ES TAJ
5610 GOSUB 1900: GOSUB 2900: POKE 23675, 16:
POKE 23676, 252: PRINT INK 4; AT 7, 28; "-----"; AT
8, 28; "-----"; AT 9, 28; "-----"; AT 10, 28; "-----"; AT
14, 28; "-----"; AT 15, 28; "-----"; AT 17, 28; "-----"; AT
18, 28; "-----"
5620 GOSUB 1600: GOTO 980
5700 REM 23 AS TAJ
5710 GOSUB 1900: GOSUB 2500:
5720 GOSUB 1600: PRINT #0; BRIGHT 1; INK 6;
PAPER 0; AT 0, 14; "-----": GOTO 980
5730 GOTO 980
5800 REM 24 ES TAJ
5810 GOSUB 1900: GOSUB 2800: GOSUB 1975: GOSUB
1950
5820 GOSUB 1600: GOTO 980
5900 REM 25 OS TAJ
5910 GOSUB 1900: GOSUB 2600: GOSUB 1975
5920 GOSUB 1600: GOTO 980
6000 REM 26 OS TAJ
6010 GOSUB 1900: GOSUB 2900: POKE 23675, 16:
POKE 23676, 252: PRINT INK 6; AT 3, 14; "-----":
PRINT INK 3; AT 4, 14; "-----"; AT 5, 14; "-----"
6020 GOSUB 1600: GOTO 980
6100 REM 27 ES TAJ
6110 GOSUB 1900: GOSUB 2800: POKE 23675, 16:
POKE 23676, 252: PRINT INK 6; AT 19, 14; "-----":
PRINT INK 5; AT 20, 14; "-----"; AT 21, 14; "-----"
6120 GOSUB 1600: GOSUB 980
6200 REM 28 AS TAJ
6210 GOSUB 1900: GOSUB 2700:
6220 GOSUB 1600: GOTO 980
6300 REM 29 ES TAJ
6310 GOSUB 1900: GOSUB 2900
6320 GOSUB 1600: GOTO 980

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6400 REM 30      AS TAJ
6410 GOSUB 1900: GOSUB 2600: GOSUB 1950
6420 GOSUB 1600: GOTO 980
6500 REM 31      ES TAJ
6510 GOSUB 1900: GOSUB 2800: GOSUB 1975: POKE
23675, 16: POKE 23676, 252: PRINT INK 2; AT
4, 14; "----"; AT 5, 14; "----"
6520 GOSUB 1600: GOTO 980
6600 REM 32      ES TAJ
6610 GOSUB 1900: GOSUB 2700: POKE 23675, 16:
POKE 23676, 252: PRINT INK 4; AT 4, 14; "----"; AT
5, 14; "----"; AT 20, 14; "----"; AT 21, 14; "----"
6620 GOSUB 1600: GOTO 980
6700 REM 33      AS TAJ
6710 GOSUB 1900: GOSUB 2600: POKE 23675, 16:
POKE 23676, 252: PRINT INK 4; AT 4, 14; "----"; AT
5, 14; "----"
6720 GOSUB 1600: GOTO 980
6800 REM 34      ES TAJ
6810 GOSUB 1900: GOSUB 2900: POKE 23675, 16:
POKE 23676, 252: PRINT INK 6; AT 3, 14; "----":
PRINT INK 4; AT 4, 14; "----"; AT 5, 14; "----"
6820 GOSUB 1600: GOTO 980
6900 REM 35      OS TAJ
6910 GOSUB 1900: GOSUB 2700: POKE 23675, 16:
POKE 23676, 252: PRINT INK 4; AT 4, 14; "----"; AT
5, 14; "----"
6920 GOSUB 1600: GOTO 980
7000 REM 36      OS TAJ
7010 GOSUB 1900: GOSUB 2800: POKE 23675, 16:
POKE 23676, 252: PRINT INK 4; AT 4, 14; "----"; AT
5, 14; "----": GOSUB 1950
7020 GOSUB 1600: GOTO 980
7030 SAVE "TORPE": SAVE "TKOD" CODE 60000, 1535

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# 3D TIC-TAC-TOE JÁTÉK

Leírás:

A játékban a saját kockáinkat dimenziósan -hármat - kell elhelyeznünk pályán, javítási lehetőség nincs, akinek elsőre sikerül, az győz.



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O REM 3D TIC TAC TOE JATEK
JATEKGYAROS 2003'
1 OUT A, 1: OUT A, 6: OUT A, 2: IF INKEY$<>"I "
THEN GO TO 1
2 RETURN
11 LET S1=B: RETURN
12 LET I1=B: RETURN
13 LET J1=B: RETURN
14 LET I1=B: RETURN
15 LET J1=B: RETURN
16 LET S1=S: LET I1=B: LET J1=I1: RETURN
17 LET I1=B1 B: RETURN
18 LET J1=B1 B: RETURN
19 LET S1=S: LET I1=B: LET J1=B1 B: RETURN
20 LET I1=B: LET J1=B1 B: RETURN
21 LET I1=B1 B: LET J1=B: RETURN
22 LET I1=B1 B: LET J1=I1: RETURN
23 LET I1=B: LET J1=I1: RETURN
30 FOR B=1 TO 4: LET S1=S: LET I1=I: LET
J1=J: IF A>=4 THEN LET S1=B
35 GO SUB 10+A: IF CD=1 THEN LET
B(S1, I1, J1)=B(S1, I1, J1)+R: GO TO 45
40 LET F=F*A(S1, I1, J1): IF V=0 THEN LET
S(B)=S1: LET I(B)=I1: LET J(B)=J1
45 NEXT B: IF CD=0 THEN LET CD=1: GO SUB 500:
GO TO 30
47 LET CD=0: RETURN
50 LET H=0: FOR S=1 TO 4: FOR I=1 TO 4: FOR
J=1 TO 4
51 IF A(S, I, J) >1 OR B(S, I, J) <H THEN GO TO 55
53 IF B(S, I, J) >H THEN LET H=B(S, I, J): LET
S1=S: LET I1=I: LET J1=J: GO TO 55

```

```

54 IF RND>.5 THEN LET H=B(S,I,J): LET S1=S:
LET I1=I: LET J1=J
55 NEXT J: NEXT I: NEXT S: LET S=S1: LET
J=J1: LET I=I1: RETURN
60 FOR A=1 TO 3: GO SUB 30: NEXT A
62 IF S<>I AND S<>J AND I<>J THEN GO TO 70
64 IF S=I THEN LET A=4: GO SUB 30
66 IF S=J THEN LET A=5: GO SUB 30
68 IF I=J THEN LET A=6: GO SUB 30
70 IF S<>5 I AND S<>5 J AND I<>5 J
THEN GO TO 84
72 IF S=5 I THEN LET A=7: GO SUB 30
74 IF S=5 J THEN LET A=8: GO SUB 30
76 IF I=5 J THEN LET A=9: GO SUB 30
78 IF S=I AND S=5 J THEN LET A=10: GO TO
30
80 IF S=J AND S=5 I THEN LET A=11: GO SUB
30
82 IF S=5 J AND I=J THEN LET A=12: GO TO
30
84 IF S=I AND I=J THEN LET A=13: GO SUB 30
86 RETURN
100 LET B1=5: LET CD=0: LET R=0: LET M=0: DIM
S(4): DIM I(4): DIM J(4): DIM A(4,4,4): DIM
B(4,4,4): GO SUB 800: GO TO 710
200 PAPER 7: INK 0: LET K=0: LET X1=1: PRINT
AT 17,2:"OSZLOP.. FUGG.. VISSZ.."
205 GO SUB 290+(10*X1)
207 IF INKEY$="" THEN GO TO 207
210 IF INKEY$="K" THEN LET Q1=1: GO TO 235
215 IF INKEY$="I" THEN GO TO 750
220 LET K=CODE(INKEY$): IF K=48 AND I>0 THEN
LET K=0: BEEP .3,0: GO SUB 410: GO SUB 420: GO
SUB 400: GO TO 200
226 IF K<49 OR K>52 THEN GO TO 205
230 LET K=K 48: GO SUB 390+10*X1: BEEP
.5,.6: LET X1=X1+1: IF X1<4 THEN GO TO 205
232 IF A(S,I,J)>1 THEN GO TO 360
235 RETURN
300 REM KIRAJZOLOM A 4 OSZLOPOT
301 PAUSE 18: PRINT AT 1,2;" 1 2 3
4": RETURN
310 LET P=0: FOR X=1 TO 4: PRINT AT
4+P,1+(8*(S 1));X: LET P=P+2: NEXT X: RETURN
320 FOR X=1 TO 4: PRINT AT 11+X,1+X+(8*(S
1));X: NEXT X: RETURN
360 PRINT AT 21,5: INK 2: PAPER 7: "AZ A HELY
MAR FOGLALT!!": BEEP 1, 3: PRINT AT 21,0;"
": GO TO 200
400 PRINT AT 17,10;K: LET S=K: PRINT AT 1,2;"
": RETURN
410 PRINT AT 17,18;K: LET I=K: LET P=0: FOR
X=1 TO 4: PRINT AT 4+P,1+(8*(S 1));" ": LET
P=P+2: NEXT X: RETURN
420 PRINT AT 17,29;K: LET J=K: FOR X=1 TO 4:
PRINT AT 11+X,1+X+(8*(S 1));" ": NEXT X:
RETURN
500 IF F=16 THEN GO SUB 580: LET V=1: GO TO
570
510 IF F=81 THEN LET V=2: GO TO 570
520 IF F=6 AND A(S,I,J)=2 THEN LET R= 10:
GO TO 570
530 IF F/A(S,I,J)=6 THEN LET R=0: GO TO 570
550 FOR U=1 TO 9: IF F=C(U) THEN LET R=D(U):
GO TO 570
560 NEXT U
570 IF V<>0 THEN GO TO 1000
575 LET F=1: RETURN
580 LET I2=I+I+2+(J 1): LET J2=J+1+(8*(S
1)): LET W=I+J: IF W/2=INT(W/2) THEN GO TO 660

```

```

600 INK C6: PAPER C5: PRINT AT I 2, J 2; " i ": IF
I =4 THEN PAPER 7
605 PRINT AT I 2+1, J 2; ". ": PAPER C5
610 IF I=1 THEN PAPER 7: PRINT AT I 2
1, J 2; " ÷, o": GO TO 630
620 PRINT AT I 2 1, J 2; " y"
630 PAPER C: IF J<>4 THEN GO TO 650
640 PRINT AT I 2, J 2+1; " Âi ": PRINT AT
I 2+1, J 2+1; " "
650 RETURN
660 PAPER 5
661 INK C5: PAPER C6: PRINT AT I 2, J 2; " ": IF
I =4 THEN INK 7
665 PRINT AT I 2+1, J 2; " y": INK C5
670 IF I=1 THEN INK 7: PRINT AT I 2
1, J 2; " u " : GO TO 690
680 PRINT AT I 2 1, J 2; ". "
690 INK C: IF J=4 THEN PRINT AT I 2, J 2+1; " A " :
PRINT AT I 2+1, J 2+1; " 3 "
700 RETURN
710 IF RND>.5 THEN GO TO 750
720 PRINT AT 19, 2; INK 2; PAPER 7; X$; "
GONDOLKOZZ, ES LEPJ... " : GO SUB 200: IF Q1=1
THEN GO TO 1200
740 LET V=0: LET A(S, I, J)=3: LET C5=8: LET
C6=C3: GO SUB 580: GO SUB 60: LET M=M+1: IF
M>=64 OR V<>0 THEN GO TO 1000
750 PRINT AT 17, 2; INK 1; PAPER 7; " OSZLOP...
FUGG... VI SSZ... " ; AT 19, 2; Y$; " LEPI A
FENTI EKET... " : LET C5=8: LET C6=C4:
IF T=2 THEN GO SUB 50: INK 0: PAPER 7: PRINT AT
17, 10; S: BEEP .5, 8: PRINT AT 17, 18; I: BEEP .5, 8:
PRINT AT 17, 29; J: BEEP .5, 8: GO TO 770
760 GO SUB 200: IF Q1=1 THEN GO TO 1200
770 LET V=0: LET A(S, I, J)=2: GO SUB 60: GO SUB
580: LET M=M+1: IF M>=64 OR V<>0 THEN GO TO 1000
780 GO TO 720
800 LET Q1=0: LET F=0: LET H=0: PAPER 7:
BORDER 7: INK 0: CLS : LET D=1
910 RESTORE 1690
911 FOR S=1 TO 4: FOR X=1 TO 4: READ I, J: LET
B(S, I, J)=10: NEXT X: NEXT S
920 CLS : FOR S=1 TO 4: FOR I=1 TO 4: FOR J=1
TO 4
930 LET A(S, I, J)=1: LET C5=C1: LET C6=C2: IF
(I+J)/2=INT ((I+J)/2) THEN LET C6=C1: LET C5=C2
935 GO SUB 580: NEXT J: NEXT I: NEXT S
960 RETURN
1000 INK 0: PAPER 7: IF M>=64 THEN PRINT AT
17, 0; " ##### EZ MOST DONTETLEN #####": GO TO
1040
1005 INK 0: PAPER 7: IF M>=64 THEN PRINT AT
17, 0; " ##### EZ MOST DONTETLEN #####": GO TO
1040
1010 IF V=2 THEN PRINT AT 16, 0; X$; " GYOZOTT
"; M; " LEPESBEN": GO TO 1030
1020 PRINT AT 16, 0; Y$; " GYOZOTT " ; M; " LEPESBEN"
1030 FOR X=1 TO 4: PRINT AT 16+X, 0; INK 0;
PAPER 7; " OSZLOP... "; S(X); " VI SSZ... "; I (X); "
FUGG... "; J (X); " " : BEEP .5, X: NEXT X: GO SUB
1100
1040 PRINT AT 21, 0; INK 7; PAPER 2; " NYOMD AZ
'I' T, HA FOLYTATOD " : IF INKEY$<>"I" THEN GO
TO 1040
1050 GO TO 1200
1100 LET V1=0: FOR X=1 TO 6: IF M>W(X) OR V1=1
THEN GO TO 1150
1110 FOR Y=6 TO X+1 STEP 1: LET W(Y)=W(Y
1): LET W$(Y)=W$(Y 1): NEXT Y

```

```

1120 LET W(X)=M: IF V=2 THEN LET
W$(X)=X$+D$(LEN X$+1 TO )
1130 IF V=1 THEN LET W$(X)=Y$+D$(LEN Y$+1 TO )
1140 LET V1=1
1150 NEXT X: RETURN
1200 CLS : PAPER 7: INK 0: PRINT AT 2, 4: INK
2: " A LEGJOBB HAT JATEKOS: "
1210 FOR X=1 TO 6: PRINT AT
3+(2*X), 2: X; ". . . . "; W$(X); ". . . . "; W(X); ". . . . ":
PRINT AT 3+(2*X), 26: " LEPES": NEXT X
1230 PRINT AT 18, 1: " NYOMD AZ 'I' T A
FOLYTATASHOZ"
1235 POKE 23658, 8
1240 LET A=254: GO SUB 1
1242 RESTORE 4000
1245 BORDER 4: PAPER 6: INK 0: CLS
1246 PRINT AT 1, 5: INK 3: " 3D "; INK 1: " TIC";
INK 4: " TAC"; INK 3: " TOE JATEK"; INK 2: AT
3, 7: " JATEKGYAROS 2003"
1248 PRINT INK 1: AT 4, 7: "
"
1250 RESTORE 1260
1252 FOR N=1 TO 13: READ C$
1253 PRINT AT 4+N, (16 LEN C$/2);
1254 INK 2: FOR I=1 TO LEN C$
1255 PRINT C$(I);: BEEP .005, .05
1256 PAUSE 2: INK I/10+2: NEXT I: NEXT N
1260 DATA " AZ ALAPJATEK AZ EGYSZERU 'OXO' "
1261 DATA " ***** "
1262 DATA " ITT 3D BEN VAN LEHETOSEGED "
1263 DATA " ***** "
1264 DATA " SAJAT KOCKAI NKAT DI MENZI OSAN "
1265 DATA " ***** "
1266 DATA " ELHELVEZNI, SORBAN MI NDI G AZ "
1267 DATA " ***** "
1268 DATA " OSZLOP, FUGG, VI SSZ POZI CI OT "
1269 DATA " ***** "
1270 DATA " KELL MEGADNI, GONDOSAN, MERT ITT "
1271 DATA " ***** "
1272 DATA " JAVI TASI LEHETOSEG NI NCS !! "
1273 DATA " ***** "
1275 GO SUB 3000
1280 LET A$=" HA ELOLVASTAD NYOMD AZ ENTER T"
1282 FOR Q=1 TO 30
1284 PRINT AT 21, Q+Q; A$(Q);
1286 BEEP .01, .01: Q: NEXT Q
1287 PRINT #0: " ' K' BETUVEL KI LEPHETSZ A
JATEKBOL"
1288 IF INKEY$="" THEN GO TO 1288
1300 BORDER 4: PAPER 6: INK 0: CLS : PRINT AT
7, 5: " VALASZD KI AZ ELLENFELET ": PRINT INK 1: AT
10, 5: " 1. . . . KET JATEKOS"; AT 12, 5: " 2. . . . SPECTRUM
SZAMI TOGEP"
1305 LET T=CODE (INKEY$) 48: IF T<1 OR T>2
THEN GO TO 1305
1310 BEEP 1, 15: PRINT AT 18, 6: " I RD BE A
NEVED ": INPUT X$: IF T=2 THEN LET Y$=" SPECTRUM
": GO TO 1320
1315 PRINT AT 15, 6: " MASI K JATEKOS?": INPUT Y$
1320 IF X$="" THEN LET X$=" CSABA"
1321 IF LEN X$>10 OR LEN Y$>10 THEN PRINT AT
18, 4: INK 2: " MAXI MUM 10 BETU !"; AT 15, 4: "
ISMETELD ! ": GO TO 1310
1322 PRINT AT 15, 2: "
"
1325 BEEP .1, .12: PRINT AT 18, 2: " NYOMD AZ
'I' T AZ INDULASHOZ": LET C=7: LET C1=6: LET
C2=4: LET C3=2: LET C4=1: GO SUB 1: IF INKEY$=""
THEN GO TO 1325
1330 IF INKEY$="I" THEN RESTORE : GO TO 100

```

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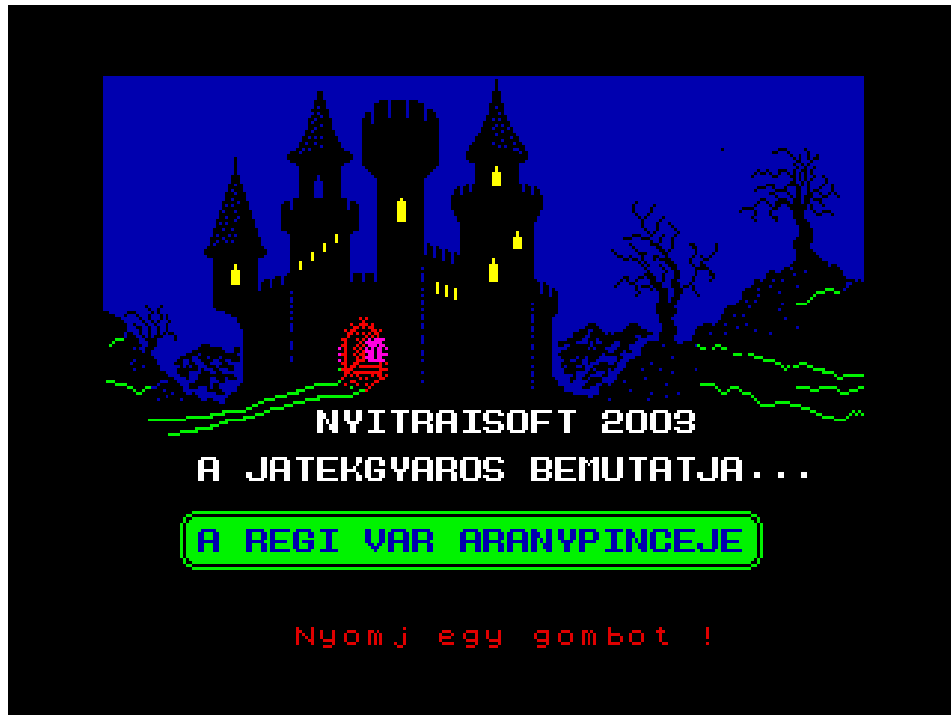
1340 GO TO 1325
1690 DATA
1, 1, 1, 4, 4, 1, 4, 4, 2, 2, 2, 3, 3, 2, 3, 3, 2, 2, 2, 3, 3, 2, 3, 3,
1, 1, 1, 4, 4, 1, 4, 4
2005 RESTORE 4000
  2010 D
  2011
  2012
  2013 DIM D(9): DIM C(9): DIM W(6): DIM
        W$(6,10): LET D$="....."
2015 INK 0: PAPER 7: BRIGHT 0: GO SUB 2100
2020 FOR i=1 TO 9: READ a: LET d(i)=a: NEXT i
2022 FOR i=1 TO 9: READ a: LET c(i)=a: NEXT i
2024 FOR i=1 TO 6: LET W(i)=99: NEXT i
2026 FOR i=1 TO 6: LET w$(i)="CSABA": NEXT i
2028 GO SUB 2100: CLS : PRINT AT 1,3: FLASH
1;"NYOMJ I T A FOLYTATASHOZ": POKE 23658,8:
GO TO 1240
2100 FOR x=0 TO 3: PRINT AT x,0: "
": NEXT x: RETURN
3000 INK 2: PLOT 0,0: DRAW 255,0: DRAW 0,175:
DRAW 255,0: DRAW 0,175: PLOT 2,2: DRAW
251,0: DRAW 0,171: DRAW 251,0: DRAW 0,
171
3010 RETURN
4000 DATA 10, 14, 98, 100, 900, 1000, 14, 98,
100
  4010 DATA 3, 2, 9, 4, 27, 8, 6, 18, 12

```

# ARANYPINCE 128k

Leírás:

Az ismerős cofis kislányt kell az emeleteken, a mozgó járdákon átvezetve a legalul levő befalazott kincshez vinni, megszámolva az útközben talált pénzesztáskákban lévő aranytallérokat. Ezeknek a száma adja meg a befalazott kincs kódszámát, és ha a szám helyes, a kőfal leomlik, és a megtalált kincs a miénk.



```
1      DIM z$(10, 7)
2      LET z$(1, ) = "{L9880}": LET
z$(2, ) = "{L9881}": LET z$(3, ) = "{L9883}"
3      LET z$(4, ) = "{L9884}": LET
z$(5, ) = "{L9886}": LET z$(6, ) = "{L9887}": LET
z$(7, ) = "{L9882}":
4      LET z$(8, ) = "{L9885}"
5      GO SUB 9890: RANDOMIZE 9900 AND USR ua
10     REM *****
11     ***** ARANY PINCE *****
12     *** NYITRAISOFT 2003 ***
13     *****
14
11     DEF FN u(I, x, y, a) = 9905 AND USR ua
20     REM *****
21     ***** JATEKGYAROS *****
22     ***** BUDAPEST *****
23     *****
30     BORDER 0: PAPER 0: INK 7: BRIGHT 1: CLS
35     GO SUB 8720
40     GO SUB 910
50     GO SUB 1010: GO SUB 820
60     CLS : LET pont=0: LET el et=3
70     CLS : FOR n=0 TO 31: PRINT AT 0, n; PAPER
7; INK 1; BRIGHT 1; ". "; AT 21, n; ". ": NEXT n
```

```

80 LET u$=" aa ": LET t$=u$
90 PRINT #4; INK 6; AT 160, 60; "{ L9884 ARANY
PINCE"
100 FOR n=6 TO 16 STEP 5: PRINT AT n, 0; INK 2;
PAPER 7; BRIGHT
1; ". . . . .": NEXT n
110 FOR n=6 TO 8: PRINT AT n, 3; INK 6; INK 7;
PAPER 1; " "; AT n, 28; " "; AT n+5, 0; " "; AT
n+5, 31; " "; AT n+10, 4; " "; AT n+10, 27; " "; NEXT n
120 PRINT AT 18, 14; INK 4; ". . . "; AT 19, 14; ".
"; AT 20, 14; ". . . "; AT 20, 15; INK 6; FLASH 1; " "
130 FOR n=5 TO 20 STEP 5
140 LET a=INT (RND*30)+1
150 IF ATTR (n+1, a)=79 OR ATTR (n 2, a)=79
OR ATTR (n, a)=68 THEN GO TO 140
160 PRINT AT n, a; FLASH 1; PAPER 5; INK 1; "?":
NEXT n
170 LET l epe s=0: LET o=0: LET t=0
180 LET x=10: LET y=15
190 REM ***** AZ
I SMEROS ***** COFIS KISLANY*****
*****
200 PRINT AT x 1, y; INK 5; "o"; AT x, y; INK
4; "u"
210 PRINT AT x 1, y; INK 6; "y"; AT x, y; INK
2; "A"
220 GO SUB 380
230 IF SCREEN$ (x+1, y)=" " THEN GO SUB 560
240 IF ATTR (x+1, y)=79 THEN GO SUB 420
250 IF ATTR (x 2, y)=79 THEN GO SUB 490
260 IF INKEY$=" " THEN GO TO 200
270 BEEP 0.002, 20
280 LET l epe s=l epe s+1
290 PRINT AT x, y; " "; AT x 1, y; " "
300 LET y=y+(INKEY$=" 8" AND y<31)
(INKEY$=" 5" AND y>0)
310 IF ATTR (x, y)=233 THEN GO SUB 620
320 IF o<>4 THEN IF ATTR (x, y)=68 THEN GO SUB
560
330 IF o=4 THEN IF x=20 AND y=14 OR x=20 AND
y=16 THEN GO SUB 700
340 IF l epe s=130 THEN GO SUB 560
350 IF ATTR (x, y)=198 THEN GO SUB 760
360 GO TO 200
370 REM ***** MOZGAS
A JARDAN *** *****
380 BEEP .001, 20: LET u$=u$(2 TO )+u$(1): LET
t$=t$(5)+t$( TO 4): PRINT INK 6; AT 11, 22; u$; AT
11, 5; u$; AT 16, 21; t$; AT 16, 6; t$; AT 6, 13; t$
390 PRINT AT 0, 0; PAPER 1; INK 7; "
PONT="; pont; AT 0, 13; " ELET="; e let; AT
0, 23; " LEPES="; l epe s
400 RETURN
410 REM ***** LE A
LETRAN *****
420 IF INKEY$=" 6" THEN GO TO 440
430 RETURN
440 FOR n=0 TO 4: GO SUB 380: PRINT AT x, y; "
"; AT x 1, y; " ": LET x=x+1: BEEP .009, n+2:
PRINT AT x, y; "u"; AT x 1, y; "o"
450 IF n>1 THEN PRINT AT x 2, y; PAPER 1;
INK 7; " "
460 NEXT n
470 RETURN
480 REM ***** FEL A
LETRAN *****
490 IF INKEY$=" 7" THEN GO TO 510
500 RETURN

```



```

510 FOR n=0 TO 4: GO SUB 380: PRINT AT x, y; "
"; AT x 1, y; " "; LET x=x 1: BEEP .009, n+2:
PRINT AT x, y; "u"; AT x 1, y; "o"
520 IF n>1 THEN PRINT AT x+1, y; PAPER 1; INK
7, " "
530 NEXT n
540 RETURN
550 REM *****
551 ***** LEZUHANTUNK *****
*****
560 IF SCREEN$ (x+1, y)="" THEN GO TO 590
570 PRINT AT x, y; " "; AT x 1, y; " ": GO SUB
380: LET x=x+1: BEEP 0.01, x+5: PRINT AT
x, y; "u"; AT x 1, y; "o"
580 GO TO 560
590 PRINT AT x, y; " "; AT x 1, y; "u": FOR n=0
TO 20: BEEP 0.01, n+5: NEXT n: LET e1et=e1et
1: IF e1et= 1 THEN GO SUB 650
600 FOR n=0 TO 200: NEXT n: GO TO 70
610 REM ***** ** SZEDJUK A
PENZT *****
620 LET b=INT (RND*9)+1: FOR n=0 TO 20: BEEP
0.002, n+3*2: NEXT n: PRINT AT x, y; b: LET
pont=pont+50: LET o=o+1: LET t=t+b: FOR w=0 TO
100: NEXT w
630 RETURN
640 REM ***** ** A JATEK
VEGETERT *****
650 FOR n=30 TO 5 STEP 1: BEEP
0.01, n+9: NEXT n: PRINT #0; FLASH 1; INK 2; " A
JATEK VEGETERT! U=uj bol V=vege"; FLASH 0
660 IF INKEY$="u" OR INKEY$="U" THEN CLS : GO
TO 60
670 IF INKEY$="v" OR INKEY$="V" THEN CLS :
STOP
680 REM ***** ** A
TALALT PENZEN *** ** ARANYAT VEHETUNK **
*****
690 GO TO 660
700 PRINT AT 19, 2; "AZ OSSZEG: "
710 INPUT a
720 IF a=t THEN LET o=5: PRINT AT 19, 2; "
": LET pont=pont+100: FOR n=0 TO 10: BEEP
.09, n+10: NEXT n: GO TO 240
730 IF a<>t THEN GO SUB 560
740 RETURN
750 REM ***** ** JUTALOM
KI IRASA *** *****
760 PRINT AT x, y; " ": FOR y=1 TO 5: FOR x=1 TO
10: BEEP .05, x*2: NEXT x: NEXT y
770 FOR w=2 TO 300 STEP 2: BEEP .01, w/8: PRINT
AT 0, 6; pont+w: NEXT w
780 LET pont=pont+w
790 PRINT #4; INK 6; AT 160, 20; "{L9884
UGYES VOLTAL, "; AT 150, 20; "MEGPROBALHATOD UJ RA
!"
795 GO SUB 8535
800 FOR n=0 TO 400: NEXT n: GO TO 70
810 RETURN
820 REM ***** * A JATEK
MAGYARAZATA* *****
822 CLS
825 GO SUB 8800
826 PRINT #4; "{L9880"
830 PRINT #4; INK 6; AT 170, 30; "{L9884 | ARANY
PINCE|"
835 PRINT #4; INK 2; AT 160, 170; "{L9881
IRANYI TAS: "; AT 140, 180; "7=FEL"; AT
130, 180; "6=LE"; AT 120, 180; "5=BALRA"; AT
110, 180; "8=JOBBRA"

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840 PRINT #4; INK 4; AT 150, 10; "{L9883A SZOKE
COFIS KI SLANYT VEZETVE"; AT 140, 10; "KELL A
PENZESTASKAKAT OSSZE "; AT 130, 10; "SZEDNI ,
MAJD A MOZGO JARDAKON"; AT 120, 10; "KELL
ATKELNI, MINDEN LEESES EGY"; AT 110, 10; "EGY ELET
ELVESZTESET JELENTI. "; AT 100, 10; "SAJNOS, CSAK
HAROM ELETED VAN, "
850 PRINT #4; INK 4; AT 90, 10; "ES ARRA IS
UGYELNED KELL, HOGY"; AT 80, 10; "LEPESEID SZAMA
NEM LEHET TOBB"; AT 70, 10; "130 NAL, MERT AKKOR
IS VESZTESZ. "
860 PRINT #4; INK 4; AT 60, 10; "A JATEK KOZBEN
FEJBEN KELL TAR"; AT 50, 10; "TANOD A
PENZESTASKAKBAN LEVO, "; AT 40, 10; "MEGTALALT PENZ
OSSZEGET SZAMAT. "; AT 30, 10; "A JATEK VEGEN IGY
VASAROLHATSZ"; AT 20, 10; "AZ OSSZEADOTT PENZEN
ARANYAT. "
865 GO SUB 8580
870 PRINT #4; INK 5; AT 50, 200; "NYOMD"; AT
40, 200; "LE AZ"; AT 30, 200; "ENTERT!! "
880 IF INKEY$="" THEN GO TO 880
890 RETURN
900 REM UDG K
910 FOR w=USR "a" TO USR "k" +7: READ x: POKE
w, x: NEXT w
920 DATA 255, 66, 36, 24, 24, 36, 66, 255
930 DATA 129, 255, 129, 129, 129, 255, 129, 129
940 DATA
112, 154, 159, 61, 85, 125, 76, 56, 8, 62, 93, 157, 21, 116, 1
19, 7
950 DATA 0, 127, 127, 127, 0, 247, 247, 247
960 DATA
24, 24, 24, 24, 255, 255, 24, 24, 24, 24, 24, 24, 24, 24, 60, 126, 255
, 255
970 DATA 18, 149, 66, 153, 60, 60, 60, 24
980 DATA 60, 126, 219, 255, 189, 195, 255, 255
990 DATA
14, 89, 249, 188, 170, 190, 50, 28, 16, 124, 186, 185, 168, 4
6, 238, 224
1000 RETURN
1010 REM ***** A VAR
LATKEPE *****
1020 BRIGHT 1: PAPER 0: INK 5: BORDER 0: CLS
1021 LOAD ! "VAR" CODE 16384, 6912
1065 GO SUB 8525
1070 PRINT #0; PAPER 0; INK 2; AT 0, 0; "
Nyomj egy gombot !
1080 PAUSE 0
1090 RETURN
8500 REM zene128K
8505 LET x$="T17003N1gbD3C"
8510 LET y$="T17005N1gbD3C"
8520 PLAY x$, y$: RETURN
8525 REM zene128K
8530 FOR n=1 TO 4: PLAY
"T240UX100W007N2c#f#gEA": NEXT n: RETURN
8535 REM zene128K
8540 LET p$="T24003cN2ccN3eN4ce9g"
8545 LET q$="T24006cN2ccN3eN4ce9g"
8560 PLAY p$, q$: RETURN
8565 REM zene128K
8570 PLAY
"T240UX500W7N2CDECDECDECDECDECDECDECDECDECDEC9C"
8572 RETURN
8575 REM zene128K gyozel mi tus
8580 FOR n=1 TO 2
8590 LET x$="T24002bb9E2bEb3E9B"
8595 LET y$="T24004bb9E2bEb3E9B"
8605 PLAY x$, y$
8610 NEXT n: RETURN

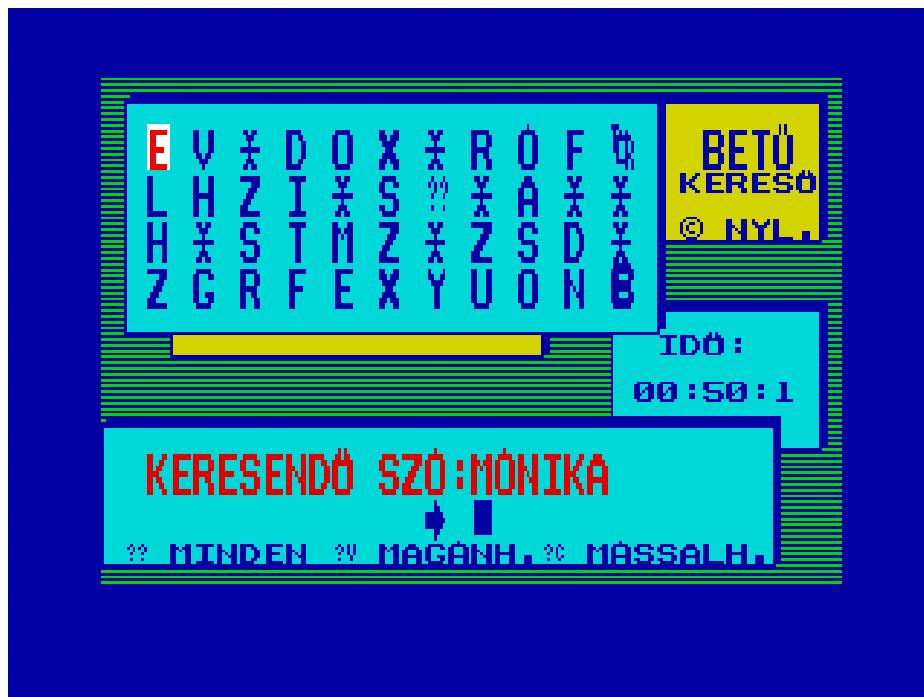
```

```
8615  REM zene128K
8620  LET x$="T95UX6000W701BBGGFFEEDDCN1_9C"
8625  LET y$="T95UX6000W701BBGGFFEEDDCN1_9C"
8635  PLAY      x$, y$: RETURN
8640  REM zene128K
8645  LET
x$="T24002N1_9EO3N1_4D$DDDN1_EGN1_6$GGGCGD$DCO1V
14CV13CV12CV10CV9CV8CV7CV6CV5CV4CV3CV2CV1N1_9C"
8650  LET
y$="T24002N1_9EO3N1_4D$DDDN1_EGN1_6$GGGCGD$DCO1V
14CV13CV12CV11CV10CV8CV7CV6CV5CV4CV3CV2CV1N1_9C"
8660  PLAY      x$, y$: RETURN
```

# BETŰKERESŐ JÁTÉK ISKOLÁSOKNAK

Leírás:

A program kikeresi a memóriából az ott tárolt 6-12 betűs szót, azt alul megjeleníti, majd fenn 42 betű között azt elrejti. A kurzorral rámutatva kell kiválasztani a megfelelő betűt, alul mindig látszik az aktuális állás, a „B” befejezem szára mutatta azután ellenőrzi, hogy pontosan dolgoztunk-e. A megfejtett szó után másik fokozatot választhatunk, de ott már helyettesítő karakterek is lesznek, ezeket teszi a megtalálható szó betűi helyett. A játék időre megy, sietni kell, hogy a megadott idő alatt befejezzük a keresést. Egy kisiskolásnak bizony elég nehéz-e feladat, nem is tudják elsőre megoldani..



```

1  REM *****
   ** Nyitrai SOFT 2002 **
   *****
5  REM *****
   ** Bet keres jatek **

   ** Irta: Nyitrai LASZLO **
   ** 2002 j U l i u s **
   *****
7  REM *****
   ** tanul o jatek
   **
   ** harmadi kos **
   ** DOr i unokamnak **
   *****
10 DEFFN A(X, Y) = 22528 + 2 * X + 64 * Y

```

```

20 CLEAR 64998: LET ch=0: LET pr=64000: LET
level=1: DIM n$(6,8): FOR n=1 TO 6: LET
n$(n)=" . . . . .": NEXT n: DIM s(6)
100 GOSUB 9000
110 GOSUB 8000
120 IF ch <> 5 THEN GOSUB 1000*(ch+(ch=4)):
GOTO 110
130 PAPER 7: INK 0: BORDER 7: CLS: POKE
23658,0: BEEP .01,25: GOSUB 9845: BEEP .01,30:
NEW
1000 PAPER 4: LET V=USR 64018: PAPER 5
1005 BEEP .01,25
1010 LET bx=22: LET by=10: LET bh=6: LET bw=9:
GOSUB 9800: LET bx=3: LET by=3: LET bh=4: LET
bw=10: GOSUB 9800: LET Z$=STR$ level+" szint":
LET v=USR pr
1020 LET bx=0: LET by=15: LET bh=6: LET bw=29:
GOSUB 9800: PRINT AT 11,23;" id_:"; AT
13,23;" 00:00:0"
1025 BEEP .01,25
1030 PAPER 6: INK 1: LET z$=" Bet ": LET
bx=24: LET by=1: LET bw=7: LET bh=6: GOSUB 9800:
LET v=USR pr: PRINT AT 4,25;" keres "; AT
6,25;" (c) NyL."
1035 BEEP .01,25
1040 PAPER 6: LET bx=3: LET by=8: LET bh=4:
LET bw=16: GOSUB 9800: PRINT INK 2; AT 9,4;" ki s
tUrelmet,"; INK 2; AT 10,4;" keverem a szot!":
PAPER 5
1045 BEEP .01,25
1100 GOSUB 4000: LET v=USR 64012
1110 LET X=1: LET Y=1: LET A$="": LET AA=0
1120 PRINT AT 18,14;: LET z$="> _": LET v=USR
pr
1200 LET ADD=FN A(X,Y): POKE ADD,122: POKE
ADD+32,122
1210 PRINT AT 13,23;: LET ido=USR 64015: IF
ido=65535 THEN GOTO 1600
1212 BEEP .002,1
1215 LET Z$=INKEY$: IF (Z$ <> CHR$ 13) AND
(Z$<"5" OR Z$>"8") THEN GOTO 1210
1220 IF Z$ <> CHR$ 13 THEN LET X=X+(Z$="8" AND
X<11) (Z$="5" AND X>1): LET Y=Y+(Z$="6" AND
Y<4) (Z$="7" AND Y>1): POKE ADD,40: POKE
ADD+32,40: GOTO 1200
1230 IF L$(X,Y)="*" OR L$(X,Y)=" " OR
(L$(X,Y)="_" AND AA=0) THEN BEEP .1,0: GOTO 1210
1240 IF L$(X,Y)="_" THEN LET Z$=A$(AA): PRINT
AT 2*F(AA,2),2*F(AA,1);: LET V=USR pr: LET
L$(F(AA,1),F(AA,2))=Z$: LET AA=AA+1: LET
A$=A$(TO AA): GOTO 1270
1250 IF L$(X,Y)="_" THEN PRINT AT 13,23;
BRIGHT 1;: LET time=USR 64015: BRIGHT 0: GOTO
1300
1255 IF aa=12 THEN BEEP .1,0: GOTO 1210
1260 LET A$=A$+L$(X,Y): LET Z$="": LET
AA=AA+1: LET F(AA,1)=X: LET F(AA,2)=Y: LET
L$(X,Y)="": PRINT AT 2*Y,2*X;: LET V=USR pr
1270 PRINT AT 18,16;: LET Z$=A$+" _": LET
V=USR pr
1280 GOTO 1200
1300 LET z$=a$+" ": PRINT AT 18,16;: LET
v=USR pr
1310 PAPER 6: LET bx=1: LET by=13: LET bw=14:
LET bh=8: GOSUB 9800
1320 IF LEN a$>LEN w$ THEN LET z$="TUI
hosszU": PRINT AT 14,2;: LET v=USR pr: GOTO 1900
1322 BEEP .01,20
1325 IF LEN a$<LEN w$ THEN LET z$="TUI rOvi d":
PRINT AT 14,2;: LET v=USR pr: GOTO 1900

```

```

1327 BEEP . 01, 20
1330 LET z$="Osszevetem": PRINT AT 14, 3;: LET
v=USR pr: LET z$="a feladattal": PRINT AT 17, 2;:
LET v=USR pr
1340 FOR n=1 TO LEN w$: BEEP . 1, 12+n
1350 LET add=22528+15+16*32+n: POKE add, 120:
POKE add+32, 120: POKE add+64, 120: POKE
add+96, 120
1360 IF a$(n)=w$(n) THEN GOTO 1420
1370 IF a$(n)="_" THEN GOTO 1420
1380 IF a$(n) <> "_" AND a$(n) <> " " THEN LET
z$="rossz kilrAs": PRINT AT 16, 2;: LET v=USR pr:
GOTO 1900
1385 BEEP . 01, 25
1390 LET t$="AEI OUBCDFGHJKLMNPQRSTVXYZ": FOR
M=1 TO LEN T$
1400 IF W$(N) <> T$(M) THEN NEXT M: STOP
1410 IF (M <= 5 AND A$(N)="_") OR (M >= 6 AND
A$(N)="_") THEN LET Z$="rossz tipus": PRINT AT
16, 2;: LET v=USR pr: GOTO 1900
1415 BEEP . 01, 20
1420 FOR m=1 TO 30: NEXT m: NEXT n
1430 PAPER 7: LET bx=3: LET by=3: LET bw=18:
LET bh=12: GOSUB 9800: LET z$="Osszerakas kesz":
LET v=USR pr
1435 BEEP . 1, 25
1440 LET mins=INT (time/3000): LET secs=time
3000*mins: LET secs=(INT (secs/5))/10
1450 PRINT AT 6, 3;: LET z$="Id_:" +STR$ mins+"
p. " +STR$ secs+" mp.": LET v=USR pr
1460 LET score=300 INT (time/50): LET
z$="pont: " +STR$ score: PRINT AT 9, 4;: LET v=USR
pr
1500 PRINT AT 13, 4;: LET z$="nyomd a space
t": LET v=USR pr
1510 IF INKEY$ <> " " THEN GOTO 1510
1520 IF INKEY$ <> " " THEN GOTO 1520
1530 IF score <= s(level) THEN RETURN
1535 LET s(level)=score: LET z$="_j cs_cs!!
": GOSUB 5100: PRINT AT 20, 9; "_rd be a neVed"
1540 LET t$=""
1550 PRINT AT 5+2*level, 18;: LET z$=t$+" _
": LET z$=z$( TO 10): LET v=USR pr
1555 IF INKEY$ <> " " THEN GOTO 1555
1560 LET z$=INKEY$: IF z$="" THEN GOTO 1560
1562 IF z$=CHR$ 12 AND t$="" THEN GOTO 1555
1565 IF z$=CHR$ 12 THEN LET t$=t$( TO LEN t$
1)
1570 IF z$ >= " " AND z$ <= "(c)" AND LEN t$<8
THEN LET t$=t$+z$
1575 IF z$ <> CHR$ 13 THEN GOTO 1550
1580 PRINT AT 5+2*level, 18;: LET z$=t$+"
": LET z$=z$( TO 10): LET v=USR pr
1585 LET n$(level)=t$: FOR n=1 TO 100: NEXT n:
RETURN
1600 PRINT AT 13, 23; "05: 00: 0": PAPER 6: LET
bx=2: LET by=2: LET bw=16: LET bh=12: GOSUB
9800: LET z$="lejart az id!": LET v=USR pr
1605 BEEP . 01, 35
1610 PRINT AT 12, 2;: LET z$="nyomd a space
t": LET v=USR pr
1620 IF INKEY$ <> " " THEN GOTO 1620
1630 IF INKEY$ <> " " THEN GOTO 1630
1640 RETURN
1900 PRINT AT 18, 2;: LET z$="nyomd space
t": LET v=USR pr
1910 IF INKEY$ <> " " THEN GOTO 1910
1920 IF INKEY$ <> " " THEN GOTO 1920
1930 PAPER 5: LET bx=0: LET by=15: LET bh=6:
LET bw=29: GOSUB 9800

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1935 BEEP . 01, 25
1940 PRINT AT 16, 2; : LET Z$="Keresend
szo: "+w$: LET v=USR pr: PRINT AT 18, 14; : LET
z$=" > "+a$+"-": LET v=USR pr
1941 PRINT AT 20, 1; "- minden _ maganh. _
massalh.": GOTO 1200
1999 REM szintki vAal asztas
2000 PAPER 4: LET bx=12: LET by=8: LET bw=15:
LET bh=12: GOSUB 9800
2010 LET z$="SzintvAl asztAs": LET v=USR pr
2020 PRINT AT 17, 13; "VAI aszd 1 6 ig"; AT
18, 13; "majd, Enter t"; AT 19, 13; "a men
hoz"
2030 LET z$=STR$ level + " szint": PRINT AT
13, 15; : LET v=USR pr
2040 LET z$=INKEY$: IF z$=CHR$ 13 THEN RETURN
2050 IF z$ >= "1" AND z$ <= "6" THEN LET
level=VAL z$
2060 GOTO 2030
2998 STOP
2999 REM magyarazat
3000 BORDER 0: PAPER 0: INK 6: CLS : POKE
63999, CODE "-": LET v=USR 64018
3010 PAPER 1: LET bx=1: LET by=1: LET bw=24:
LET bh=17: GOSUB 9800
3020 LET z$=" MagyarAzat ": LET v=USR pr
3030 PRINT AT 5, 2; "Ebben a programban"; AT
6, 2; "a Spectrum veletlen "; AT 7, 2; "szer en
helyezi el"
3040 PRINT AT 8, 2; "a tarbol el vett"; AT
9, 2; "szavakat, Es 40"; AT 10, 2; "bet kozE
helyezi ."
3050 PRINT AT 12, 2; "Neked meg kell"; AT
13, 2; "keresned a bet ket, "; AT 14, 2; "Es alant be
kell"; AT 15, 2; "gyorsan irnod."
3060 PRINT AT 17, 10; "nyomd a space t"
3070 IF INKEY$ <> " " THEN GOTO 3070
3080 IF INKEY$ <> " " THEN GOTO 3080
3090 LET bx=3: LET by=2: GOSUB 9800
3100 LET z$=" MagyarAzat ": LET v=USR pr
3110 PRINT AT 6, 4; "VAI aszd ki a bet ket"; AT
7, 4; "a megfelel sor "; AT 8, 4; "rendben, a
kurzorral, "; AT 9, 4; "ami kor megtal al tad, "; AT
10, 4; "akkor enter rel"; AT 11, 4; "lehet al ul ra
beirni. "; AT 12, 4; "Ha rossz bet t irtal, "; AT
13, 4; "akkor a torl bet vel"; AT 14, 4; "T vel
vAl toztathatsz, "; AT 15, 4; "nyomd le az enter
t."
3120 PRINT AT 18, 10; "nyomd a space t"
3130 IF INKEY$ <> " " THEN GOTO 3130
3140 IF INKEY$ <> " " THEN GOTO 3140
3150 LET bx=5: LET by=3: GOSUB 9800
3160 LET z$=" MagyarAzat ": LET v=USR pr
3170 PRINT AT 7, 6; "Amint vEgeztEl a szOval"; AT
8, 6; "a kurzort az utolso"; AT 9, 6; "' _' be_r
bet hoz vidd, "; AT 10, 6; "majd nyomd az enter
t."; AT 11, 6; "A Spectrum meri id det"; AT
12, 6; "pontszamodat ez alapjan"; AT 13, 6; "fogod
kapni, (maximum"; AT 14, 6; "5 perc), Es lathatod
a"; AT 15, 6; "pontjaid szamat, "; AT 16, 6; "Es a
csucs tAbl at."
3180 PRINT AT 18, 10; "nyomd a space t"
3190 IF INKEY$ <> " " THEN GOTO 3190
3200 IF INKEY$ <> " " THEN GOTO 3200
3210 LET bx=7: LET by=4: GOSUB 9800
3220 LET z$=" MagyarAzat ": LET v=USR pr
3230 PRINT AT 8, 8; "A jAtEknak akkor van"; AT
9, 8; "VEge, ha mind a 6"; AT 10, 8; "szintet
vEgi gj Artad. "; AT 11, 8; "minden szint egyre"; AT

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```

12, 8; "nehezebb, a 2. szintt l"; AT 13, 8; "egyre tobb
bet "; AT 14, 8; "hi Anyzik majd. . ."
3240 PRINT AT 16, 8; ". . . bet t helyettesit"; AT
17, 8; ". . . maganhangzot(AEI OU)"; AT
18, 8; ". . . massalhangzot"
3250 PRINT AT 19, 15; "nyomd a space t"
3260 IF INKEY$ <> " " THEN GOTO 3260
3270 IF INKEY$ <> " " THEN GOTO 3270
3280 PAPER 5: INK 0: BORDER 5: CLS : LET v=USR
64018
3290 RETURN
3998 STOP
3999 REM felallitas
4000 DIM L$(11, 4): DIM F(12, 2): RESTORE 7000:
RANDOMIZE : FOR N=1 TO INT (RND*52): READ W$:
NEXT N
4010 PRINT INK 2; AT 16, 2; : LET Z$="Keresend
szo: "+w$: LET v=USR pr
4020 LET g$=w$
4030 LET v$="AEI OU": LET
C$="BCDFGHJKLMNPORSTVXYZ"
4040 IF level < 4 THEN GOTO 4070
4050 LET r=1+INT (RND*LEN g$): FOR n=1 TO LEN
v$: IF g$(r) <> v$(n) THEN NEXT n: GOTO 4050
4055 LET g$(r)="-"
4060 LET r=1+INT (RND*LEN g$): FOR n=1 TO LEN
c$: IF g$(r) <> c$(n) THEN NEXT n: GOTO 4060
4065 LET g$(r)="-"
4070 IF level = 1 OR level = 4 THEN GOTO 4100
4075 FOR n=1 TO 1+(level=3 OR level=6)
4080 LET r=1+INT (RND*LEN g$): IF g$(r)="_" OR
g$(r)="-" OR g$(r)="-" THEN GOTO 4080
4085 LET g$(r)="-"
4090 NEXT n
4100 FOR N=1 TO LEN W$
4110 LET X=1+INT (RND*10): LET Y=1+INT
(RND*4): IF L$(X, Y) <> " " THEN GOTO 4110
4120 LET L$(X, Y)=G$(N): NEXT N
4200 FOR N=1 TO LEN W$
4210 FOR M=1 TO LEN V$: IF V$(M)=W$(N) THEN
LET V$(M)="*"
4220 NEXT M
4230 FOR M=1 TO LEN C$: IF C$(M)=W$(N) THEN
LET C$(M)="*"
4240 NEXT M: NEXT N
4290 LET bx=1: LET by=1: LET bh=10: LET bw=23:
GOSUB 9800
4300 LET T$=V$+C$: LET TL=LEN T$: FOR M=1 TO
4: FOR N=1 TO 11: IF N=11 THEN LET
L$(N, M)="-*"- (m)
4310 IF L$(N, M) <> " " THEN GOTO 4330
4320 LET L$(N, M)=T$(1+INT (RND*TL))
4330 LET Z$=L$(N, M)
4340 PRINT AT 2*M, 2*N; : LET V=USR pr
4345 BEEP .01, n
4350 NEXT N: NEXT M
4360 PRINT AT 20, 1; "_ minden _ maganh. _
massal h. "
4500 RETURN
5000 LET z$=" ** Mai csUcsok ** ": GOSUB 5100:
PRINT AT 20, 12; "nyomd a space t": PAUSE 5
5010 IF INKEY$ <> " " THEN GOTO 5010
5020 RETURN
5100 PAPER 6: LET bx=7: LET by=3: LET bh=18:
LET bw=21: GOSUB 9800: LET v=USR pr: PRINT AT
6, 8; "szint"
5110 FOR n=1 TO 6: PRINT AT 5+2*n, 9; : LET
z$=STR$ n+": "+STR$ s(n): LET v=USR pr: PRINT AT
5+2*n, 18; : LET z$=n$(n): LET v=USR pr: NEXT n:
RETURN

```



```

7000 DATA
"HALOTTLATO", "JONAPOT", "JOESTET", "EJSZAKA", "AKTU
ALI S", "MI NDENKI", "STRATEGI A", "ELEFANT", "PAPAGALY
"
7010 DATA
" MARI KA", " LASZLO", " MI HALY", " KATI KA", " I ZABELLA", "
MONI KA", " DORI KA", " BENDEGUZ", " CSABI KA", " ANNAMARI A
", " ZSUZSANNA", " REKUCI "
7020 DATA
" HETF ", " KEDD", " SZERDA", " CSUTORTOK", " PENTEK", " SZ
OMBAT", " VASARNAP", " UNNEPNAP", " EVFORDULO"
7030 DATA
" JANUAR", " FEBRUAR", " MARCI US", " APRI LI S", " MAJ US", "
SZEPTEMBER", " DECEMBER"
7040 DATA
" BUDAPEST", " BUKAREST", " NEWYORK", " VASHI NGTON", " DA
KAR", " MOSZKVA", " I SZTAMBUL", " MAROKKO", " KOPPENHAGA
", " BERLI N", " RODOST", " SZATURNUSZ", " NEPTUNUSZ", " O
PERABAL", " SANDI EGO"
7990 RESTORE 7000: FOR N=1 TO 1000: READ A$:
PRINT LEN A$: NEXT N
7999 REM f_ men_
8005 PAPER 6: LET bx=5: LET by=3: LET bh=18:
LET bw=17: GOSUB 9800: INK 0: LET z$="Men_
V_l aszt_k": LET v=USR pr
8010 BEEP .01, 25
8020 PRINT AT 7, 6: BRIGHT ch=1; "1. JAtEk
i ndi tas"; AT 9, 6; BRIGHT ch=2; "2. Szint
val tas"; AT 11, 6; BRIGHT ch=3; "3. Magyarazat"; AT
13, 6; BRIGHT ch=4; "4. Pont tAbla "; AT 15, 6;
BRIGHT ch=5; "5. Ki lEpEs !!!"; AT 17, 9; BRIGHT
0; "1 t l 5 i g"; AT 18, 6; "VAL aszd, ENTER
el "; AT 19, 9; "i ndi tsd el!!"
8022 BEEP .01, 25
8025 PAPER 1: INK 6: LET z$=" Bet_": LET
bx=24: LET by=1: LET bw=7: LET bh=6: GOSUB 9800:
LET v=USR pr: PRINT AT 4, 25; "keres "; AT
5, 26; "JATEK"; AT 6, 25; "(c) NyL."
8026 BORDER 1: PAPER 6: INK 1
8030 LET z$=INKEY$: IF z$ >= "1" AND z$ <= "5"
THEN LET ch=VAL z$: GOTO 8020
8040 IF z$ <> CHR$ 13 OR ch=0 THEN GOTO 8030
8045 INK 1
8047 BEEP .01, 25
8050 RETURN
8998 STOP
8999 REM kezd oldal
9000 BORDER 1: CLS : PAPER 5: INK 0: BRIGHT 1:
FLASH 0: INVERSE 0: OVER 0
9010 POKE 63999, CODE "_": LET v=USR 64018
9030 PAPER 6: INK 0: LET bx=2: LET by=1: LET
bw=13: LET bh=5: GOSUB 9800: LET
z$="Nyitrai SOFT": LET v=USR pr: PRINT INK 2; AT
4, 6; "bemutatja"
9035 BEEP .1, 25
9040 PAPER 6: LET bx=7: LET by=6: LET bw=16:
LET bh=6: GOSUB 9800: LET z$=" tUrelem
jAtEk": LET v=USR pr: PRINT INK 1; AT
6, 8; "Bet "; AT 9, 13; "programj At"
9045 BEEP .1, 25
9050 PAPER 6: INK 0: LET bx=2: LET by=12: LET
bw=19: GOSUB 9800: LET z$="I rta": LET v=USR pr:
PRINT AT 13, 9; "NyL."; INK 2; AT 14, 9; "alias:";
INK 1; AT 15, 7; "jAtEkgyAros"
9055 BEEP .1, 25
9060 PAPER 6: INK 0: LET bx=12: LET by=17: LET
bw=16: LET bh=4: GOSUB 9800: PRINT "nyomd a
space t": PRINT INK 2; AT 19, 14; " a kezdeshez"
9065 BEEP .1, 25
9070 IF INKEY$="" THEN GOTO 9070

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9080 IF INKEY$ <> " " THEN GOTO 9080
9085 GOSUB 9845
9086 BORDER 1: CLS : PAPER 5: INK 0: BRIGHT 0:
LET V=USR 64018
9090 RETURN
9799 STOP
9800 LET s$="
"( TO bw): FOR n=by TO by+bh 1: PRINT AT
n, bx; s$; : NEXT n: PRINT AT by+1, bx+1;
9810 PLOT 8*bx, 175 (8*by): DRAW 8*bw, 0:
DRAW 0, 8*bh: DRAW 8*bw, 0: DRAW 0, 8*bh
9820 PLOT 8*bx+2, 176 (8*by): DRAW 8*bw
1, 0: DRAW 0, 8*bh+1
9830 PLOT 8*bx+2, 177 (8*by): DRAW 8*bw, 0:
DRAW 0, 8*bh
9835 PLOT 8*bx+2, 178 (8*by): DRAW 8*bw, 0:
DRAW 0, 8*bh
9840 RETURN
9845 REM t_rl_
9846 BRIGHT 1
9847 LET ch=0: LET z=8
9848 LET a=88: LET a1=88: LET b=87: LET b1=87:
LET c=127: LET c1=127: LET d=128: LET d1=128
9850 IF ch=1 THEN INK 5: LET ink=5: GOTO 9852
9851 LET ink=INT (RND*7): INK ink
9852 PLOT c, a
9853 DRAW PAPER ink, 0, 87
9854 IF b<1 THEN GOTO 9857
9855 PLOT c1, b
9856 DRAW PAPER ink, 127, 0
9857 IF d>255 THEN GOTO 9878
9871 PLOT d, b1
9872 DRAW PAPER ink, 0, 87
9873 IF a1>175 THEN GOTO 9876
9874 PLOT d1, a1
9875 DRAW PAPER ink, 127, 0
9876 LET c=c z: LET b=b z: LET d=d+z:
LET a1=a1+z
9877 BEEP .001, ink*10: GOTO 9850
9878 IF ch=1 THEN GOTO 9880
9879 LET z=8: LET ch=1: LET ink=7: GOTO 9848
9880 PAPER 5: INK 0: BRIGHT 0: CLS : RETURN
9997 STOP
9998 CLEAR 63998: PAPER 7: INK 0: BORDER 7:
BRIGHT 0: INVERSE 0: FLASH 0: OVER 0: CLS :
PRINT AT 5, 5; "betOl tEs"; AT 7, 5; "ki s tUrel met! ":
LOAD " "CODE : LOAD " "CODE : RUN
9999 CLEAR : SAVE "betuker" LINE 9998: SAVE
"betukod" CODE 64000, 460: SAVE "budg" CODE USR
"a", 21*8: STOP

```

# BÖLCSEK KÖNYVE -RAJZOS SZÖVEGES KALANDJÁTÉK

Leírás:

Elkészült a nagy BASIC mű: A Bölcsek Könyve című rajzos,szöveges kalandjáték.

Először megpróbálkoztam a Spectrum játékszerkesztőjével, a QUILL nevű programmal,de nagyon nehézkesnek,( később a félig kész programot nagyon nehezen javíthatónak ) találtam,ezért maradtam a manuális Basicnál,mert úgy gondoltam,hogy nem csinálom nagyon bonyolultnak,és csak 15 szobát terveztem,és ez még belefért a Spectrum 48 K-s tárjába ( persze csak éppen,mert a program a változók által lefoglalt területtel 42 K hosszú lett.)

A játék lényege: a szobákat végigjárva meg kell keresni az Ódon könyvet,a benne lévő aforizmát el kell olvasni,lelkünk Üdvére.

A játék során az adott Életerő ( kezdetben 1000 egység van ) egyre fogy,ezt lehet pótolni a megtalált élelmekkel,valamint az előkerült tárgyakat a megfelelő személyeknek odaadva,ismét csak új energiát nyerünk.Ha nincs szerencsénk,akkor simán éhenhalunk,aztán béke porainkra.

A 15 szoba melyek csak a berendezésben változnak,

1. ajtó szemben
2. kis polc jobbra a falon
3. kis asztal
4. kis lámpa fent
5. pad ( kis asztal)
6. polcos szekrény
7. 3 polcos ( fiókos )szekrény
8. keskeny 3 polcos szekrény
9. falsík jobboldali ajtóval
- 10.kandalló
- 11.falsík a képkerettel
- 12.nagy állóra
- 13.kis óra a falon
- 14.kép+keret
- 15.szemben lévő polc a falon.

Ez volt igazi mestermunka,a PLOT Es DRAW utasításokkal lettek megrajzolva,Es a szobákban csak a PLOT koordináták értékeiknek megváltoztatásával lettek elhelyezve.

A szobákban járva különféle tárgyakat lelünk :

1. Bölcsek Könyvét,
2. füstölt heringet,
3. festőecsetet,
4. csokoládétortát,
5. gumis parittyát,
6. vörös parókát,
7. kutya csontot,
8. gyémánt fülbevalót
9. üres borosüveget,
- 10.forró teáskannát,
- 11.kis madártollat,
- 12.ezüstórát,
- 13.piszkos inget,
- 14.kupac téglát.

egy szobában nincs semmi,csak a falak, és két ajtó.

A szobákban járva különféle alakokat lelünk :

1. Cézár cicát,
2. Öreg grófnőt,
3. Öreg grófot,
4. takarItónőt,
5. dagadt Józsit
6. Betty kutyust ( ez a Mónika leányom/Dóri unokám kutyusa)
7. kopasz Lalit
8. csavargó Tomit,
9. Józsi főnököt,
10. félénk kisegeret.

Tehát a megtalált tárgyakat ( az élelmen kívül) magunkhoz vesszük, és a megfelelő személyeknek pl. Öreg grófnak odaadhatjuk az ezüstórát, és ezzel plussz élelemhez/energiához juthatunk. A Spectrum véletlenszám generátorával kavarja a dolgokat, és összerendezi ( megkeveri) a szobákat, személyeket és a tárgyakat.

A játék során kiadható parancsok :

a P Parancsok betűvel mindig előhívható !

E	Előre	G	felvesz
V	Vissza	D	eldob
J	Jobbra	I	leltár
B	Balra	T	elcserél
X	Életerő	F	eszik !!
U	Ugrás új szobába	M	mentés

Lehetőség van az adott játékállás elmentésére, mert van mikor egyszerűen megoldható a feladat, de van olyan eset is, mikor szívat a Spectrum, és csak kavargunk és nem jutunk sehova, akkor abba kell hagyni, Es ezt a legközelebbi betöltésnél figyelembe veszi, ( a véletlenszámgenerátor máshonnan indul ), és a megszakítás helyétől, életerőtől lehet folytatni.

Természetesen senki ne várjon fergeteges grafikát (mert ez csak BASIC !!!), de ezzel a programmal több mint két hónapot ( megszakításokkal ) töltöttem, kínlódtam, próbálkoztam, átkozódtam, abbahagytam, elővettem, mérgelődtem stb. (és még be lehet helyettesíteni mást is )



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1 REM BOL csek Konyve rajzos kalandjatek
2 Nyitrai SOFT 2003
  20 REM keszitette:jatekgyaros
  30 REM POKE 23613,0
(hUm. .hUm. .ha. .ha. .ha)
  40 REM a jatek cime: a bol csek konyve,
      avagy Dori az elvarazsol t
hazban
  50 POKE 23658,8
  55 REM UDG-k a cofis unokam Dori
  60 POKE 23613,0: PAPER 1: CLS : BORDER 1:
INPUT " ": INK 5: FOR a=0 TO 23: READ b: POKE USR
"a"+a,b: NEXT a: DATA
0,129,102,24,24,102,129,0,112,154,159,61,85,125,
76,56,16,124,186,185,168,46,238,224
  70 LET L=1
  80 LET C=0
  90 DIM U(3)
  100 PRINT INK 7;" Nyitrai SOFT
bemutatja "
  110 PRINT INK 6;AT 12,9;" A Bol csek Konyve"
  120 LET X=100: LET Y=95: GOSUB 2170: GOSUB
2330: LET X=170: LET Y=93: GOSUB 2350
  130 INK 5: PRINT "' ''" cim rajzos,szoveges
kaland
      jatekat (c) jatekgyaros 2003"
  135 RANDOMIZE USR 65055
  140 PRINT #0;" Nyomd le az ENTER t
"
  150 POKE 23613,0: PAUSE 0
  160 POKE 23613,0: PRINT AT 14,2; INK 0; PAPER
6;" V rj ,elvar zsol om a h zat. ."
  170 DIM A$(15,24): FOR A=1 TO 15: POKE
23613,0: READ A$(A): NEXT A:
DATA "a Bol csek Konyvet","egy fustolt
heringet","egy fest ecsetet","","egy
csokoladetortat","egy gumi s parittyat","egy
voros parokat","egy kutya csontot","egy
gyemant fulbevalot","egy ures borosuveget","egy
forro teAskannat","egy kis madartollat","egy
ezustarcat","egy pizskos inget","egy kupac
teglat"
  180 DIM B$(12,15): FOR A=1 TO 12: POKE
23613,0: READ B$(A): NEXT A:
DATA "a Cezar cicat","az Oreg grofn t","az Oreg
grofot","a takariton t","","a dagadt Jozsit","a
Betty kutyust","a kopasz Lalit","csavargo
Tomit","a fnok Jozsit","","a felenk egeret"
  190 DIM Z(15): FOR A=1 TO 15
  200 POKE 23613,0: LET Z(A)=INT (RND*60)
  210 FOR B=1 TO A 1: IF Z(A)=Z(B) THEN GOTO
200
  220 NEXT B: NEXT A
  230 FOR A=1 TO 15: READ PP
  240 IF PP=0 THEN GOTO 260
  250 POKE 23613,0: LET Z(A)=PP
  260 NEXT A
  270 DATA 1,0,1,1,1,1,1,1,1,1,1,1,1,1,1,1
1,1,1,1,0,0,0,0,0,0,1
  280 DIM Y(12): FOR A=1 TO 12
  290 LET Y(A)=INT (RND*60)
  300 FOR B=1 TO A 1: IF Y(A)=Y(B) THEN GOTO
290
  310 NEXT B: NEXT A
  320 DIM M(16): DIM N(16): FOR A=1 TO 16: READ
M(A),N(A): NEXT A

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330 POKE 23613, O: DATA
1, 4, 3, 10, 15, 49, 19, 1, 22, 19, 30, 26, 32, 54, 36, 32, 40, 3
4, 42, 3, 44, 60, 46, 2, 48, 22, 54, 47, 56, 11, 58, 56
340 DIM O(43): DIM P(43): FOR A=1 TO 43: POKE
23613, O: READ O(A), P(A): NEXT A
350 DATA
58, 12, 1, 2, 3, 4, 4, 5, 6, 9, 7, 25, 8, 7, 9, 8, 12, 14, 13, 54, 1
4, 16, 16, 20, 17, 57, 18, 44, 20, 23, 21, 15, 23, 24, 24, 28, 2
5, 26, 26, 27, 27, 22, 28, 43, 29, 18, 31, 40, 32, 35, 36, 60, 3
8, 30, 39, 38, 42, 1, 43, 50, 44, 49, 45, 34, 47, 48, 48, 45, 50
, 51, 51, 59, 52, 39, 54, 33, 55, 3, 56, 21, 57, 55, 59, 53, 60,
41
360 DIM F(20): FOR A=1 TO 20: LET F(A)=INT
(RND*60)+1: NEXT A
370 LET el et=1000
380 CLS
382 PRINT AT
8, 0; " "
384 PRINT AT
13, 0; " "
385 PRINT AT 9, 0; " Nyomd a 'B' t, ha
bet Ol tesz "; " egy ki mentett jatekot, vagy
"; " az ENTER t, ha uj jatekot "; "
i ndi tasz.
390 POKE 23613, O: IF INKEY$="" THEN GOTO 390
400 IF INKEY$="B" THEN GOTO 420
410 GOTO 430
420 LOAD "" DATA U(): LET L=U(1): LET C=U(2):
LET el et=U(3)
430 LET el et=1000
440 GOSUB 1450+L
450 POKE 23613, O: PRINT #0; " Nyomd a 'P' t
a Parancsok hoz "
460 PRINT AT 16, 0; INK
7; " " : FOR a=17
TO 21: PRINT AT a, 0; PAPER 0; "
": NEXT A
470 POKE 23613, O: INK 7: PLOT 245, 10: DRAW
0, 15: FOR A=1 TO 5: PLOT 240+A, 25+A: DRAW 10
(A*2), 0: NEXT A: PRINT AT 17, 27; "El ore"
480 PRINT AT 18, 0; PAPER 0; INK 2; "ebben a
szobaban tal al tal: "
490 POKE 23613, O: LET OBJ=0: FOR A=1 TO 15:
IF Z(A)=L THEN PRINT INK 5; PAPER 0; " "; A$(A):
LET OBJ=1:
500 NEXT A
510 FOR A=1 TO 20: POKE 23613, O: IF F(A)=L
THEN PRINT INK 4; PAPER 0; " egy ki s el el met":
LET OBJ=1
520 NEXT A
530 FOR A=1 TO 12: IF Y(A)=L THEN PRINT INK
3; PAPER 0; " "; B$(A): LET OBJ=1
540 NEXT A
550 IF OBJ=0 THEN PRINT PAPER 0; INK 7; "
nagy semmi t"
560 POKE 23613, O: IF INKEY$="" THEN GOTO 560
570 LET el et=el et . 4
580 IF el et <= 0 THEN GOTO 2050
590 IF L=37 THEN LET L=60
600 IF el et>1000 THEN LET el et=1000
610 POKE 23613, O
620 REM Parancsok
630 IF INKEY$="P" THEN GOSUB 920: GOTO 460
640 REM el ore
650 IF INKEY$="E" THEN GOTO 940
655 REM vi sszal ep
660 IF INKEY$="V" THEN GOTO 970
670 POKE 23613, O
680 REM j obbra
690 IF INKEY$="J" THEN GOTO 1000

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700 REM balra
710 IF INKEY$="B" THEN GOTO 1030
720 POKE 23613,0
730 REM ugras masik szobaba
740 IF INKEY$="U" THEN GOTO 1060
750 REM energi szint ellen rzes
760 IF INKEY$="X" THEN GOTO 1110
770 REM mindent megeszunk
780 IF INKEY$="F" THEN GOTO 1130
790 POKE 23613,0
800 REM beraktarozzuk a
      talalt targyat
810 IF INKEY$="T" THEN GOTO 1170
820 REM megnezzuk, mi
      van a raktarunkban
830 IF INKEY$="I" THEN GOTO 1350
840 REM eldobjuk a
      felesleges targyat
850 IF INKEY$="D" THEN GOTO 1380
860 REM felveszunk valami t
870 IF INKEY$="G" THEN GOTO 1400
880 REM elmenthetjuk az adott
      jatekallast
890 IF INKEY$="M" THEN GOTO 1440
900 POKE 23613,0
910 GOTO 560
920 RANDOMIZE USR 65055
925 POKE 23613,0: PRINT PAPER 0; INK 7; AT
16,0;" E      el re      G      fel vesz      V
vissza      D      el dob      J      jobbra
I      I el tar      B      bal ra      T
el cserel      X      El eter      F      eszi k!
U      UgrAs uj szobaba M      MENT"
930 PAUSE 0: POKE 23613,0: PAUSE 0: RETURN
940 FOR A=1 TO 16: POKE 23613,0: IF L=M(A)
THEN LET L=N(A): LET elet=el et 10: GOTO 440
950 NEXT A: PRINT AT 14,5;"Ott a fal van!!":
FOR A=1 TO 100: NEXT A: PRINT AT 14,5;"
"
960 GOTO 560
970 FOR A=1 TO 16: POKE 23613,0: IF L=N(A)
THEN LET L=M(A): LET elet=el et 10: GOTO 440
980 NEXT A: PRINT AT 14,5;"Nem csinal hatod
!!": FOR A=1 TO 100: NEXT A: PRINT AT 14,5;"
"
990 GOTO 560
1000 FOR A=1 TO 43: POKE 23613,0: IF L=O(A)
THEN LET L=P(A): LET elet=el et 10: GOTO 440
1010 NEXT A: PRINT AT 14,5;"Nem csinal hatod
!!": FOR A=1 TO 100: NEXT A: PRINT AT 14,5;"
"
1020 GOTO 560
1030 FOR A=1 TO 43: POKE 23613,0: IF L=P(A)
THEN LET L=O(A): LET elet=el et 10: GOTO 440
1040 NEXT A: PRINT AT 14,5;"Nem csinal hatod
!!": FOR A=1 TO 100: NEXT A: PRINT AT 14,5;"
"
1050 GOTO 560
1060 LET X=INT (RND*60)+1
1070 IF X=37 OR X=L THEN GOTO 1060
1080 POKE 23613,0
1090 LET elet=el et 100
1100 LET L=X: GOTO 440
1110 FOR A=17 TO 21: POKE 23613,0: PRINT PAPER
0; AT A,0;"
NEXT A: PRINT INK 7; PAPER 0; AT 19,3;"El eter d
jelenleg: ";INT el et
1120 PAUSE 0: PAUSE 0: GOTO 460
1130 FOR A=1 TO 20: POKE 23613,0
1140 IF F(A)=L THEN GOTO 1160

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1150 NEXT A: PRINT AT 14, 4; "Itt nincs
ennivaló!!": FOR A=1 TO 100: NEXT A: PRINT AT
14, 4; " ": GOTO 560
1160 LET el et = el et + 200: LET F(A) = 1: GOTO
460
1170 IF C=0 THEN PRINT AT 14, 5; "Meg semmi d
sincs!!": FOR A=1 TO 100: NEXT A: PRINT AT
14, 0; " ": GOTO
560
1180 FOR A=1 TO 12: IF L=Y(A) THEN GOTO 1210
1190 NEXT A: PRINT AT 14, 6; "Itt nincs semmi
!!": FOR A=1 TO 100: NEXT A: GOTO 560
1200 POKE 23613, 0
1210 IF C=1 OR C=10 OR C=11 OR C=12 OR C=13
THEN GOTO 1340
1220 IF L=Y(1) AND C=2 THEN LET C=3: LET
Z(3)=0: LET Z(2) = 1: GOTO 1330
1230 IF L=Y(2) AND C=3 THEN LET C=5: LET
Z(5)=0: LET Z(3) = 1: GOTO 1330
1240 IF L=Y(3) AND C=4 THEN GOTO 2110
1250 IF L=Y(4) AND C=5 THEN LET C=6: LET
Z(6)=0: LET Z(5) = 1: GOTO 1330
1260 IF L=Y(5) AND C=6 THEN LET C=7: LET
Z(7)=0: LET Z(6) = 1: GOTO 1330
1270 IF L=Y(6) AND C=7 THEN LET C=8: LET
Z(8)=0: LET Z(7) = 1: GOTO 1330
1280 IF L=Y(7) AND C=8 THEN LET C=9: LET
Z(9)=0: LET Z(8) = 1: GOTO 1330
1290 IF L=Y(8) AND C=9 THEN LET C=4: LET
Z(4)=0: LET Z(9) = 1: GOTO 1330
1300 IF L=Y(9) AND C=14 THEN LET C=15: LET
Z(15)=0: LET Z(14) = 1: GOTO 1330
1310 IF L=Y(11) AND C=15 THEN LET C=10: LET
Z(10)=0: LET Z(15) = 1: GOTO 1330
1320 POKE 23613, 0: GOTO 1340
1330 PRINT AT 12, 6; "Ez egy nagyon szép "; AT
14, 2; "neked "; A$(C): FOR A=1 TO 100: NEXT A:
PRINT AT 12, 0; " ":
"; AT 14, 0; " ":
GOTO 560
1340 PRINT AT 14, 7; "Nem értem ??": FOR A=1 TO
100: NEXT A: PRINT AT 14, 0; "
": GOTO 560
1350 FOR A=17 TO 21: POKE 23613, 0: PRINT AT
A, 0; PAPER 0; "
":
NEXT A: PRINT AT 18, 1; INK 7; PAPER
0; "Raktarodban van: ";
1360 IF C=0 THEN PRINT INK 7; PAPER 0; "most
nincs semmi!!": PAUSE 0: PAUSE 0: GOTO 460
1370 POKE 23613, 0: PRINT INK 7; PAPER 0; A$(C):
PAUSE 0: PAUSE 0: GOTO 460
1380 IF C=0 THEN PRINT AT 14, 4; "Nincs mi t
el dobnod!!": FOR A=1 TO 100: NEXT A: PRINT AT
14, 0; " ": GOTO
560
1390 POKE 23613, 0: LET Z(C)=L: PRINT AT
14, 4; "El dobtad "; A$(C): LET C=0: FOR A=1 TO 100:
NEXT A: PRINT AT 14, 0; "
": GOTO 560
1400 IF C <> 0 THEN PRINT INK 2; AT 14, 0; "Csak
egy cucc lehet nálad!!": FOR A=1 TO 100: NEXT A:
PRINT AT 14, 0; " ":
GOTO 560
1410 FOR A=1 TO 15: POKE 23613, 0: IF Z(A)=L
THEN GOTO 1430
1420 NEXT A: PRINT AT 14, 3; "Nem lehet
felvenni!!": FOR A=1 TO 100: NEXT A: PRINT AT
14, 0; " ": GOTO
560

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1430 LET C=A: LET Z(A)=O: PRINT AT
14, O: "Felvetted a "; A$(C): FOR A=1 TO 100: NEXT
A: PRINT AT 14, O: "
": GOTO 560
1440 LET U(1)=L: LET U(2)=C: LET U(3)=elet:
POKE 23613, O: SAVE "bolcsek" DATA U(): GOTO 560
1450 CLS : INK 5: GOSUB 2200: LET X=150: LET
Y=130: GOSUB 2210: LET X=170: LET Y=133: GOSUB
2240: GOSUB 2170: GOSUB 2180: GOSUB 2190: RETURN
1460 POKE 23613, O: INK 6: CLS : GOSUB 2170:
LET X=10: LET Y=58: GOSUB 2180: GOSUB 2250: LET
X=155: LET Y=120: GOSUB 2290: RETURN
1470 CLS : INK 7: GOSUB 2300: GOSUB 2200: LET
X=150: LET Y=90: GOSUB 2310: GOSUB 2190: GOSUB
2180: PLOT 44, 92: DRAW 102, O: PLOT 172, 92: DRAW
38, O: RETURN
1480 INK 6: CLS : GOSUB 2300: GOSUB 2180:
GOSUB 2190: LET X=117: LET Y=90: GOSUB 2350:
PLOT 44, 92: DRAW 71, O: PLOT 148, 92: DRAW 63, O:
RETURN
1490 CLS : INK 5: GOSUB 2300: GOSUB 2180: LET
X=60: LET Y=90: GOSUB 2270: LET X=140: LET
Y=140: GOSUB 2360: PLOT 44, 92: DRAW 8, O: PLOT
110, 92: DRAW 100, O: RETURN
1500 CLS : INK 7: GOSUB 2170: GOSUB 2190:
GOSUB 2250: LET X=156: LET Y=136: GOSUB 2360:
RETURN
1510 INK 4: CLS : GOSUB 2300: PLOT 44, 92: DRAW
40, O: PLOT 88, 92: DRAW 26, O: PLOT 118, 92: DRAW
92, O: GOSUB 2180: GOSUB 2190: LET X=90: LET
Y=100: GOSUB 2320: LET X=150: LET Y=120: GOSUB
2210: LET X=164: LET Y=123: GOSUB 2220: RETURN
1520 CLS : INK 7: GOSUB 2170: GOSUB 2180:
GOSUB 2190: LET X=90: LET Y=95: GOSUB 2330: LET
X=160: LET Y=120: GOSUB 2210: LET X=175: LET
Y=123: GOSUB 2230: RETURN
1530 CLS : INK 6: GOSUB 2170: GOSUB 2250:
GOSUB 2180: GOSUB 2190: LET X=170: LET Y=125:
GOSUB 2340: RETURN
1540 CLS : INK 5: GOSUB 2170: LET X=150: LET
Y=130: GOSUB 2210: LET X=170: LET Y=133: GOSUB
2240: RETURN
1550 CLS : INK 6: GOSUB 2170: LET X=80: LET
Y=150: GOSUB 2360: LET X=X+60: GOSUB 2360:
RETURN
1560 CLS : INK 7: PLOT 44, 92: DRAW 33, O: PLOT
102, 92: DRAW 33, O: PLOT 162, 92: DRAW 48, O: GOSUB
2300: GOSUB 2180: GOSUB 2190: LET X=80: LET
Y=90: GOSUB 2310: LET X=X+60: LET Y=Y 3:
GOSUB 2260: RETURN
1570 CLS : INK 5: GOSUB 2170: GOSUB 2190: LET
X=140: LET Y=130: GOSUB 2340: RETURN
1580 CLS : INK 6: GOSUB 2170: GOSUB 2180:
GOSUB 2190: GOSUB 2250: RETURN
1590 CLS : INK 6: GOSUB 2170: GOSUB 2200:
GOSUB 2180: RETURN
1600 CLS : INK 6: GOSUB 2190: GOSUB 2300:
GOSUB 2250: LET X=150: LET Y=90: GOSUB 2350:
PLOT 44, 92: DRAW 106, O: PLOT 180, 92: DRAW 30, O:
GOSUB 2180: RETURN
1610 CLS : INK 7: PLOT 44, 92: DRAW 24, O: PLOT
94, 92: DRAW 116, O: GOSUB 2300: LET X=70: LET
Y=90: GOSUB 2310: GOSUB 2190: LET X=120: LET
Y=100: GOSUB 2280: RETURN
1620 CLS : INK 6: GOSUB 2170: GOSUB 2180:
GOSUB 2190: GOSUB 2250: LET X=160: LET Y=100:
GOSUB 2280: RETURN
1630 CLS : INK 7: PLOT 44, 92: DRAW 102, O: PLOT
174, 92: DRAW 36, O: GOSUB 2300: GOSUB 2200: LET
X=150: LET Y=90: GOSUB 2310: RETURN

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1640 CLS : INK 5: GOSUB 2170: GOSUB 2180:
GOSUB 2190: LET X=120: LET Y=96: GOSUB 2330: LET
X=145: LET Y=135: GOSUB 2340: RETURN
1650 CLS : INK 6: GOSUB 2170: GOSUB 2180:
GOSUB 2190: LET X=90: LET Y=150: GOSUB 2360: LET
X=160: LET Y=Y 10: GOSUB 2210: LET Y=Y+3: LET
X=X+15: GOSUB 2220: RETURN
1660 CLS : INK 6: GOSUB 2170: GOSUB 2180:
GOSUB 2200: LET X=150: LET Y=120: GOSUB 2290:
RETURN
1670 CLS : INK 5: PLOT 44, 92: DRAW 41, 0: PLOT
89, 92: DRAW 26, 0: PLOT 119, 92: DRAW 90, 0: GOSUB
2300: GOSUB 2190: GOSUB 2180: LET X=90: LET
Y=100: GOSUB 2320: LET X=155: LET Y=140: GOSUB
2360: RETURN
1680 CLS : INK 7: GOSUB 2170: GOSUB 2180:
GOSUB 2190: GOSUB 2250: LET X=150: LET Y=125:
GOSUB 2290: RETURN
1690 CLS : INK 6: GOSUB 2170: GOSUB 2180:
GOSUB 2190: LET X=80: LET Y=140: GOSUB 2210: LET
X=X+15: LET Y=Y+3: GOSUB 2230: LET X=X+65: GOSUB
2240: LET X=X 15: LET Y=Y 3: GOTO 2210:
RETURN
1700 CLS : INK 5: PLOT 44, 92: DRAW 105, 0: PLOT
180, 92: DRAW 30, 0: GOSUB 2300: GOSUB 2180: GOSUB
2190: GOSUB 2250: LET X=150: LET Y=90: GOSUB
2350: RETURN
1710 CLS : INK 5: PLOT 44, 92: DRAW 32, 0: PLOT
103, 92: DRAW 9, 0: PLOT 171, 92: DRAW 40, 0: GOSUB
2180: GOSUB 2190: GOSUB 2300: LET X=80: LET
Y=90: GOSUB 2310: LET X=X+40: GOSUB 2270: RETURN
1720 CLS : INK 6: PLOT 44, 92: DRAW 33, 0: PLOT
104, 92: DRAW 11, 0: PLOT 140, 92: DRAW 17, 0: PLOT
183, 92: DRAW 28, 0: GOSUB 2300: GOSUB 2180: GOSUB
2190: LET X=80: LET Y=90: GOSUB 2310: LET
X=X+40: LET Y=Y 2: GOSUB 2260: LET Y=Y+2: LET
X=X+40: GOTO 2310: RETURN
1730 CLS : INK 6: PLOT 44, 92: DRAW 46, 0: PLOT
120, 92: DRAW 20, 0: PLOT 170, 92: DRAW 40, 0: :
GOSUB 2300: GOSUB 2190: LET X=90: LET Y=90:
GOSUB 2350: LET X=X+50: GOSUB 2350: RETURN
1740 CLS : INK 7: GOSUB 2170: GOSUB 2180:
GOSUB 2200: LET X=150: LET Y=120: GOSUB 2290:
RETURN
1750 CLS : INK 5: GOSUB 2300: GOSUB 2190: LET
X=90: LET Y=100: GOSUB 2320: LET X=150: LET
Y=140: GOSUB 2210: LET X=X+15: LET Y=Y+3: PLOT
44, 92: DRAW 41, 0: PLOT 89, 92: DRAW 26, 0: PLOT
119, 92: DRAW 90, 0: GOSUB 2240: RETURN
1760 CLS : INK 6: GOSUB 2170: GOSUB 2190:
GOSUB 2200: LET X=140: LET Y=96: GOSUB 2330: LET
X=X+25: LET Y=Y+32: GOSUB 2220: RETURN
1770 CLS : INK 7: PLOT 44, 92: DRAW 18, 0: PLOT
140, 92: DRAW 20, 0: PLOT 170, 92: DRAW 40, 0:
GOSUB 2300: GOSUB 2180: LET X=70: LET Y=90:
GOSUB 2270: LET X=140: GOSUB 2350: RETURN
1780 CLS : INK 6: GOSUB 2170: GOSUB 2180: LET
X=75: LET Y=135: GOSUB 2290: LET X=X+85: GOSUB
2290: LET X=X 45: LET Y=Y+20: GOSUB 2360:
RETURN
1790 CLS : INK 7: PLOT 44, 92: DRAW 18, 0: PLOT
121, 92: DRAW 16, 0: PLOT 196, 92: DRAW 14, 0: GOSUB
2300: GOSUB 2180: LET X=70: LET Y=90: GOSUB
2270: LET X=X+75: GOSUB 2270: RETURN
1800 CLS : INK 6: GOSUB 2170: GOSUB 2190:
GOSUB 2200: LET X=140: LET Y=100: GOSUB 2280:
LET X=X+15: GOSUB 2280: RETURN
1810 CLS : INK 5: GOSUB 2170: GOSUB 2250: LET
X=160: LET Y=120: GOSUB 2290: LET Y=Y 25: LET
X=X+10: GOSUB 2280: RETURN

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1820 CLS : INK 7: PLOT 44, 92: DRAW 32, 0: PLOT
100, 92: DRAW 12, 0: PLOT 170, 92: DRAW 40, 0: GOSUB
2300: GOSUB 2180: GOSUB 2190: LET X=80: LET
Y=88: GOSUB 2260: LET Y=Y+2: LET X=X+40: GOSUB
2270: RETURN
1830 CLS : INK 5: PLOT 44, 92: DRAW 52, 0: PLOT
120, 92: DRAW 16, 0: PLOT 160, 92: DRAW 50, 0: GOSUB
9013: GOSUB 2180: GOSUB 2190: LET X=100: LET
Y=88: GOSUB 2260: LET X=X+40: GOSUB 2260: RETURN
1840 CLS : INK 6: GOSUB 2170: GOSUB 2180:
GOSUB 2200: LET X=146: LET Y=130: GOSUB 2210:
LET X=X+15: LET Y=Y+3: GOSUB 2230: RETURN
1850 CLS : INK 7: GOSUB 2170: GOSUB 2180: LET
X=80: LET Y=130: GOSUB 2210: LET X=X+15: LET
Y=Y+3: GOSUB 2230: LET X=X+45: LET Y=Y 3:
GOSUB 2210: LET X=X+15: LET Y=Y+3: GOSUB 2230:
RETURN
1860 CLS : INK 6: GOSUB 2170: GOSUB 2190:
GOSUB 2200: LET X=150: LET Y=140: GOSUB 2360:
RETURN
1870 CLS : INK 5: PLOT 44, 92: DRAW 46, 0: PLOT
120, 92: DRAW 90, 0: GOSUB 2300: GOSUB 2180: GOSUB
2190: LET X=90: LET Y=90: GOSUB 2350: LET X=155:
LET Y=140: GOSUB 2210: LET X=X+15: LET Y=Y+3:
GOSUB 2240: RETURN
1880 CLS : INK 7: PLOT 44, 92: DRAW 99, 0: PLOT
168, 92: DRAW 42, 0: GOSUB 2300: GOSUB 2180: GOSUB
2190: GOSUB 2200: LET X=145: LET Y=90: GOSUB
2310: RETURN
1890 CLS : INK 6: GOSUB 2170: GOSUB 2180:
GOSUB 2190: GOSUB 2250: LET X=160: LET Y=100:
GOSUB 2280: LET X=X+10: GOSUB 2280: RETURN
1900 CLS : INK 7: GOSUB 2170: GOSUB 2200: LET
Y=100: FOR X=150 TO 170 STEP 10: GOSUB 2280:
NEXT X: RETURN
1910 CLS : INK 6: PLOT 44, 92: DRAW 64, 0: PLOT
133, 92: DRAW 78, 0: GOSUB 2300: GOSUB 2190: LET
X=60: LET Y=130: GOSUB 2210: LET X=110: LET
Y=90: GOSUB 2310: LET X=170: LET Y=140: GOSUB
2360: RETURN
1920 CLS : INK 5: GOSUB 2300: GOSUB 2180:
GOSUB 2190: GOSUB 2200: LET X=146: LET Y=90:
GOSUB 2350: PLOT 44, 92: DRAW 102, 0: PLOT 176, 92:
DRAW 34, 0: RETURN
1930 CLS : INK 6: GOSUB 2170: GOSUB 2180:
GOSUB 2250: LET X=150: LET Y=100: GOSUB 2280:
RETURN
1940 CLS : INK 5: GOSUB 2170: GOSUB 2180:
GOSUB 2190: LET X=80: LET Y=130: GOSUB 2210: LET
X=X+60: GOSUB 2290: LET X=X+30: GOSUB 2290:
RETURN
1950 CLS : INK 6: PLOT 44, 92: DRAW 92, 0: PLOT
195, 92: DRAW 15, 0: GOSUB 2300: GOSUB 2180: GOSUB
2190: GOSUB 2250: LET X=144: LET Y=90: GOSUB
2270: RETURN
1960 CLS : INK 6: PLOT 44, 92: DRAW 70, 0: PLOT
146, 92: DRAW 64, 0: GOSUB 2300: GOSUB 2190: LET
X=60: LET Y=130: GOSUB 2210: LET X=160: GOSUB
2210: LET X=115: LET Y=90: GOSUB 2350: RETURN
1970 CLS : INK 7: GOSUB 2170: GOSUB 2180:
GOSUB 2250: LET X=140: LET Y=120: GOSUB 2290:
LET X=X+30: LET Y=Y+20: GOSUB 2360: RETURN
1980 CLS : INK 5: PLOT 44, 92: DRAW 94, 0: PLOT
196, 92: DRAW 15, 0: GOSUB 2300: GOSUB 2180: GOSUB
2190: GOSUB 2200: LET X=145: LET Y=90: GOSUB
2270: LET X=X+12: LET Y=Y+50: GOSUB 2290: RETURN
1990 CLS : INK 6: PLOT 44, 92: DRAW 111, 0: PLOT
180, 92: DRAW 31, 0: GOSUB 2300: GOSUB 2180: GOSUB
2190: GOSUB 2250: LET X=160: LET Y=88: GOSUB
2260: RETURN

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2000 CLS : INK 7: GOSUB 2170: GOSUB 2190:
GOSUB 2200: LET X=140: LET Y=130: GOSUB 2340:
LET Y=Y+8: LET X=X+30: GOSUB 2290: RETURN
2010 CLS : INK 6: PLOT 44, 92: DRAW 36, 0: PLOT
110, 92: DRAW 100, 0: GOSUB 2300: GOSUB 2180:
GOSUB 2190: LET X=80: LET Y=90: GOSUB 2350: LET
X=140: LET Y=130: GOSUB 2210: LET X=X+15: LET
Y=Y+3: GOSUB 2220: RETURN
2020 CLS : INK 5: GOSUB 2170: GOSUB 2190:
GOSUB 2200: LET X=140: LET Y=130: GOSUB 2210:
LET X=X+18: LET Y=Y+10: GOSUB 2340: RETURN
2030 CLS : INK 5: PLOT 44, 92: DRAW 16, 0: PLOT
90, 92: DRAW 36, 0: PLOT 130, 92: DRAW 24, 0: PLOT
158, 92: DRAW 54, 0: GOSUB 2300: GOSUB 2180: GOSUB
2190: LET X=60: LET Y=90: GOSUB 2350: LET X=130:
LET Y=100: GOSUB 2320: RETURN
2040 CLS : INK 7: GOSUB 2170: GOSUB 2180:
GOSUB 2190: LET X=60: LET Y=150: GOSUB 2360: LET
X=X+100: GOSUB 2360: LET Y=Y+20: LET X=X
50: GOSUB 2290: RETURN
2050 POKE 23613, 0: CLS : FOR A=15 TO 21: PRINT
PAPER 4; AT A, 0; "
": NEXT A
2060 INK 6: FOR A=1 TO 14: POKE 23613, 0: PRINT
AT 13, A; " "; AT 14, A; " ": BEEP .01, A: PAUSE 10:
NEXT A
2070 FOR A=1 TO 14: BEEP .001, A*2: PRINT AT
A, 13; " "; AT A, 1, 13; " ": NEXT A
2080 FOR i=1 TO 7: PRINT INK i; AT 4+i, 2; "Hi aba
futsz, "; AT 4+i, 17; "Eletednek vege": BEEP .02, i:
NEXT i
2082 PRINT INK 7; AT 16, 3; "Tanacsok az uj
jatekhoz: ": RANDOMIZE USR 65055
2083 PRINT INK 3; AT 18, 0; " Allandoan
ellenrizd az erdet": RANDOMIZE USR 65055
2084 PRINT INK 2; AT 19, 0; " ne ugralj
fel es legesen ide oda": RANDOMIZE USR 65055
2085 PRINT INK 5; AT 20, 0; " a felvett
targyakat cserelgesd": RANDOMIZE USR 65055
2086 PRINT INK 4; AT 19, 0; " a targyakat
adogasd, eleterert": RANDOMIZE USR 65055
2088 PRINT #0; "Uj jatekhoz nyomd le az ENTER
t"
2090 POKE 23613, 0: PAUSE 0
2100 RUN
2110 FOR A=0 TO 11 STEP 3: POKE 23613, 0: PRINT
AT A, A; INK 5; " Gratulalok !!"; AT A+1, A+1; INK
6; " sikerult a "; AT A+2, A+2; INK 7; "Bolcsek
Konyvet"; AT A+3, A+3; " megtalalni!!": NEXT A
2120 POKE 23613, 0: PRINT ' INK 4; "idezet a
Bolcsek Konyveb l:"
2130 PRINT ' INK 7; " Er s var a mi
Istenunk, es az Intelligenciánk az els dlleges
fegyverUnk!!"
2140 PRINT ' ' INK 6; "Es most uj kalandra fel
!!!!"
2150 PRINT #0; " Nyomd le az ENTER t
"
2160 POKE 23613, 0: PAUSE 0: GOTO 430
2170 POKE 23613, 0: PLOT 0, 48: DRAW 44, 44: DRAW
167, 0: DRAW 44, 44: DRAW 44, 44: DRAW
0, 83: PLOT 44, 92: DRAW 0, 83: RETURN
2180 POKE 23613, 0: PLOT 10, 58: DRAW 0, 50: DRAW
20, 20: DRAW 0, 50: DRAW 3, 3: DRAW
0, 46: DRAW 14, 14: DRAW 0, 46: PLOT
24, 58+38: DRAW 0, 2: DRAW 1, 1: DRAW 0,
2: RETURN
2190 POKE 23613, 0: PLOT 245, 58: DRAW 0, 50:
DRAW 20, 20: DRAW 0, 50: DRAW 3, 3:
DRAW 0, 46: DRAW 14, 14: DRAW 0, 46: PLOT

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231, 58+38: DRAW O, 2: DRAW 1, 1: DRAW O, 2:
RETURN
2200 POKE 23613, O: PLOT 120, 92: DRAW O, 50:
DRAW 30, O: DRAW O, 50: DRAW 3, O: DRAW
O, 46: DRAW 24, O: DRAW O, 46: PLOT 113, 92+26:
DRAW 1, O: DRAW O, 1: DRAW 1, O: RETURN
2210 POKE 23613, O: PLOT X, Y: DRAW 36, O: DRAW
O, 2: DRAW 36, O: DRAW O, 2: PLOT X+6, Y:
DRAW O, 6: DRAW 1, O: DRAW O, 6: PLOT X+30, Y:
DRAW O, 6: DRAW 1, O: DRAW O, 6: RETURN
2220 POKE 23613, O: PLOT X, Y: DRAW 4, O: DRAW
3, 3: DRAW 10, O: DRAW 4, 4: RETURN
2230 POKE 23613, O: PLOT X, Y: DRAW 8, O: DRAW
4, O: DRAW O, 8: DRAW 5, O: DRAW 3, 8: DRAW
4, O: DRAW 3, 8: DRAW 5, O: RETURN
2240 POKE 23613, O: PLOT X, Y: DRAW 4, O: DRAW
1, 5: DRAW 3, 6: DRAW 12, O: DRAW 3, 6: DRAW
1, 5: RETURN
2250 POKE 23613, O: PLOT 80, 130: DRAW 50, O:
DRAW O, 6: DRAW 50, O: DRAW O, 6: PLOT
84, 130: DRAW O, 20: DRAW 3, O: DRAW 2, 8: DRAW
1, 8: DRAW 1, 4: PLOT 126, 130: DRAW O, 20: DRAW
3, O: DRAW 2, 8: DRAW 1, 8: DRAW 1, 4:
PLOT 89, 112: DRAW 32, O: RETURN
2260 POKE 23613, O: PLOT X, Y: DRAW 2, O: DRAW
2, 2: DRAW 5, O: DRAW 2, 2: DRAW 2, O: DRAW 2, 2:
DRAW 2, O: DRAW 4, 4: DRAW O, 30: DRAW 4, 4:
DRAW O, 30: DRAW O, 30: DRAW 21, O: DRAW
4, 4: DRAW 21, O: DRAW 21, O: DRAW 4, 4:
DRAW O, 30: DRAW 2, O: DRAW 2, 2: PLOT X
1, Y+5: DRAW 15, O: DRAW O, 24: DRAW 15, O: DRAW
O, 24: PLOT X+11, Y+16: DRAW O, 2: RETURN
2270 POKE 23613, O: FOR A=5 TO 25 STEP 10: PLOT
X+34, Y+A: DRAW 3, O: DRAW O, 3: DRAW 3, O: DRAW
O, 3: PLOT X+2, Y+A: DRAW 3, O: DRAW O, 3: DRAW
3, O: DRAW O, 3: NEXT A: PLOT X, Y: DRAW 2,
2: DRAW 2, O: DRAW 2, 2: DRAW 30, O: DRAW 2, 2:
DRAW 2, O: DRAW 2, 2: DRAW 6, O: DRAW 4, 4: DRAW
O, 34: DRAW 4, 4: DRAW O, 34: DRAW
O, 34: DRAW 55, O: DRAW 4, 4: DRAW 55, O: DRAW
55, O: DRAW 4, 4: DRAW O, 34: DRAW 6, O:
PLOT X 4, Y+3: DRAW 48, O: DRAW O, 7: DRAW
48, O: DRAW O, 7: PLOT X 4, Y+13: DRAW 48, O:
DRAW O, 7: DRAW 48, O: DRAW O, 7: PLOT X
4, Y+23: DRAW 48, O: DRAW O, 7: DRAW 48, O: DRAW
O, 7: RETURN
2280 POKE 23613, O: PLOT X, Y: DRAW 7, O: DRAW
O, 7: DRAW 7, O: DRAW O, 7: PLOT X+3, Y+5:
PLOT X+2, Y+2: PLOT X+5, Y+2: RETURN
2290 POKE 23613, O: PLOT X, Y: DRAW 24, O: DRAW
O, 16: DRAW 24, O: DRAW O, 16: PLOT
X+2, Y+2: DRAW 20, O: DRAW O, 12: DRAW 20, O:
DRAW O, 12: RETURN
2300 POKE 23613, O: PLOT O, 48: DRAW 44, 44: DRAW
O, 83: PLOT 255, 48: DRAW 44, 44: DRAW O, 83:
RETURN
2310 POKE 23613, O: FOR A=3 TO 23 STEP 10: PLOT
X+8, Y+A+3: DRAW 1, O: DRAW O, 1: DRAW 1, O:
PLOT X+1, Y+A: DRAW 16, O: DRAW O, 7: DRAW
16, O: DRAW O, 7: NEXT A: PLOT X, Y: DRAW 2,
2: DRAW 2, O: DRAW 2, 2: DRAW 6, O: DRAW 2, 2:
DRAW 2, O: DRAW 2, 2: DRAW 2, O: DRAW 4, 4: DRAW
O, 34: DRAW 4, 4: DRAW O, 34: DRAW
O, 34: DRAW 22, O: DRAW 4, 4: DRAW 22, O: DRAW
22, O: DRAW 4, 4: DRAW O, 34: DRAW 2, O:
RETURN
2320 POKE 23613, O: PLOT X+24, Y+8: DRAW O, 5:
PLOT X, Y+8: DRAW O, 5: FOR A=2 TO 14 STEP 6: PLOT
X+12, Y+A+2: PLOT X+6, Y+A: DRAW 12, O: DRAW O, 4:
DRAW 12, O: DRAW O, 4: NEXT A: PLOT X, Y:

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DRAW      6, 0: DRAW 2,      10: DRAW 2, 0: DRAW
2, 10: DRAW 30, 0: DRAW      6, 0: DRAW 2,      10:
DRAW 2, 0: DRAW 2, 10: DRAW 10, 0: DRAW 4, 4: DRAW
0, 20: DRAW      4,      4: DRAW 0,      20: DRAW
0, 20: DRAW      56, 0: DRAW 4, 4: DRAW 56, 0: DRAW
56, 0: DRAW      4,      4: DRAW 0,      20: DRAW
10, 0: PLOT X+3, Y: DRAW 0, 20: PLOT X+21, Y: DRAW
0, 20: RETURN
2330 POKE 23613, 0: PLOT X      5, Y+28: DRAW
60, 0: DRAW 0, 3: DRAW      60, 0: DRAW 0,      3:
PLOT X+14, Y: DRAW 0, 8: DRAW 22, 0: DRAW 0,      8:
FOR A=16 TO 34 STEP 4: PLOT X+A, Y+1: DRAW 0, 6:
DRAW 2, 0: DRAW 0,      6: DRAW      2, 0: NEXT A:
PLOT X, Y: DRAW 0, 28: DRAW 50, 0: DRAW 0,      28:
DRAW 6, 0: DRAW 0,      3: DRAW      62, 0: DRAW 0, 3:
DRAW 62, 0: DRAW      16, 0: DRAW 0, 20: DRAW
30, 0: DRAW 0,      20: RETURN
2340 POKE 23613, 0: PLOT X      7, Y      7: DRAW
0, 14: DRAW 14, 0: DRAW 0,      14: DRAW      14, 0:
CIRCLE X, Y, 5: PLOT X, Y: DRAW 0, 3: PLOT X, Y: DRAW
2,      2: RETURN
2350 POKE 23613, 0: CIRCLE X+15, Y+20, 2: PLOT
X+15, Y+22: DRAW 0, 12: PLOT X+11, Y+14: DRAW 0, 20:
DRAW 8, 0: DRAW 0,      20: DRAW      8, 0: PLOT
X+1, Y+60: DRAW 14, 8: DRAW 14,      8: DRAW
28, 0: DRAW 0,      2: DRAW 28, 0: DRAW 0, 2: PLOT
X, Y: DRAW 0, 4: DRAW 4, 0: DRAW 0, 4: DRAW 4, 0:
DRAW 0, 30: DRAW      3, 0: DRAW 0, 20: DRAW 20, 0:
DRAW 0,      20: DRAW      3, 0: DRAW 0,      30: DRAW
4, 0: DRAW 0,      4: DRAW 4, 0: DRAW 0,      4: DRAW
30, 0: PLOT X+8, Y+41: DRAW 0, 14: DRAW 14, 0: DRAW
0,      14: DRAW      14, 0: CIRCLE X+15, Y+48, 5:
PLOT X+15, Y+48: DRAW 0, 3: PLOT X+15, Y+48: DRAW
2,      2: RETURN
2360 POKE 23613, 0: PLOT X+3, Y      2: DRAW 24, 0:
DRAW 0,      15: DRAW      24, 0: DRAW 0, 15: PLOT
X+10, Y: DRAW 6, 6: DRAW 6,      6: PLOT X, Y: FOR
A=1 TO 15: DRAW 1, 1: DRAW 1,      1: NEXT A: FOR
A=1 TO 10: DRAW 1,      1: DRAW      1,      1: NEXT
A: FOR A=1 TO 15: DRAW      1, 1: DRAW      1,
1: NEXT A: FOR A=1 TO 10: DRAW 1, 1: DRAW
1, 1: NEXT A: RETURN

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# DÁMAJÁTÉK SPECTRUM BASICBAN

Leírás:

Ugord át az ellenfél korongjait, vedd le, ha eléred az ellenfél alapvonalát, akkor a korongod dámává változik, Es akkor minden irányban - átlósan - mozoghatsz a pályán. Ha minden ellenséges korongot levettél, vagy az nem tud lépni, akkor győztél...



```

1  REM  DAMAJATEK  (c)  NYL.  2000
2  REM  O  AS  SOR
3  POKE  PEEK  23635+256*PEEK  23636+1, 0
8  REM  NAGYBETU
10 POKE  23658, 8:  GOTO  40
20 REM  KODBETOLTES  MAGNOROL  ES
MI CRODRIVE  ROL
28 BRIGHT 0:  BORDER 1:  PAPER 1:  INK 1:  CLEAR
64099:  POKE  23658, 8:  PRINT  INK 7:  PAPER 0:
BRIGHT 1:  FLASH 1:  AT  9, 9:  "
10, 9:  "  KODOT  TOLTOK!  " :  AT  11, 9:  "
BEEP . 5, 10:  LOAD  * " M" ; 1:  " CHARACTER" CODE
64100, 1437:  GOTO  40
30 BRIGHT 0:  BORDER 1:  PAPER 1:  INK 1:  CLEAR
64099:  POKE  23658, 8:  PRINT  INK 7:  PAPER 0:
BRIGHT 1:  FLASH 1:  AT  9, 9:  "
10, 9:  "  KODOT  TOLTOK!  " :  AT  11, 9:  "
BEEP . 5, 10:  LOAD  " KOD" CODE  64100, 1437
40 FOR  a=1  TO  10:  BEEP . 05, 24:  BEEP . 05, 31:
NEXT  a:  BRIGHT 1:  BORDER 0:  PAPER 0:  INK 7:  CLS
:  LET  pr=64100:  GOSUB  1440:  GOTO  1260
50 REM  ALAPHELYZET
60 LET  jatekos=0:  LET  spectrum=0:  FOR  g=10
TO  90  STEP  10
70 FOR  h=1  TO  9:  LET  ch=g+h
80 IF  a$(ch) > " E"  THEN  GOTO  120

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90 IF a$(ch)=c$ OR a$(ch)=i$ THEN LET
spectrum=spectrum+1
100 IF a$(ch)=h$ OR a$(ch)=k$ THEN LET
jatekos=jatekos+1
110 PRINT AT 2*(g/10), 2*(h 1); p$(CODE
a$(ch) 64); AT 2*(g/10)+1, 2*(h 1); q$(CODE
a$(ch) 64)
120 NEXT h: NEXT g
130 PAPER 1: PRINT INK 2; AT
7, 21; "SZAMI TOGEP"; AT 8, 22; "KORONG "; AT
9, 23; "SZAMA: "; spectrum; " "; INK 5; AT
11, 21; "JATEKOS"; AT 12, 22; "KORONG "; AT
13, 23; "SZAMA: "; jatekos; " "
140 PRINT AT 15, 23; INK 3; lapes; " LEPES";
INK 7; PAPER 2; AT 2, 1; "8"; AT 4, 1; "7"; AT
6, 1; "6"; AT 8, 1; "5"; AT 10, 1; "4"; AT 12, 1; "3"; AT
14, 1; "2"; AT 16, 1; "1"; AT 18, 3; "A B C D E F G H"
150 IF NOT jatekos THEN GOTO 820
160 IF NOT spectrum THEN GOTO 800
170 PAPER 0: RETURN
180 REM KORONGOK ELHELVEZESE
190 CLS : FOR a=1 TO 18: PRINT AT a, 1; PAPER
2; INK 0; s$( TO 18): NEXT a
200 FOR a=2 TO 17: PRINT AT a, 2; PAPER 6; INK
0; s$( TO 16): NEXT a
210 FOR a=1 TO 21: PRINT AT a, 21; PAPER 1; s$(
TO 11): NEXT a
220 PAPER 1: LET z$="O222O1O2DAMAJATEK": LET
s=USR pr: PRINT AT 5, 21; "(c) NYL. 2000."
230 PRINT AT 16, 26; "6"; AT 17, 26; " "; AT
18, 24; "5 O 8"; AT 19, 26; " "; AT 20, 26; "7"
240 PAPER 0: RETURN
250 REM SZAMI TOGEP LEP
260 GOSUB 60
270 BEEP .05, 7: BEEP .05, 11: BEEP .05, 14: LET
z$="2000O1O2 Gondol kodom ": LET s=USR pr
280 REM SZAMI TOGEP GONDOLKODI K
290 LET flag=0: FOR a=1 TO 12
300 LET loc=b(a)
310 IF a$(loc) <> c$ THEN IF a$(loc) <> i$
THEN GOTO 440
320 FOR b=1+(2 AND a$(loc)=c$) TO 4
330 LET dir=x(b)
340 IF a$(loc+dir) <> h$ THEN IF a$(loc+dir)
<> k$ THEN GOTO 420
350 IF a$(loc+2*dir) <> b$ THEN GOTO 420
360 LET a$(loc+2*dir)=a$(loc)
370 LET a$(loc)=b$: LET a$(loc+dir)=b$
380 LET b(a)=loc+2*dir: LET loc=loc+2*dir
390 IF loc>80 THEN GOTO 850
400 GOSUB 60: LET j elez=1
410 GOTO 320
420 NEXT b
430 IF j elez THEN GOTO 880
440 NEXT a
450 REM JATEKOS JO LEPESE
460 FOR a=1 TO 12
470 LET loc=b(a)
480 IF a$(loc) <> c$ THEN IF a$(loc) <> i$
THEN GOTO 640
490 FOR b=1+(2 AND a$(loc)=c$) TO 4
500 LET sor=x(b)
510 IF a$(loc+sor) <> b$ THEN GOTO 630
520 LET t$a$: LET t$(loc+sor)=t$(loc): LET
t$(loc)=b$
530 FOR c=1 TO 12
540 LET pos=c(c)
550 IF t$(pos) <> h$ THEN IF t$(pos) <> k$
THEN GOTO 610
560 FOR d=1+(2 AND t$(pos)=h$) TO 4

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570 LET sor1=x(d)
580 IF t$(pos sor1) <> c$ THEN IF t$(pos
sor1) <> i$ THEN GOTO 600
590 IF t$(pos 2*sor1)=b$ THEN GOTO 630
600 NEXT d
610 NEXT c
620 LET a$=t$: GOTO 740
630 NEXT b
640 NEXT a
650 REM SZAMI TOGEP LEP
660 FOR a=1 TO 12
670 LET loc=b(a)
680 IF a$(loc) <> c$ THEN IF a$(loc) <> i$
THEN GOTO 780
690 IF RND<.25 THEN IF a$(loc)=i$ THEN GOTO
780
700 FOR b=1+(2 AND a$(loc)=c$) TO 4
710 LET sor=x(b)
720 IF a$(loc+sor) <> b$ THEN GOTO 770
730 LET a$(loc+sor)=a$(loc): LET a$(loc)=b$
740 LET b(a)=loc+sor
750 IF loc+sor>80 THEN LET a$(loc+sor)=i$
760 GOTO 860
770 NEXT b
780 NEXT a
790 REM JATEKOS GY ZOTT
800 GOSUB 840: LET z$="20030202GY ZTEL": LET
s=USR pr: GOTO 1620
810 REM SZAMI TOGEP GYOZOTT
820 GOSUB 840: LET z$="20030202GY ZTEM": LET
s=USR pr: GOTO 1620
830 REM GYOZELMI ZENE
840 PRINT AT 20,0; s$( TO 20); AT 21,0; s$( TO
20): BEEP .2,0: BEEP .1,0: BEEP .1,0: BEEP
.13,4: BEEP .13,0: BEEP .13,4: BEEP .4,7: RETURN
850 LET a$(loc)=i$
860 GOSUB 60
870 REM JATEKOS LEP
880 BEEP .05,0: BEEP .05,4: BEEP .05,7: BEEP
.1,12: LET z$="20000102"+s$( TO 20): LET s=USR
pr: LET z$="20020102 LEPJ ": LET s=USR
pr
890 LET lepes=lepes+1
900 REM LEPESEK KURZORRAL
KI JELOLES O VAL, FELADAS R
EL.
910 LET x=16: LET y=16
920 FOR a=1 TO 2
930 PRINT AT x,y; OVER 1; PAPER 8; INK 8;
FLASH 1; " "; AT x+1,y; " "
940 LET v$=INKEY$: IF v$="" THEN GOTO 940
950 LET ox=x: LET oy=y
960 IF v$="R" THEN GOTO 820
970 LET y=y+(2 AND v$="8" AND y<16) (2 AND
v$="5" AND y>2)
980 LET x=x+(2 AND v$="6" AND x<16) (2 AND
v$="7" AND x>2)
990 PRINT AT ox,oy; OVER 1; PAPER 8; INK 8;
FLASH 0; " "; AT ox+1,oy; " "
1000 IF v$ <> "O" THEN GOTO 930
1010 BEEP .2,12*a: LET xpos=x: LET ypos=y
1020 LET y(a)=(xpos/2): LET z(a)=(ypos/2)+1
1030 LET x=xpos: LET y=ypos: NEXT a
1040 REM LEPES KI SZAMI TASA
1050 LET from=10*y(1)+z(1): LET
dest=10*y(2)+z(2)
1060 REM HI BAS LEPES, MOROG A SZAMI TOGEP
1070 IF from<12 OR from>89 OR dest<12 OR
dest>89 THEN BEEP .5, 30: GOTO 910

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1080 IF a$(from) <> h$ AND a$(from) <> k$ THEN
BEEP .5, 30: GOTO 910
1090 IF a$(dest) <> b$ THEN BEEP .5, 30:
GOTO 910
1100 REM POZICI O TORLES
1110 LET a$(dest)=a$(from)
1120 FOR a=1 TO 12
1130 IF c(a)=from THEN LET c(a)=dest
1140 NEXT a
1150 IF dest<20 THEN LET a$(dest)=k$
1160 LET a$(from)=b$
1170 IF ABS (dest from) <= 11 THEN GOTO 260
1180 LET a$((from+dest)/2)=b$
1190 GOSUB 60
1200 REM TOBBSZOROS LEPES
1210 PRINT #1; BRIGHT 1; AT 1, 1; "LEPSZ EL RE
EGYET? (i/n)"
1220 LET j$=INKEY$: IF j$ <> "I" AND j$ <> "N"
THEN GOTO 1220
1230 INPUT "": BEEP .05, 20: IF j$="I" THEN
GOTO 880
1240 GOTO 270
1250 REM BEALLI TASOK
1260 LET a$="": LET t$="": DIM s$(32): DIM
p$(5, 10): DIM q$(5, 10): DIM b(12): DIM c(12):
DIM x(4): DIM y(2): DIM z(2)
1270 LET lepes=0
1280 RESTORE 1390: FOR a=1 TO 10: READ z$: LET
a$=a$+z$: NEXT a
1290 FOR a=1 TO 5: READ p$(a), q$(a): NEXT a
1300 FOR a=1 TO 12: READ sq: LET b(a)=sq: LET
c(a)=101 sq: NEXT a
1310 FOR a=1 TO 4: READ dx: LET x(a)=dx: NEXT
a
1320 LET i$="A": LET c$="B": LET b$="C": LET
h$="D": LET k$="E"
1330 REM EL SO LEPES
1340 CLS : LET z$="10000102AKARSZ EL SZOR
LEPNI (i/n)": LET s=USR pr
1350 LET g$=INKEY$: IF g$ <> "I" AND g$ <> "N"
THEN GOTO 1350
1360 INPUT "": BEEP .2, 25: IF g$="I" THEN
GOSUB 190: GOTO 860
1370 GOSUB 190: GOTO 260
1380 REM A GONDOLKODO ADATOK
1390 DATA
" WWWWWW" , " WMBMBMBMBW" , " WBMBMBMBMW" , " WMBMBMBM
BW" , " WCMCMCMCMW" , " WCMCMCMCMW" , " WDMDMDMDMW" , " WMDM
DMDMDW" , " WDMDMDMDMW" , " WWWWWW"
1400 DATA " " , " " , " " , " " , " " , " " , " " , " " , " " , " "
'
1410 DATA 28, 24, 22, 26, 33, 37, 39, 35, 19, 15, 17, 13
1420 DATA 11, 9, 9, 11
1430 REM MAGYARAZAT
1440 POKE 23606, 88: POKE 23607, 251: LET
z$="06030203KERED A JATEK ": LET s=USR pr: LET
z$="08060102MAGYARAZAT? (i/n)": LET s=USR pr
1450 LET i$=INKEY$: IF i$ <> "I" AND i$ <> "N"
THEN GOTO 1450
1460 IF i$="N" THEN BEEP .2, 40: CLS : RETURN
1470 REM EL SO OLDAL
1480 BEEP .2, 40: CLS : LET
z$="00060203DAMAJATEK ": LET s=USR pr
1490 PRINT AT 4, 0: " DAMA REGI
TABLASJATEK, MAR AZ OKORBAN I S I SMERTEK, ES
JATSZOT TAK. " " " CSAK FERDEN LEHET EL RE
MENNI, AZ ELLENFEL KORONGJAIT ATUGRSSAL LEHET
LEVENNI. I LYENKOR LEHET SEG VAN MEGEGYSZER
LEPNI ."

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1500 PRINT "IRANYITAS A KURZORGOMBOKKAL LE
HETSEGES:      6= , 7= , 5=      S 8= , S A 'O'
VAL IRJUK BE A LEPEST."
1510 PRINT "HA VISZONT HI BASAN AKARTUNK
VALAHOVA LEPNI , HI BAJELZEST      KAPUNK."
1570 REM VAROK A GOMBNYOMASRA
1580 PRINT #1; AT 1, 3; INK INT (RND*7)+1;
BRIGHT 1; "FOLYTATASHOZ EGY GOMB      "
1590 IF INKEY$="" THEN PAUSE 4: GOTO 1580
1600 BEEP . 1, 18: BEEP . 1, 22: BEEP . 2, 30: CLS :
RETURN
1610 REM JATEK VEGE
1620 PAUSE 250: PRINT #1; AT 1, 2; BRIGHT 1; INK
5; "MEGEGYSZER? (i/n)"
1630 LET I$=INKEY$: IF I$ <> "I" AND I$ <> "N"
THEN GOTO 1630
1640 BEEP . 2, 40: IF I$="I" THEN GOTO 1260
1660 STOP

```

# CSATAHAJÓK-ÚJTÍPUSÚ TORPEDÓ JÁTÉK

Leírás:

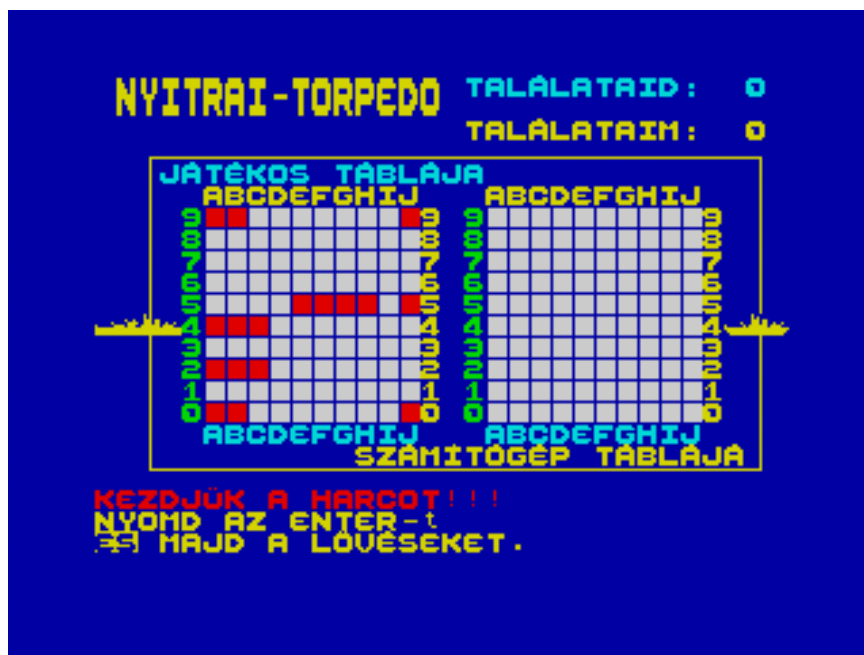
A FLOTTAD 8 HAJÓBÓL ÁLL:

- 1 ANYAHAJÓ
- 2 PÁNCÉLOS
- 2 ROMBOLÓ
- 3 TENGERALATTJÁRÓ

A JÁTÉK,ÉS BEÁLLÍTÁSOK:"'

A TŰZ KOORDINÁTÁT ÍGY IS BEÍRHATOD: a0 VAGY 3b,ÉS AZ ENTER LENYOMÁSÁVAL ZÁRD LE.

EGYMÁS UTAN HÁROM LÖVEST ADHATSZ LE.A TALÁLATOT A SPECTRUM KIJELEZI,ÉS HANGHATÁST IS AD.



```

1  REM csatahajok NYITRAI 99'
2  REM POKE 23606,150
3  REM POKE 23607,162
4  REM uKEZETES BET3K
5  REM " u A A 3 y
6  REM BETUKOD 41852,768
7  REM UDG CODE USR " A",168
50 GO TO 2000
1000 REM KERET
1010 INK 6: PLOT 20,30: DRAW 225,0: DRAW 0,115:
DRAW 225,0: DRAW 0,115
1020 RETURN
2000 REM ITT KEZDUNK
2001 REM CSATAHAJOK
2002 REM (c) NYITRAI SOFT 1999'
2005 RESTORE : GO TO VAL "9000"
2010 LET a$=" ": LET c=VAL "9": GO SUB VAL
"9880"
2020 FOR s=w TO e
2030 DIM d(e): INPUT (a$)'HAJOPOZICI O
BEALLITAS: '(s$(s,g+w TO));":":LINE t$: LET
a$=" "

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2040 GO SUB VAL "8200"
2045 IF NOT f THEN GO TO VAL "2060"
2050 IF a$="" THEN LET a$="CSAK " " a j " " uS
" " O 9 " +ENTER t. "
2055 GO TO VAL "2030"
2060 IF u$(x,y) <> " " THEN LET a$="MI NDEN HAJ O
HARCRA KESZ .": GO TO VAL "2030"
2070 IF s>z THEN GO TO VAL "2210"
2080 INPUT (a$); "ELHELYEZES: VI SSZ' '
VAGY FUGG' |' v/f "; LINE t$: LET
a$=""
2090 IF t$="F" THEN LET t$="f"
2100 IF t$="V" THEN LET t$="v"
2110 IF t$<>"f" AND t$<>"v" THEN LET a$="CSAK
" " f " " VAGY " " v " " LEHET.": GO TO VAL "2080"
2120 FOR k=o TO VAL s$(s,w) w
2130 LET x=x+(t$="v")*(k>o): LET
y=y+(t$="f")*(k>o)
2140 GO SUB VAL "8100": IF f THEN LET a$="EZ
LEHETETLEN, I SMETELD MEG ! " : GO TO
VAL "2030"
2150 LET d(w+g*k)=x: LET d(g+g*k)=y
2160 NEXT k
2170 FOR i=w TO VAL s$(s,w)
2180 LET x=d(g*i w): LET y=d(g*i)
2190 LET u$(x,y)=CHR$ z: PRINT AT VAL "17"
y, e+x; INK w; PAPER g; " ÷"
2200 NEXT i: NEXT s: GO TO VAL "2500"
2210 GO SUB VAL "8100": IF f THEN LET a$="ITT
KEVES A HELY! " : GO TO VAL "2030"
2220 GO TO VAL "2190"
2502 PRINT AT q, o; "NYOMD AZ ENTER t " :
PAUSE o: PRINT AT q, o; b$
2505 PRINT AT q, o; "HARCRA KESZULJ, ENTER t
": PAUSE o: PRINT AT q, o; b$
2510 FOR i=m TO VAL "16": PRINT AT i, VAL
"O"; b$: NEXT i
2520 LET c=n: GO SUB VAL "9880"
2530 LET c=VAL "17": GO SUB VAL "9880"
2550 LET l=VAL "11": LET c=o: LET
t$="1o1/41/2": PRINT AT l, o; t$: INK 5; AT
4, 3; "JATEKOS TABLAJA"
2555 GO SUB VAL "1000"
2560 LET l=VAL "11": LET c=VAL "29": LET
t$="11/41/2": PRINT AT l, c; t$: AT
17, 12; "SZAMI TOGEP TABLAJA
"
2570 FOR x=g TO VAL "11": FOR y=g TO VAL "11"
2580 IF CODE u$(x,y)=z THEN PRINT AT VAL "17"
y, x+m; INK w; PAPER g; " ÷"
2590 NEXT y: NEXT x
2595 PRINT INK 2; AT VAL "19", o; "KEZDJUK A
HARCOT!!!"
2600 FOR x=w TO h: LET u$(x,w)=CHR$ w: LET
u$(x,h)=CHR$ w: NEXT x
2610 FOR y=g TO VAL "11": LET u$(w,y)=CHR$ w:
LET u$(h,y)=CHR$ w: NEXT y
2620 LET start=(VAL ".5"<RND)
2650 PRINT INK 5; AT o, VAL "17"; "TALALATAI D:
O"; INK 6; AT g, VAL "16"; "TAL" LATAIM: O"
2660 PRINT AT q VAL "1", o; "NYOMD AZ ENTER
t ' FLASH w; "ES" AND start; "ADD LE" AND
NOT start; FLASH o; "MAJD A LOVESEKET."
2670 FOR i=o TO w: PLOT VAL "232"*(w
start), VAL "80"+i: DRAW VAL "23"+e*start, o: NEXT
i
2690 PAUSE o: FOR i=VAL "19" TO q: PRINT AT
i, o; b$: NEXT i
2700 IF NOT start THEN GO TO VAL "4000"
3000 LET me=o: GO SUB VAL "8970"

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3010 FOR k=w TO m
3020 GO SUB VAL "8960": LET a$=""
3030 BEEP VAL ".03": q: PAUSE m: BEEP VAL
".03": q: INPUT (a$); "T3Z KOORDI NATAK ? "; LINE
t$: LET a$=""
3035 GO SUB VAL "8200": IF NOT f THEN GO TO VAL
"3045"
3040 IF a$="" THEN LET a$="IRD BE "" a j "" ES
""0 9" ENTERT. "
3042 GO TO VAL "3030"
3045 IF CODE v$(x,y)=w THEN LET a$="M" R
L TTED! ": GO TO VAL "3030"
3050 IF CODE v$(x,y)=z THEN LET hit=w: LET
enemy=enemy+w
3060 IF CODE v$(x,y)<>z THEN LET hit=o
3070 LET v$(x,y)=CHR$ w
3080 GO SUB VAL "8500"
3090 PRINT AT o, VAL "30": enemy: IF enemy=VAL
"17" THEN GO TO VAL "3500"
3100 NEXT k
3400 GO TO VAL "4000"
3500 PRINT AT VAL "20", o; FLASH w; " MI NDET
ELSULLYESZTETTEL "
3510 INPUT "UJ JATEKOT ? "; LINE t$: LET
t$=CHR$ CODE t$
3520 IF t$="i" OR t$="I" THEN RUN
3530 IF t$="n" OR t$="N" THEN GO TO VAL "9999"
3540 GO TO VAL "3510"
4000 LET me=w: GO SUB VAL "8970"
4010 FOR k=w TO m: GO SUB VAL "8960"
4020 IF trail THEN GO TO VAL "4160"
4030 GO SUB VAL "8900"
4040 IF CODE u$(x,y)=w THEN GO TO VAL "4030"
4050 GO SUB VAL "8450"
4070 IF NOT hit THEN GO TO VAL "4470"
4080 LET sunk=sunk+w: PRINT AT g, VAL "30": sunk:
IF sunk=VAL "17" THEN GO TO VAL "4800"
4090 LET acc=o: LET end=w: DIM h(VAL "4", g)
4100 GO SUB VAL "8400"
4110 GO SUB VAL "8300"
4120 IF f THEN GO TO VAL "4460"
4130 LET trail=w: LET tries=o
4140 LET dir=w+INT (n*RND)
4145 LET x1=x: LET y1=y
4150 GO TO VAL "4470"
4160 IF sense THEN GO TO VAL "4300"
4170 LET dir=dir+w: IF dir=z THEN LET dir=w
4180 LET tries=tries+w: IF tries=z THEN GO TO
VAL "4430"
4185 LET x=x1+(dir=w) (dir=g): LET
y=y1+(dir=m) (dir=n)
4190 IF CODE u$(x,y)=w THEN GO TO VAL "4170"
4200 GO SUB VAL "8450"
4220 IF NOT hit THEN GO TO VAL "4470"
4230 LET sunk=sunk+w: PRINT AT g, VAL "30": sunk:
IF sunk=VAL "17" THEN GO TO VAL "4800"
4240 GO SUB VAL "8400"
4250 GO SUB VAL "8300"
4260 IF f THEN GO TO VAL "4460"
4270 LET sense=w: LET end=w
4280 LET dx=h(g,w) h(w,w): LET dy=h(g,g)
h(w,g)
4290 GO TO VAL "4470"
4300 GO SUB VAL "8800"
4310 IF CODE u$(x,y)=w THEN GO TO VAL "4400"
4320 GO SUB VAL "8450"
4340 IF NOT hit THEN GO TO VAL "4500"
4350 LET sunk=sunk+w: PRINT AT g, VAL "30": sunk:
IF sunk=VAL "17" THEN GO TO VAL "4800"
4360 GO SUB VAL "8400"

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4370 GO SUB VAL " 8300"
4380 GO TO VAL " 4470" VAL " 10" * f
4400 LET end= w
4410 GO SUB VAL " 8800"
4420 IF CODE u$(x, y) <> w THEN GO TO VAL " 4320"
4430 LET k=k w
4440 FOR i=w TO e: IF acc=VAL w$(i) THEN LET
w$(i) = "0": GO TO VAL " 4460"
4450 NEXT i
4460 GO SUB VAL " 8700"
4470 NEXT k
4480 GO TO VAL " 3000"
4500 IF end= w THEN GO TO VAL " 4460"
4510 LET end= w: GO TO VAL " 4470"
4800 PRINT AT VAL " 20", o; FLASH w; " LEGY ZTELEK
"
4810 GO TO VAL " 3510"
8001 IF c+LEN t$>VAL " 32" THEN LET t$=t$( TO
VAL " 32" c)
8010 LET xx=c+VAL " 16383" +VAL " 32" *(1+VAL
" 56"*INT (1/VAL " 8"))
8020 LET f=(1=VAL " 7" OR 1=VAL " 15"): LET
chars=PEEK VAL " 23606" +VAL " 256" *PEEK VAL
" 23607"
8030 FOR i=w TO LEN t$
8040 LET a=chars+VAL " 8" *CODE t$(i)
8050 LET xx=xx+w
8060 FOR j=o TO VAL " 15"
8070 POKE xx+VAL " 256"*j (VAL " 2016" VAL
" 1792" *f)*(j>VAL " 7"), PEEK (a+j/VAL " 2")
8080 NEXT j: NEXT i: RETURN
8110 LET f=o: IF u$(x, y) <> " " THEN LET f=w:
RETURN
8115 IF x<g OR x>VAL " 11" OR y<g OR y>VAL " 11"
THEN LET f=w: RETURN
8120 FOR i= w TO w STEP g
8130 IF u$(x+i, y) <> " " THEN LET f=w
8140 IF u$(x, y+i) <> " " THEN LET f=w
8150 NEXT i
8170 RETURN
8210 LET f=o
8220 IF LEN t$<>g THEN LET f=w: LET a$="IRD BE
A POZI CI OT": RETURN
8240 IF t$(w) <"0" OR t$(w) >"j" OR (t$(w) >"9"
AND t$(w) <"a") THEN LET f=w: RETURN
8250 IF t$(w) <"a" THEN LET t$=t$(g)+t$(w)
8260 IF t$(w) <"a" OR t$(w) >"j" THEN LET f=w:
RETURN
8270 IF t$(g) <"0" OR t$(g) >"9" THEN LET f=w:
RETURN
8280 LET x=CODE t$ VAL " 95": LET y=CODE
t$(g) VAL " 46": RETURN
8310 LET f=o: IF acc<max THEN RETURN
8320 FOR i=w TO e: IF max=VAL w$(i) THEN LET
w$(i) = "0": GO TO VAL " 8340"
8330 NEXT i
8340 LET max=o: LET f=w
8350 FOR i=w TO e
8360 IF max<VAL w$(i) THEN LET max=VAL w$(i)
8370 NEXT i: RETURN
8410 LET acc=acc+w
8420 IF end=w THEN LET h(acc, w)=x: LET
h(acc, g)=y
8430 IF end= w THEN LET h(w, w)=x: LET
h(w, g)=y
8440 RETURN
8460 IF u$(x, y) = " " THEN LET hi t=o
8470 IF CODE u$(x, y)=z THEN LET hi t=w
8480 LET u$(x, y)=CHR$ w
8510 LET or 1=VAL " 24": LET or 2=VAL " 87"

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8520 IF me THEN LET or1=VAL " 238": LET or2=VAL
" 88"
8530 LET l=VAL " 17" y
8540 LET c=x+VAL " 16" VAL " 13"*me
8550 LET xx=m+e*c or1: LET yy=VAL " 172"
e*l or2
8560 OVER w: INK e: PLOT or1, or2: DRAW
xx, yy, VAL ". 6"*SGN (me VAL ". 5")
8570 FOR i=VAL " 50" TO VAL " 35" STEP m:
BEEP VAL ". 01", i: NEXT i
8580 PRINT AT l, c; INK VAL " 6"; PAPER g; "*"
8590 PLOT or1, or2: DRAW xx, yy, VAL ". 6"*SGN (me
VAL ". 5"): OVER o: INK VAL " 7"
8600 PRINT AT l, c; IF hit THEN PRINT INK g;
PAPER VAL " 7"; "o": FOR i=w TO e+5: OUT 254, 7:
OUT 254, 14: OUT 254, 19: OUT 254, 23:
NEXT i: FLASH 1: PRINT INK 2; AT VAL " 19", VAL
" 16"; "TALALT!": FLASH 0
8610 IF NOT hit THEN PRINT INK w; PAPER VAL
" 7"; "s": PRINT INK 5; AT VAL " 19", VAL " 16"; "MELLE
!"
8620 PAUSE VAL " 35": RETURN
8710 FOR i=w TO n: LET x=h(i, w): LET y=h(i, g)
8730 FOR j=w TO w STEP g
8735 LET x1=x+j: LET y1=y+j
8737 IF x1>w AND x1<h THEN LET u$(x1, y)=CHR$ w
8740 IF y1>w AND y1<h THEN LET u$(x, y1)=CHR$ w
8750 NEXT j
8760 NEXT i
8770 LET trail=o: LET sense=o: RETURN
8810 IF end=w THEN GO TO VAL " 8830"
8820 LET x=h(acc, w)+dx: LET y=h(acc, g)+dy:
RETURN
8830 LET x=h(w, w) dx: LET y=h(w, g) dy
8840 FOR i=n TO g STEP w
8850 FOR j=w TO g: LET h(i, j)=h(i w, j): NEXT
j
8860 NEXT i
8870 RETURN
8910 LET r=r*VAL " 129"+VAL " 41": LET r=r VAL
" 101"*INT (r/VAL " 101")
8920 LET rr=r: IF r=VAL " 100" THEN LET rr=VAL
" 92"
8930 LET x=g+INT (rr/VAL " 10"): LET y=VAL
" 22"+rr VAL " 10"*x
8940 RETURN
8960 PRINT AT VAL " 19", o; " LOVES SZAM: "; k, "
": RETURN
8970 IF NOT go THEN LET go=w: RETURN
8975 OVER w: FOR i=o TO w
8980 PLOT o, VAL " 80"+i: DRAW VAL " 31", o: PLOT
VAL " 232", VAL " 80"+i: DRAW VAL " 23", o
8990 NEXT i: OVER o: RETURN
9000 LET o=VAL " 0": LET w=VAL " 1": PAPER w: INK
VAL " 6": BORDER w: CLS
9010 LET q=VAL " 21": LET l=o: LET c=1: LET
t$="NYI TRAI TORPEDO": GO SUB VAL " 8000"
9020 PRINT AT q, o; " A SZAMI TOGEP ELREJTI HAJ OIT.
"
9030 DATA VAL " 4", VAL " 3", VAL " 5", VAL " 8", VAL
" 2", VAL " 12", VAL " 128": READ n, m, z, e, g, h, aa
9140 FOR i=USR " a" TO USR " a"+VAL " 23"
9150 READ x: POKE i, x: NEXT i
9160 DATA VAL " 255", aa, aa, aa, aa, aa, aa, aa
9170 DATA VAL " 255", aa, aa, VAL " 156", VAL
" 190", VAL " 156", aa, aa
9180 DATA VAL " 255", VAL " 195", VAL " 165", VAL
" 153", VAL " 153", VAL " 165", VAL " 195", VAL " 255"
9200 PRINT AT m, w; " A FLOTTAD 8 HAJOBOL ALL: "" "
1 ANYAHAJO"; TAB VAL " 20"; INK w; PAPER g; " ÷÷÷÷"

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9210 PRINT " 2 PANCELOS"; TAB VAL " 20"; INK w;
PAPER g; " ÷÷÷"; PRINT " 2 ROMBOLO"; TAB VAL " 20";
INK w; PAPER g; " ÷÷"
9220 PRINT " 3 TENGERALATTJARO"; TAB VAL " 20";
INK w; PAPER g; " ÷"
9225 PRINT : PRINT ' " A JATEK, ES BEALLITASOK: " '
9230 PRINT ' " A T Z KOORDINATAT IGY IS BEIRHA
TOD: aO VAGY 3b, uS AZ ENTER LE NYOMASAVAL
ZARD LE. "
9240 PRINT ' " EGYMAS UTAN HAROM LOVEST AD
HATSZ LE. A TALALATOT KIJELZI o, ES HANGHATAST
AD. "
9500 DATA " 4 ANYAHAJO", " 3 1. PANCELOS", " 3 2.
PANCELOS", " 2 1. ROMBOLO", " 2 2. ROMBOLÁ", " 1 1.
TENGERALATTJARO.", " 1 2. TENGERALATTJARO.", " 1 3.
TENGERALATTJARO. "
9511 DIM s$(e, VAL " 17")
9520 FOR i=w TO e : READ s$(i): NEXT i
9530 DIM u$(h, h): DIM v$(h, h)
9590 DEF FN r()=g+INT (VAL " 10" * RND)
9600 LET b$=" " :
LET r=INT (VAL " 91" * RND)
9610 DATA
" ABCDEFGHIJ", " ÷÷÷÷÷÷÷÷÷÷÷÷", o, o, o, o, n, o, " 43322111"
9620 READ
l$, r$, enemy, sunk, trail, sense, max, go, w$
9710 FOR s=w TO e: DIM d(e)
9715 PRINT AT q, VAL " 30"; VAL " 9" s
9720 LET x=FN r(): LET y=FN r(): IF u$(x, y) <>"
" THEN GO TO VAL " 9720"
9730 IF s<VAL " 6" THEN GO TO VAL " 9760"
9740 GO SUB VAL " 8100": IF f THEN GO TO VAL
" 9720"
9750 LET u$(x, y)=CHR$ z: GO TO VAL " 9810"
9760 LET d=INT (g*RND): FOR k=o TO VAL s$(s, w)
w
9770 LET x=x+d*(k>o): LET y=y+(w d)*(k>o)
9780 GO SUB VAL " 8100": IF f THEN GO TO VAL
" 9720"
9790 LET d(w+g*k)=x: LET d(g+g*k)=y: NEXT k
9800 FOR i=w TO VAL s$(s, w): LET u$(d(g*i
w), d(g*i))=CHR$ z: NEXT i
9810 NEXT s
9815 PRINT AT q, VAL " 30"; " 0"
9820 FOR x=w TO h: FOR y=w TO h: LET
v$(x, y)=u$(x, y): NEXT y: NEXT x
9830 DIM u$(h, h)
9840 BEEP VAL ". 2", VAL " 40": PRINT AT q, o; "
NYOMD AZ ENTER t ": PAUSE o
9850 FOR i=g TO q: PRINT AT i, o; b$: NEXT i
9870 PRINT AT m, o; " ALLITSD FEL A FLOTTAD: "
9875 GO TO VAL " 2010"
9879 REM A CSATAMEZ
9880 PRINT INK 6; AT z, c+w; l$
9890 FOR i=o TO VAL " 9": PRINT INK 4; AT VAL
" 6"+i, c; CHR$ (VAL " 57" i); INK w; PAPER VAL
" 7"; r$: : PRINT CHR$ (VAL " 57" i): NEXT i
9895 PRINT INK 5; AT VAL " 16", c+w; l$: RETURN
9999 REM ITT A VEGE

```

# FUSS AZ ÉLETEDÉRT

Leírás:

FUSS AZ ELETEDERT  
A JATEKBAN VEGIG KELL  
MENNED MINDEN JATEKKOCKAN  
ELKERULVE A TEGED ULDOZŐ  
SZORNYET,ES A NEGY BOMBAT  
KI KELL KAPCSOLNI,MIELŐTT  
AZOK FELROBBANNANAK.  
IRANYITAS:KURZORGOMBOKKAL



```
0 REM NYITRAI 99'  
2 REM O AS SOR: POKE 23756, 0  
VISSZA: POKE 23756, 1  
3 REM FUSS AZ ELETEDERT  
5 CLEAR 59999  
10 POKE 23658, 8: DIM W$(704): DIM C(4, 2)  
20 BORDER 6: PAPER 6: INK 1: CLS  
24 FOR F=72 TO 79: POKE 23681, F: LPRI NT " F U  
S S A Z E L E T E D E R T": NEXT F  
26 PRI NT INK 2; AT 3, 10; PAPER  
7; " NYI TRAI SOFT"; AT 20, 5; PAPER 7; I NK 2; "(c)  
NYI TRAI LASZLO 1999' "  
27 PAUSE 200  
28 BEEP . 1, 10: CLS : GO SUB 615  
29 LET SK=. 3: LET L=1: LET S=0  
32 PRI NT AT 6, 3; I NK 0; " NYI TRAI LASZLO  
BEMUTATJA "; AT 20, 13; PAPER 4; I NK 2; "(c)  
1999"; AT 12, 3; PAPER 6; I NK 1; " L PONT  
TABLA BETOLTES "; AT 13, 3; " S BET FORMA  
MODOSI TAS"; AT 14, 3; " Q ER SSEG  
BEALLI TASA"; AT 15, 3; " P A JATEK I NDI TASA"  
33 PRI NT AT 16, 3; " F A JATEK  
GYAKORLASA"; AT 17, 3; " M A JATEK  
MAGYARAZATA"  
35 PRI NT I NK 2; AT 8, 5; PAPER 7; " FUSS AZ  
ELETEDERT "; PAPER 6; I NK 0; AT  
10, 11; " PROGRAMJ AT"  
37 FOR F=5 TO 35 STEP . 5: BEEP . 005, F: BEEP  
. 005, F+2: NEXT F
```

```

39 REM A 40 ES SOR MEGALLITJA A
PROGRAMOT, MI G A PONTTABLAT BETOLTI
40 IF INKEY$="L" THEN LET ZX=PEEK 23739: LET
ZA=PEEK 23740: POKE 23739, 82: POKE 23740, 0: LOAD
" " DATA H$(): LOAD " " DATA H(): POKE 23739, ZX:
POKE 23740, ZA
42 IF INKEY$="S" THEN GO TO 700
44 IF INKEY$="P" THEN GO TO 60
46 IF INKEY$="Q" THEN GO SUB 55
47 IF INKEY$="M" THEN GO TO 1100
48 IF INKEY$="F" THEN INPUT "HANYAS FOKOZATOT
' 1 5' ? "; L: GO TO 100
50 GO TO 40
55 PRINT AT 17, 3; "VALASZD A 'O' TOL(GYORS
ES"; AT 18, 3; "NEHEZ) A '9' IG ( GYENGE )":
BEEP . 2, 7
56 IF INKEY$=" " THEN GO TO 56
57 LET A$=INKEY$
58 LET SK=O+(VAL A$*.07): BEEP . 1, 8: PRINT AT
17, 3; " "; AT 18, 3; "
"
59 GO TO 40
60 BEEP . 25, 0: BEEP . 25, 2: BEEP . 5, 4: BEEP
. 5, 4: BEEP . 5, 0
100 PRINT AT 0, 0; PAPER 2; INK
7; " (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c)
(c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c)
(c) "; AT
19, 0; " (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c)
(c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c)
(c) (c) "; AT
21, 0; " (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c)
(c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c)
(c) (c) "; FOR F=1 TO 20: PRINT AT F, 0; PAPER 2;
INK 7; " (c) "; AT F, 31; " (c) "; NEXT F
105 FOR G=1 TO 17 STEP 2: PRINT PAPER 6; INK
0; AT G, 1; "?y?y?y?y?y?y?y?y?y?y?y?y?y?y?y?y"; :
PRINT AT G+1, 1; PAPER 6; INK
0; " AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA"; : NEXT G
107 LET X=9: LET Y=15: LET G=48
109 PAPER 2: INK 0
110 IF L>5 THEN GO SUB 490+((L 5) * 20)
111 GO SUB 490+L* 20
125 LET Q=1
128 LET J=1: LET K=R
130 FOR F=1 TO 4: PRINT AT C(F, 1), C(F, 2);
PAPER 1; INK 7; " ++"; AT C(F, 1) +1, C(F, 2); " ++":
NEXT F
134 REM IRANYITAS
135 IF L=1 THEN DIM A$(114): LET A$(30 TO )="
. . . IRANYITAS: NYILAKKAL. . . PONT: OOOO FOK:
1 " : FOR F=1 TO 55: PRINT AT 20, 1; PAPER 7;
INK 1; A$(F TO F+29): BEEP . 03, F/2: NEXT F
137 PRINT AT 20, 25; PAPER 7; INK 1; L
140 PRINT AT X, Y; INK 1; PAPER 6; " ÷ "; AT
X+1, Y; " ou"; AT A, B; INK 0; PAPER 6; BRIGHT
1; " . u"; AT A+1, B; " "
200 LET LX=X: LET LY=Y
201 IF INKEY$="8" THEN LET LY=LY+2: GO TO 290
205 IF INKEY$="5" THEN LET LY=LY 2: GO TO
290
210 IF INKEY$="7" THEN LET LX=LX 2: GO TO
290
215 IF INKEY$="6" THEN LET LX=LX+2: GO TO 290
219 LET V=ATTR (X, Y)
220 PRINT AT X, Y; PAPER 6; INK 1; " ÷ "; AT
X+1, Y; " ou"
224 IF V=48 THEN BEEP . 015, 8: LET Z=Z 1:
LET S=S+10

```

```

225 PRINT AT 20,15 (S>9) (S>99)
(S>999); INK 1; PAPER 7; S
226 IF V=32 THEN BEEP .01,0
227 IF Z=0 THEN GO TO 300
230 IF V=112 THEN LET
D$="UTOLERTELEK,ELFOGTALAK!": GO TO 600
234 IF V=15 AND (C(J,1)<>X OR C(J,2)<>Y) THEN
LET D$="FELROBBANT A BOMBA!": GO TO 600
235 IF V=15 AND C(J,1)=X AND C(J,2)=Y THEN LET
S=S+50: RANDOMIZE USR 61000: GO SUB 480
250 LET LA=A: LET LB=B
251 IF X>A THEN LET LA=LA+2: GO SUB 280
252 IF X<A THEN LET LA=LA 2: GO SUB 280
254 IF Y>B THEN LET LB=LB+2: GO SUB 280
256 IF Y<B THEN LET LB=LB 2: GO SUB 280
257 GO TO 260
259 LET G=ATTR (A, B)
260 PRINT AT A, B; INK 0; PAPER 6; BRIGHT
1; ". u"; AT A+1, B; " "
265 IF G=49 THEN LET
D$="UTOLERTELEK,ELFOGTALAK!": GO TO 600
270 LET K=K 1: IF K>9 THEN PRINT AT
C(J,1)+1, C(J,2); PAPER 1; INK 7; K
271 IF K<10 THEN PRINT AT C(J,1)+1, C(J,2);
PAPER 1; INK 7; "O"; K
272 IF K=0 THEN LET D$="LEJ" RT AZ ID3/4
BUMM!": GO TO 600
279 GO TO 200
280 PAUSE 100: IF (ATTR (LA, LB)=32 OR ATTR
(LA, LB)=48 OR ATTR (LA, LB)=49) AND RND>SK THEN
GO SUB 495: LET A=LA: LET B=LB: GO TO 259
281 LET LA=A: LET LB=B: RETURN
290 IF (ATTR (LX, LY)=48 OR ATTR (LX, LY)=112 OR
ATTR (LX, LY)=15 OR ATTR (LX, LY)=32) THEN PRINT
AT X, Y; PAPER 4; INK 0; "?y"; AT X+1, Y; "AÃ": LET
X=LX: LET Y=LY
292 GO TO 216
300 PRINT AT 9,12; PAPER 7; INK 0; "
"; AT 10,12; "FOKOZAT: "; L+1; " "; AT 11,12; "
"
305 LET L=L+1
310 BEEP .75,0: BEEP .25,2: BEEP .5,4: BEEP
.5,2: BEEP .5,5: BEEP .5,4: BEEP .25,2: BEEP
.25,1: BEEP .5,0
315 GO TO 100
481 LET K=R: LET Q=Q+1: LET J=Q
482 IF Q=4 THEN PRINT AT C(J,1), C(J,2); PAPER
3; INK 0; "++"
495 IF G=32 THEN PRINT AT A, B; PAPER 4; INK
0; "?y"; AT A+1, B; "AÃ": RETURN
496 IF G=48 THEN PRINT AT A, B; PAPER 6; INK
0; "?y"; AT A+1, B; "AÃ": RETURN
497 STOP
500 REM 500 580 KEPERNY VALTAS
510 RESTORE 515: FOR F=1 TO 22: READ A1, A2:
PRINT AT A1, A2; "3 "; AT A1+1, A2; "1o": NEXT F
511 LET C(1,1)=13: LET C(1,2)=3: LET C(2,1)=5:
LET C(2,2)=27: LET C(3,1)=5: LET C(3,2)=3: LET
C(4,1)=13: LET C(4,2)=27
513 LET R=99: LET A=1: LET B=5: LET Z=108
517 DATA
1,15,3,3,3,9,3,21,3,27,5,5,5,25,7,7,7,15,7,23,9,
9,9,21,11,7,11,15,11,23,13,5,13,25,15,3,15,9,15,
21,15,27,17,15
519 RETURN
530 RESTORE 535: FOR F=1 TO 28: READ A1, A2:
PRINT AT A1, A2; "3 "; AT A1+1, A2; "1o": NEXT F
531 LET C(1,1)=1: LET C(1,2)=29: LET
C(2,1)=17: LET C(2,2)=29: LET C(3,1)=17: LET
C(3,2)=1: LET C(4,1)=1: LET C(4,2)=1

```



```

620 PRINT AT 5, 11; "JATEK VEGE"; AT 8, (32 LEN
D$) / 2; D$; AT 11, 11; "PONT : "; S
621 BEEP . 2, 0; BEEP . 2, 2; BEEP . 2, 4; BEEP
. 2, 5; BEEP . 2, 7; BEEP . 2, 4; BEEP . 45, 0; BEEP
. 2, 2; BEEP . 2, 4; BEEP . 45, 2; BEEP . 2, 4; BEEP
. 2, 2; BEEP . 325, 0
625 IF S<=H(11) THEN PAUSE 50: GO TO 656
630 PRINT AT 13, 11; "REKORD PONT"; AT 16, 9; "IRD
BE A NEVED"
635 DIM N$(10); INPUT ">"; LINE N$
644 REM 11 N1/4V A REKORD TABLAN
645 FOR F=2 TO 11: IF S>H(F) AND S<H(1) THEN
FOR G=11 TO F STEP 1: LET H$(G)=H$(G-1):
LET H(G)=H(G-1): NEXT G: LET H$(F)=N$: LET
H(F)=S: GO TO 656
650 NEXT F
655 FOR G=11 TO 2 STEP 1: LET H$(G)=H$(G
1): LET H(G)=H(G-1): NEXT G: LET H$(1)=N$:
LET H(1)=S
656 GO SUB 657: GO TO 658
657 FOR F=3 TO 18: PRINT AT F, 3; "
": NEXT F: RETURN
660 PRINT AT 4, 8; PAPER 7; INK 0; "REKORD
TABLAZAT: ": FOR F=6 TO 16: PRINT AT F, 8; H$(F
5); " "; H(F-5): NEXT F
670 PRINT AT 18, 4; "AZ 'S' EL REKORDMENTES"
675 IF INKEY$="" THEN GO TO 675
676 REM SAVE HI NOT SCORE TABLE
677 IF INKEY$="S" THEN SAVE "HI SCORE" DATA
H$(): SAVE "HI SCORE" DATA H()
680 GO SUB 657: GO TO 29
700 PRINT AT 21, 0; INK 0; PAPER 7; " CSERE 180
M" SODPERC ALATT! "
701 REM KARAKTER UJRALAKIT" S 3 SOR BASI C
EL!
705 LET M=60000: FOR N=32 TO 127: PRINT AT
21, 0; PAPER 7; INK 7; CHR$ N: FOR O=7 TO 0 STEP
1: FOR P=6 TO 0 STEP 1
710 IF POINT (P, O)=1 THEN PLOT INK 7; P+1, O
715 NEXT P: POKE M, PEEK (22432+256*O): LET
M=M+1: NEXT O: NEXT N: POKE 23606, 96: POKE
23607, 233: GO SUB 615: BEEP . 5, 10: GO TO 30
900 RESTORE 900: FOR F=0 TO 151: READ A: POKE
USR "A"+F, A: NEXT F
901 DATA 0, 48, 127, 103, 103, 127, 127, 112
905 DATA 0, 12, 254, 230, 230, 254, 254, 14
910 DATA 112, 127, 63, 63, 60, 124, 124, 0
915 DATA 14, 254, 252, 252, 60, 62, 62, 0
920 DATA 0, 1, 7, 31, 63, 63, 119, 107
925 DATA 0, 128, 224, 248, 252, 252, 238, 214
930 DATA 127, 127, 63, 62, 31, 7, 1, 0
940 DATA 254, 254, 252, 124, 248, 224, 128, 0
945 DATA 127, 128, 191, 160, 160, 160, 160, 160
950 DATA 254, 1, 1, 1, 1, 5, 5, 21
955 DATA 128, 128, 128, 129, 128, 131, 128, 127
960 DATA 21, 21, 21, 245, 5, 253, 1, 254
965 DATA 126, 113, 97, 113, 96, 112, 99, 122
970 DATA 168, 170, 254, 254, 0, 3, 231, 163
975 DATA 0, 0, 254, 254, 86, 14, 6, 14
980 DATA 7, 171, 255, 255, 0, 124, 124, 84
981 DATA 0, 117, 37, 37, 37, 37, 0, 0
983 DATA 0, 210, 20, 24, 20, 210, 0, 0
985 DATA 0, 24, 60, 126, 126, 60, 24, 0
987 RESTORE 987: FOR F=0 TO 20: READ A: POKE
61000+F, A: NEXT F
988 DATA
33, 10, 0, 17, 3, 0, 6, 200, 229, 213, 197, 205, 181, 3, 193, 2
09, 225, 35, 16, 244, 201
990 RESTORE 990: FOR F=0 TO 47: READ A: POKE
61500+F, A: NEXT F

```

```

992 DATA
243, 58, 72, 92, 15, 15, 15, 8, 38, 0, 1, 0, 12, 8, 211, 254, 23
8, 16, 8, 46, 0, 85, 92, 167, 237, 82, 237, 82, 17, 254, 0, 25,
125, 148, 56, 1, 61, 103, 61, 32, 253, 11, 120, 177, 32, 223,
251, 201
996 RESTORE 997: DIM H$(11, 10): FOR F=1 TO 11:
READ H$(F): NEXT F: DIM H(11): FOR F=1 TO 11:
READ H(F): NEXT F
997 DATA
" NYI TRAI " , " CSABA" , " MI HALY" , " ERZSEBET" , " KATALI N" ,
" ANDRAS" , " KAROLI NA" , " MARTON" , " I ZABELLA" , " MI KLOS"
, " PI ROSKA"
998 DATA
2500, 2250, 2000, 1800, 1600, 1400, 1200, 1000, 800, 600,
400
999 RETURN
1000 REM A PROGRAM MENTESE
1001 LET S$=" ": LET S$=S$+CHR$ 22+CHR$ 11+CHR$
12+CHR$ 65+CHR$ 67+CHR$ 84+CHR$ 73+CHR$ 79+CHR$
78+CHR$ 33
1002 SAVE S$LINE 1
1105 BEEP . 1, 8: PRINT AT 5, 3; "
"; AT 6, 3; " "
1110 PRINT AT 7, 3; " "
"; AT 8, 3; " "
1120 PRINT AT 9, 3; " "
"; AT 10, 3; " "
1130 PRINT AT 11, 3; " "
"; AT 12, 3; " "
1140 PRINT AT 13, 3; " "
"; AT 14, 3; " "
1150 PRINT AT 15, 3; " "
"; AT 16, 3; " "
1155 PRINT AT 17, 3; " "
"; AT 18, 3; " "
1160 RESTORE 1182
1170 FOR N=4 TO 15: READ C$
1172 PRINT AT 0+N, (16 LEN C$/2);
1174 INK 2: FOR I=1 TO LEN C$
1176 PRINT C$(I);: BEEP . 01, 10
1178 PAUSE 1: INK 1: NEXT I
1180 NEXT N
1182 DATA " FUSS AZ ELETEDERT "
1184 DATA " "
" "
1186 DATA " A JATEKBAN VEGI G KELL"
1188 DATA " MENNED MI NDEN JATEKKOCKAN"
1190 DATA " ELKERULVE A TEGED ULDOZ "
1192 DATA " SZORNYET, ES A NEGY BOMBAT"
1194 DATA " KI KELL KAPCSOLNI, MI EL TT"
1196 DATA " AZOK FELROBBANNANAK. " , " " , " "
1198 DATA " I RANYI TAS: KURZORGOMBOKKAL"
1199 PRINT INK 2; AT 18, 3; " NYOMJ EGY
GOMBOT! ": PAUSE 0
1200 GO TO 28

```





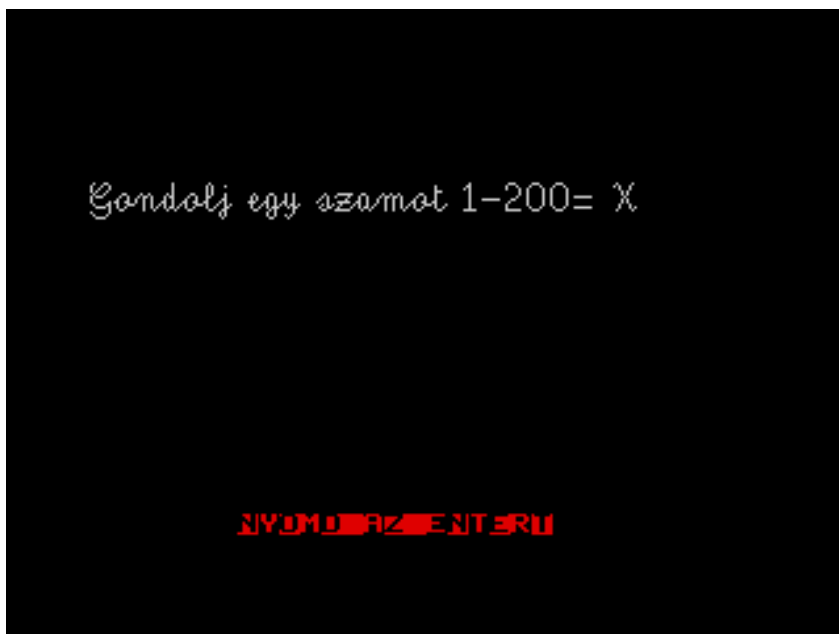




# GONDOLJ EGY SZÁMOT, ÉS ÉN MAJD KITALÁLOM

Leírás:

Gondolni kell ( felírni egy papírra ) egy számot 200-on belül, és végrehajtani az utasításokat. A gyermekkorban játszott, régi gyermekitalalós számítógépen ..., egy ceruza írja fel a kérdéseket a fekete palatáblára.



```
1-REM GONDOLJ EGY SZAMOT
2-REM KITALALOS JATEK
3-REM NYITRAI 2001'
4-REM
5-GO TO 272
10-REM FEKETE TABLA
20-INK 7: PAPER 0: BORDER 0: CLS
30-LET X=0: LET Y=50
40-LET a$="Gondolj egy számot 1-200= X"
50-GO SUB 300
60-LET a$="Vedd a dupláját =
2*X": GO SUB 230: RANDOMIZE USR 3280: RANDOMIZE
USR 3280
70-GO SUB 300
80-LET a$="Tegyél meg 4-et = 2*X+4":
GO SUB 230: RANDOMIZE USR 3280: RANDOMIZE USR
3280
90-GO SUB 300
100-LET A$="Oszd el 2-vel = (2*X+4)/2":
GO SUB 230: RANDOMIZE USR 3280: RANDOMIZE USR
3280
105-GO SUB 300
110-LET A$="Adj meg 7-et = (2*X+4)/2+7":
GO SUB 230: RANDOMIZE USR 3280: RANDOMIZE USR
3280
115-GO SUB 300
120-LET A$="Szorozd meg 8-al =
((2*X+4)/2+7)*8": GO SUB 230: RANDOMIZE USR
3280: RANDOMIZE USR 3280
```



```
287-PRINT #0; "          NYOMD AZ ENTERT"  
288-GO TO 281  
290-STOP  
300-BEEP .01, 10: POKE 23728, X: POKE 23729, Y:  
RANDOMIZE USR 60000: LET x=0: LET y=PEEK  
23729+1: RETURN  
310-SAVE "GONDOLJ" LINE 280: SAVE "CERUZA" CODE  
60000, 3859
```

# GYUFÁS - NIM - JÁTÉK, AKI AZ UTOLSÓT HÚZZA, AKKOR VESZÍT...

Leírás:

A gyufák két sorban vannak, a felsőben 19, az alsóban 22 gyufa található. Lépéskor mind a két sorból kell elvenni, amennyit a felsőből, annyit az alsóból is. A játékosok ( a számítógép ) felváltva lépnek, aki az utolsót húzza, az veszít.



```
0 REM gyufas logikai jatek
1 Otlet: 1960-as buvar konyvek
2 matematikai jatekok
3 kiadasa alapjan
3 REM NyitraiSOFT 2002'
5 REM keszitette:jatekgyaros
8 BORDER 1: PAPER 1: INK 6: BRIGHT 1: CLS
10 FOR i=0 TO 31: PRINT INK INT (2+RND*6); AT
0,0+i; INK 2; "÷": BEEP .02,i: NEXT i: FOR i=1 TO
30: PRINT AT 1,0+i; "0"; AT 2,0+i; "0"; AT
3,0+i; "0": BEEP .01,i/2: NEXT i
11 FOR i=1 TO 21: PRINT INK INT (2+RND*6); AT
0+i,0; INK 6; "0": BEEP .02,i: NEXT i
12 FOR i=1 TO 21: PRINT INK INT (2+RND*6); AT
0+i,31; INK 6; "0": BEEP .02,i: NEXT i
15 FOR i=1 TO 30: PRINT AT 18,0+i; "0"; AT
19,0+i; "0"; AT 20,0+i; "0": BEEP .01,i-2: NEXT i
16 FOR i=0 TO 31: PRINT INK INT (2+RND*6); AT
21,0+i; INK 2; "÷": BEEP .02,i: NEXT i
18 PRINT AT 5,5; "NyitraiSOFT bemutatja: "; AT
8,10; "Gyufas NIM"; AT 9,12; "jatekat"
19 PRINT AT 11,10; "keszitette: "; AT
12,10; "jatekgyaros"; AT 13,13; "2002'"
20 PRINT AT 16,2; "Nyomj egy gombot a
kezdeshez": PAUSE 0
21 RESTORE 24
22 REM gyufas jatek UDG-i, szara es a feje
24 DATA 22, 22, 22, 22, 22, 22, 22, 22, 22
25 DATA 12, 30, 43, 55, 43, 55, 43, 22
```



```

560 IF h2=m(i) AND e(i)<h1 THEN LET e2=0: LET
e1=h1-e(i): GO TO 600
570 IF h1-e(i)=h2-m(i) AND h1>e(i) THEN LET
e1=h1-e(i): LET e2=e1: GO TO 600
580 IF h1-m(i)=h2-e(i) AND h1>m(i) THEN LET
e1=h1-m(i): LET e2=e1: GO TO 600
590 NEXT i
600 LET h1=h1-e1: LET h2=h2-e2: GO SUB 999
610 PRINT AT 20,0;" a fels b l "; e1;" -t, az
alsobol": PRINT e2;" -t vettem el.";
620 IF h1=0 AND h2=0 THEN PRINT INK 2; AT
17,0;" Hi hi, en nyertem!": FOR b=1 TO 20: BEEP
.5,b: NEXT b: CLS: LIST 0
630 GO TO 150
800 REM ### a szam bekeres ###
810 FOR i=1 TO 50: NEXT i: LET b$=INKEY$
820 LET ido=ido+1: IF ido>maxido THEN GO TO
900
830 LET q$=INKEY$: IF q$="" THEN GO TO 820
840 PRINT AT 17+k, 29; q$
845 FOR i=1 TO 50: NEXT i: LET b$=INKEY$
850 LET ido=ido+1: IF ido>maxido THEN GO TO
900
860 LET w$=INKEY$: IF w$="" THEN GO TO 850
870 PRINT AT 17+k, 30; w$;: IF CODE w$=13 THEN
GO TO 890
872 FOR i=1 TO 50: NEXT i: LET b$=INKEY$
875 LET ido=ido+1: IF ido>maxido THEN GO TO
900
880 LET b$=INKEY$: IF b$="" THEN GO TO 875
885 LET q$=q$+w$
890 IF q$<"0" OR q$>"99" THEN GO TO 150+k*40
892 IF LEN q$=2 THEN IF q$(2)<"0" OR q$(2)>"9"
THEN GO TO 150+k*40
895 RETURN
900 REM ### lejart a maximalis id ###
910 PRINT AT 20,0;" sajnos, lejart a maximalis
id d,
vesztettel ebben a partiban!"
915 RANDOMIZE USR 65055
920 STOP
999 REM ### a gyufak kirajzolasa ##
1000 BORDER 1: PAPER 1: INK 5: BRIGHT 1: CLS
1005 PRINT INK 2; AT 1,0; f$( TO h1);
1010 FOR i=2 TO 5: PRINT INK 6; AT i,0; a$( TO
h1);: BEEP .02, LEN a$: NEXT i
1020 PRINT INK 2; AT 8,0; f$( TO h2);
1030 FOR i=9 TO 12: PRINT INK 6; AT i,0; a$( TO
h2);: BEEP .01, LEN a$: NEXT i
1040 PRINT AT 3,30; (" "+STR$ h1)((h1>9)+1 TO );
1050 PRINT AT 10,30; (" "+STR$ h2)((h2>9)+1 TO
);
1060 RETURN
1070 SAVE "gyufa" LINE 8
1080 REM a nyer allasok: 1, 2 3, 5 4, 7
6, 10 8, 13 9, 15 11, 18 12, 20 14, 23 16, 26,
17, 28 19, 31

```



# HELYCSERES JÁTÉK - KÉT JÁTÉKOSSAL

Leírás:

Ebben a játékban át kell vonulni a másik játékos térfelére, a bábukat át lehet ferdén ugrani, és az a győztes, aki a másik felállási helyét előbb el tudja érni.



```

1  REM helycsere logikai jatek
   Otle: 1960-as buvarkonyvek
   matematikai jatekok
   kiadvanya alapjan
       5 REM (c) NyitraiSOFT 2002'
       8 REM keszittette: jatekgyaros
   10 GOSUB 8100
   20 POKE 23658, 8: INK 6: PAPER 1: BORDER 1:
CLS : RANDOMIZE
30 LET v=0: DIM y(8): DIM x(8): DIM z(10):
DIM w(10): DIM p(10): DIM q(10)
40 REM RESTORE 8000: GOSUB 8000
50 LET p=15: FOR i=1 TO 8: LET y(i)=p: LET
p=p-2: NEXT i
60 LET p=15: FOR i=1 TO 8: LET x(i)=p: LET
p=p+2: NEXT i
100 FOR i=1 TO 15 STEP 2
105 REM plyar csokat
110 PRINT AT i, 15; " " ; AT
i+1, 15; " "
120 BEEP .01, 25: NEXT i
125 REM also jatekos
130 LET k=0: FOR i=0 TO 6 STEP 2: FOR n=0 TO
i STEP 2
140 LET k=k+1: LET z(k)=i+9: LET w(k)=n+15:
PRINT AT i+9, n+15; " " ; AT i+10, n+15; " " : NEXT
n: BEEP .01, -15: NEXT i
150 LET k=NOT k: FOR i=6 TO 0 STEP -2: FOR
n=i TO 0 STEP -2
155 REM fels jatekos
160 LET k=k+1: LET p(k)=7-i: LET q(k)=29-n:
PRINT AT 7-i, 29-n; " " ; AT 8-i, 29-n; " " : NEXT n:
BEEP .01, 10: NEXT i
165 REM tablakeretezes

```

```

170 PLOT 119,39: DRAW 0,129: DRAW 129,0: DRAW
O, -129: DRAW -129,0
180 FOR i=15 TO 29 STEP 2: PRINT INK 5; AT
18,i; CHR$(57+i/2); INK 5; AT i-13,13; CHR$(63-
i/2): NEXT i
185 PRINT AT 9,0: "A j AtEkban At"; AT
10,0: "kell vonulni"; AT 11,0: "tAbl An, saj At"; AT
12,0: "Es a mAsik"; AT 13,0: "bAbut ferdEn"; AT
14,0: "At kell, lehet"; AT 15,0: "ugorni, akkor"; AT
16,0: "az a gyztes,"; AT 17,0: "aki elbb Er"; AT
18,0: "At az ellenfEl"; AT 19,0: "mAsik ol dal Ara."
190 PRINT AT 20,0: INK 2: PAPER 5; "
HelycserEs jAtEk (c) Nyitrai SOFT
2002'
200 INK 6: LET dnr=INT (RND*2): IF dnr=0 THEN
LET d=0: GOTO 490
210 LET d=30
490 GOSUB 2400
500 PRINT INK 6; AT 5,0: "> "; AT 0,1; v; "
. lEpEs": LET n=1: FOR i=1 TO 2
510 GOSUB 6000
520 IF kk<65 OR kk>72 THEN GOTO 510
523 GOSUB 6009+i
525 BEEP .01,20: PRINT INK 7; AT 5,0+n; CHR$
kk;
530 GOSUB 6000: IF kk<49 OR kk>56 THEN GOTO
530
535 GOSUB 6011+i
540 BEEP .01,20: PRINT AT 5,1+n; CHR$ kk; "- "
550 LET n=n+3: NEXT i
560 PRINT AT 5,6; " "
600 LET p31=ABS (p3-p1): LET p42=ABS (p4-p2)
605 GOSUB 1000
610 GOSUB 1055
998 GOTO 500
1000 GOSUB 1010+d: RETURN
1010 LET t3=0: FOR i=1 TO 10: IF z(i)=p2 AND
w(i)=p1 THEN LET t3=i: RETURN
1020 NEXT i: GOTO 500
1040 LET t3=0: FOR i=1 TO 10: IF p(i)=p2 AND
q(i)=p1 THEN LET t3=i: RETURN
1050 NEXT i: GOTO 500
1055 IF p42>4 OR p31>4 THEN GOTO 500
1057 IF (p42=4 AND p31=2) OR (p42=2 AND p31=4)
THEN GOTO 500
1060 IF p42=2 OR p31=2 THEN GOSUB 1500: RETURN
1070 IF p42=4 OR p31=4 THEN GOSUB 1600: RETURN
1500 GOSUB 1510: RETURN
1510 FOR i=1 TO 10: IF z(i)=p4 AND w(i)=p3
THEN GOTO 500
1540 IF p(i)=p4 AND q(i)=p3 THEN GOTO 500
1545 NEXT i: GOSUB 2000: RETURN
1600 IF p42=0 OR p31=0 THEN GOTO 500
1605 GOSUB 1660: GOSUB 1610+d: RETURN
1610 FOR i=1 TO 10: IF z(i)=p4 AND w(i)=p3
THEN GOTO 500
1620 NEXT i: GOSUB 2000: RETURN
1640 FOR i=1 TO 10: IF p(i)=p4 AND q(i)=p3
THEN GOTO 500
1650 NEXT i: GOSUB 2000: RETURN
1660 IF p2-p4=4 AND p3-p1=4 THEN LET c1=p2-2:
LET c2=p1+2: GOSUB 1700: RETURN
1670 IF p2-p4=4 AND p3-p1=4 THEN LET c1=p4+2:
LET c2=p3+2: GOSUB 1700: RETURN
1680 IF p4-p2=4 AND p1-p3=4 THEN LET c1=p4-2:
LET c2=p3+2: GOSUB 1700: RETURN
1690 IF p4-p2=4 AND p3-p1=4 THEN LET c1=p4-2:
LET c2=p3-2: GOSUB 1700: RETURN
1695 GOTO 500
1700 GOSUB 1710+d: RETURN

```

```

1710 FOR i =1 TO 10: IF z(i)=c1 AND w(i)=c2
THEN RETURN
1720 IF p(i)=c1 AND q(i)=c2 THEN RETURN
1730 NEXT i: GOTO 500
1740 FOR i =1 TO 10: IF p(i)=c1 AND q(i)=c2
THEN RETURN
1750 IF z(i)=c1 AND w(i)=c2 THEN RETURN
1760 NEXT i: GOTO 500
2000 GOSUB 2010+d: RETURN
2010 BEEP . 02, 10: PRINT AT p2, p1; " "; AT
p2+1, p1; " "; AT p4, p3; " "; AT p4+1, p3; " "
2020 LET z(t3)=p4: LET w(t3)=p3: GOSUB 2500:
GOSUB 2400: RETURN
2040 BEEP . 02, 15: PRINT AT p2, p1; " "; AT
p2+1, p1; " "; AT p4, p3; " "; AT p4+1, p3; " "
2050 LET p(t3)=p4: LET q(t3)=p3: GOSUB 2500:
GOSUB 2400: RETURN
2400 LET v=v+1: IF d=0 THEN LET d=30: FOR i =1
TO 3: BEEP . 1, 3: NEXT i: PRINT AT 3, 1; " A korong
l p": RETURN
2410 IF d=30 THEN LET d=0: FOR i =1 TO 3: BEEP
. 1, 6: NEXT i: PRINT AT 3, 1; "Kocka l p ": RETURN
2500 IF v >= 65 THEN GOSUB 2510+d
2505 RETURN
2510 LET z=0: FOR n=8 TO 4 STEP -1: FOR j =13-n
TO 8: FOR i =1 TO 10
2515 BEEP . 001, i * 2: IF x(j)=w(i) AND y(n)=z(i)
THEN LET z=z+1: GOSUB 2600
2520 NEXT i: NEXT j: NEXT n: RETURN
2540 LET z=0: FOR n=4 TO 1 STEP -1: FOR j =1 TO
5-n: FOR i =1 TO 10
2550 BEEP . 001, i * 2: IF x(j)=q(i) AND y(n)=p(i)
THEN LET z=z+1: GOSUB 2600
2560 NEXT i: NEXT j: NEXT n: RETURN
2600 IF z <> 10 THEN RETURN
2610 GOSUB 2620+d: RETURN
2620 FOR i =10 TO 40 STEP . 5: BEEP . 02, i: NEXT
i: PRINT INK 7; AT 20, 8; " A kocka nyert!": GOTO
2800
2650 FOR i =40 TO 10 STEP . 5: BEEP . 02, i: NEXT
i: PRINT INK 7; AT 20, 8; " A korong nyert! "
2800 PRINT INK 3; AT 21, 1; " Akarsz m g
j Atszani? i/n "
2810 LET a$=INKEY$: IF a$="I" OR a$="N" THEN
GOTO 2820
2815 GOTO 2810
2820 IF a$="N" THEN CLS : LIST : STOP
2830 RUN 20
6000 LET kk=PEEK 23560: POKE 23560, 0: RETURN
6010 LET p1=CODE CHR$ kk-64: LET p1=x(p1):
RETURN
6011 LET p3=CODE CHR$ kk-64: LET p3=x(p3):
RETURN
6012 LET p2=VAL CHR$ kk: LET p2=y(p2): RETURN
6013 LET p4=VAL CHR$ kk: LET p4=y(p4): RETURN
8000 REM az UDG- k
8010 FOR i =0 TO 95: READ a: POKE USR " a" +i , a:
NEXT i: RETURN
8020 DATA 255, 128, 128, 128, 128, 128, 128, 128
8025 DATA 255, 1, 1, 1, 1, 1, 1, 1
8030 DATA 128, 128, 128, 128, 128, 128, 128, 255
8035 DATA 1, 1, 1, 1, 1, 1, 1, 255
8040 DATA 255, 128, 129, 131, 135, 143, 159, 191
8045 DATA 255, 1, 129, 193, 225, 241, 249, 253
8050 DATA 191, 159, 143, 135, 131, 129, 128, 255
8055 DATA 253, 249, 241, 225, 193, 129, 1, 255
8060 DATA 255, 128, 131, 140, 152, 144, 160, 160
8065 DATA 255, 1, 193, 49, 25, 9, 5, 5
8070 DATA 160, 160, 144, 152, 140, 131, 128, 255
8075 DATA 5, 5, 9, 25, 49, 193, 1, 255

```

```

8100 REM kezd k p
8105 BORDER 1: PAPER 1: BRIGHT 1: CLS
8110 FOR i=0 TO 31 STEP 2: PRINT INK INT
(2+RND*6); AT 0, 0+i; " "; AT 1, 0+i; " ": BEEP
. 02, i: NEXT i
8120 FOR i=2 TO 20 STEP 2: PRINT INK INT
(2+RND*6); AT 0+i, 0; " "; AT 1+i, 0; " ": BEEP
. 02, i: NEXT i
8130 FOR i=2 TO 20 STEP 2: PRINT INK INT
(2+RND*6); AT 0+i, 30; " "; AT 1+i, 30; " ": BEEP
. 02, i: NEXT i

8140 FOR i=0 TO 31 STEP 2: PRINT INK INT
(2+RND*6); AT 20, 0+i; " "; AT 21, 0+i; " ": BEEP
. 02, i: NEXT i
8150 PRINT AT 4, 5; "Nyitrai SOFT bemutatja:"
8155 PRINT INK 5; AT 6, 11; "helycsere"
8157 INK 7: PRINT AT 7, 8; "Logikai jAtEkAt";
INK 2; AT 8, 13; "2002"
8160 PRINT INK 6; AT 12, 11; "keszitette:"; AT
13, 11; "jatekgyaros"
8170 PRINT AT 18, 2; "Nyomj egy gombot a
kezdeshez"
8180 PAUSE 0
8200 RETURN
9999 CLEAR : SAVE "helycsere" LINE 20: SAVE
"hudg" CODE USR "a", 168

```

# IQ TESZT - INTELLIGENCIATESZT ÉS ANGOL GYAKORLÓ KISISKOLÁSOKNAK

Leírás: Ez a játék egy igazi IQ=intelligencia teszt kisiskolásoknak, magyar és angol nyelven-alapfokú angolszöveg gyakorló is. A teszt 18 feladatot tartalmaz, válaszolni angolul kell !! és a jó válasz esetén egy kis teddy maci mászik fel a tudás létráján.



```

1 REM
*****
* INTELLIGENCIA TESZT *
* es angol gyakorlo *
* 3- 4- 5 EVESEKNEK *
*****
2 REM (c) Nyitrai SOFT 2002'
3 LET sc=0: LET q=1: LET wr=0: FOR a=USR
"a" TO USR "t"+7: READ user: POKE a, user: NEXT a
4 DATA
1, 3, 7, 15, 31, 63, 127, 255, 128, 192, 224, 240, 248, 252, 2
54, 255, 0, 0, 60, 126, 126, 60, 0, 0
5 DATA
255, 255, 193, 193, 193, 193, 193, 255, 255, 255, 131, 131,
131, 131, 131, 255, 255, 193, 193, 193, 193, 193, 255, 255,
255, 131, 131, 131, 131, 131, 255, 255
6 DATA 255, 0, 255, 0, 255, 0, 255, 0
7 DATA
0, 0, 1, 3, 3, 1, 0, 0, 0, 0, 153, 255, 255, 219, 231, 231, 0, 0,
128, 192, 192, 128, 0, 0, 0, 0, 0, 0, 1, 3, 15, 31, 255, 126, 25
5, 255, 255, 255, 255, 255, 255, 0, 0, 0, 0, 128, 192, 240, 248
8 DATA
63, 127, 127, 255, 251, 243, 227, 1, 255, 255, 255, 255, 255
, 255, 255, 255, 252, 254, 254, 255, 223, 207, 199, 128
9 DATA
3, 7, 15, 15, 31, 31, 63, 60, 231, 231, 195, 195, 195, 129, 0,
0, 192, 224, 224, 240, 240, 248, 252, 60
10 BORDER 5: PAPER 5: INK 0: CLS
20 FOR f=17 TO 19: PRINT INK 4; AT
f, 0; " " : NEXT f:
INK 0
25 RANDOMIZE USR 65055
30 LET q$=" " : LET
w$=" "

```

```

40     DIM a$(6, 10)
41     LET a$(1) = "          "
42     LET a$(2) = "          "
43     LET a$(3) = "          "
44     LET a$(4) = "          "
45     LET a$(5) = "          "
46     LET a$(6) = "          "
50     INK 7: FOR f=1 TO 6: PRINT AT
f+10, 18; a$(1): NEXT f
55     RANDOMIZE USR 65055
60     INK 2: PRINT AT 9, 18; q$; AT 10, 17; w$
70     FOR f=1 TO 5: PRINT AT f+11, 21; INK 1;
PAPER 7; "          "; NEXT f
90     PRINT AT 14, 22; INK 7; PAPER 1; "  "
140    PRINT AT 13, 19; INK 2; "  "
150    PRINT AT 14, 19; INK 2; "  "; AT 13, 25; INK
2; "  "
160    PRINT AT 14, 25; INK 2; "  "
165    RANDOMIZE USR 65055
190    FOR f=14 TO 16: PRINT AT f, 5; INK 2;
PAPER 0; BRIGHT 1; "  "; NEXT f
192    LET a=0
195    INK 4
201    FOR f=160 TO 64 STEP -1
203    PLOT 40-a, f: DRAW 2.5*a, 0
205    LET a=a+.25: BEEP .01, a
206    NEXT f
210    PRINT
215    PRINT AT 5, 25; INK 7; "  ~ ~ "
216    PRINT AT 6, 25; INK 7; "  ~ ~ "
218    PRINT AT 7, 25; INK 0; "  "
220    PRINT AT 8, 25; INK 0; "  "
230    FOR f=10 TO 0 STEP -1: CIRCLE INK
6; 210, 150, f
240    NEXT f
245    RANDOMIZE USR 65055
300    REM QUESTIONS
330    IF q=1 THEN GOTO 500
340    IF q=2 THEN GOTO 1000
350    IF q=3 THEN GOTO 1500
360    IF q=4 THEN GOTO 2000
370    IF q=5 THEN GOTO 2500
380    IF q=6 THEN GOTO 3000
390    IF q=7 THEN GOTO 3500
400    IF q=8 THEN GOTO 4000
410    IF q=9 THEN GOTO 4500
420    IF q=10 THEN GOTO 5000
430    IF q=11 THEN GOTO 7000
500    REM QUESTIONS 1
505    RANDOMIZE USR 65055
510    LET q=q+1
520    PRINT AT 20, 0; "WHAT COLOUR IS THE DOOR?
MI LYEN SZIN AZ AJTO?": INPUT ; LINE g$
530    IF g$="blue" OR g$="BLUE" THEN GOTO 580
540    GOSUB 5500
550    GOTO 520
580    LET sc=sc+1
590    GOTO 6000
1000   REM QUESTIONS 2
1005   RANDOMIZE USR 65055
1010   LET q=q+1
1020   PRINT AT 20, 0; "HOW MANY WINDOWS ARE
THERE? HANY ABLAK VAN A HAZON?"
1021   INPUT ; LINE g$
1030   IF g$="2" OR g$="TWO" OR g$="two" THEN
GOTO 1080
1040   GOSUB 5500
1050   GOTO 1020
1080   LET sc=sc+1
1090   GOTO 6000

```

```

1500 REM QUESTIONS 3
1505 RANDOMIZE USR 65055
1510 LET q=q+1
1520 PRINT AT 20,0;" WHAT COLOUR IS THE TREE?
MI LYEN SZIN A FA LOMBJA?"
1521 INPUT ; LINE g$
1530 IF g$="GREEN" OR g$="Green" OR g$="green"
THEN GOTO 1580
1540 GOSUB 5500
1550 GOTO 1520
1580 LET sc=sc+1
1590 GOTO 6000
2000 REM QUESTIONS 4
2005 RANDOMIZE USR 65055
2010 LET q=q+1
2020 PRINT AT 20,0;" BONUS QUESTION - WHAT IS
2+3? JUTALOM KERDES - MENNYI 2+3?"
2021 INPUT ; LINE g$
2030 IF g$="5" OR g$="FIVE" OR g$="five" THEN
GOTO 2080
2040 GOSUB 5500
2050 GOTO 2020
2080 LET sc=sc+1
2090 GOTO 6000
2500 REM QUESTIONS 5
2505 RANDOMIZE USR 65055
2510 LET q=q+1
2520 PRINT AT 20,0;" WHAT COLOUR IS THE HOUSE?
MI LYEN SZIN A HAZ ?"
2521 INPUT ; LINE g$
2530 IF g$="WHITE" OR g$="White" OR g$="white"
THEN GOTO 2580
2540 GOSUB 5500
2550 GOTO 2520
2580 LET sc=sc+1
2590 GOTO 6000
3000 REM QUESTIONS 6
3005 RANDOMIZE USR 65055
3010 LET q=q+1
3020 PRINT AT 20,0;" WHAT COLOUR IS THE SUN?
MI LYEN SZIN A NAP ?"
3021 INPUT ; LINE g$
3030 IF g$="YELLOW" OR g$="Yellow" OR
g$="yellow" THEN GOTO 3080
3040 GOSUB 5500
3050 GOTO 3020
3080 LET sc=sc+1
3090 GOTO 6000
3305 FOR g=1 TO 4: PRINT AT f+g-1,3; INK
6; n$(g): NEXT g
3500 REM QUESTIONS 7
3505 RANDOMIZE USR 65055
3510 LET q=q+1
3520 PRINT AT 20,0;" BONUS QUESTION - WHAT IS
3-1? JUTALOM KERDES - MENNYI 3-1?"
3521 INPUT ; LINE g$
3530 IF g$="2" OR g$="two" OR g$="TWO" THEN
GOTO 3580
3540 GOSUB 5500
3550 GOTO 3520
3580 LET sc=sc+1
3590 GOTO 6000
4000 REM QUESTIONS 8
4005 RANDOMIZE USR 65055
4010 LET q=q+1
4020 PRINT AT 20,0;" WHAT COLOUR IS THE ROOF?
MI LYEN SZIN A FATORZS?"
4021 INPUT ; LINE g$
4030 IF g$="RED" OR g$="Red" OR g$="red" THEN
GOTO 4080

```

```

4040 GOSUB 5500
4050 GOTO 4020
4080 LET sc=sc+1
4090 GOTO 6000
4500 REM QUESTIONS 9
4505 RANDOMIZE USR 65055
4510 LET q=q+1
4520 PRINT AT 20,0;"WHAT COLOUR IS THE
CHI MNEY? MI LYEN SZIN A KEMENY?"
4521 INPUT ; LINE g$
4530 IF g$="BLACK" OR g$="Bl ack" OR g$="bl ack"
THEN GOTO 4580
4540 GOSUB 5500
4550 GOTO 4520
4580 LET sc=sc+1
4590 GOTO 6000
5000 REM QUESTIONS 10
5005 RANDOMIZE USR 65055
5010 LET q=q+1
5020 PRINT AT 20,0;"BONUS QUESTIONS - WHAT IS
4+2? JUTALOM KERDES - MENNYI 4+2?"
5021 INPUT ; LINE g$
5030 IF g$="6" OR g$="SI X" OR g$="si x" THEN
GOTO 5080
5040 GOSUB 5500
5050 GOTO 5020
5080 LET sc=sc+1
5090 GOTO 6000
5500 REM WRONG ANSWER
5501 LET wr=wr+1
5510 PRINT #1; AT 0,0; INK 0;"Oh Dear! That's
wrong - Try again! NEM JO, ISMETELD!"
5520 RESTORE 5530: FOR f=1 TO 36: READ a,b:
BEEP a/3,b: NEXT f: RETURN
5530 DATA
.5,0,.5,2,.25,3,.25,2,.5,0,.5,0,.5,2,.25,3,.25,2
,.5,0,.5,3,.5,5,1,7,.5,3,.5,5,1,7,.375,7,.125,8,
.25,7,.25,5,.25,3,.25,2,.5,0,.375,7,.125,8,.25,7
,.25,5,.25,3,.25,2,.5,0,.5,0,.5,-5,1,0,.5,0,.5,-
5,1,0
6000 REM REWARD
6010 BORDER 2: PAPER 4: INK 6: CLS
6020 DIM m$(22,3)
6030 LET m$(1)=" "
6040 FOR f=2 TO 21: LET m$(f)=m$(1): NEXT f
6045 LET m$(22)=" "
6050 FOR f=1 TO 22: PRINT INK 7; m$(f); " "; INK
6; 22-f: NEXT f
6060 DIM n$(5,3)
6070 LET n$(1)=" "
6080 LET n$(2)=" "
6090 LET n$(3)=" "
6100 LET n$(4)=" "
6105 RANDOMIZE USR 65055
6110 PRINT FLASH 1; AT 2,15;"CORRECT"
6115 PRINT FLASH 1; AT 3,15;"JO VALASZ"
6120 PRINT AT 6,15;"How high can "; AT
7,15;"Teddy climb?"
6121 PRINT AT 9,15;"MI LYEN MAGASRA "; AT
10,10;"jut fel a TEDDY maci?"
6140 IF sc=10 THEN LET qwe=0: GOTO 6300
6150 LET poi=sc*2: LET lkj=19-poi: LET qwe=lkj
6300 FOR f=18 TO qwe STEP -1: FOR g=1 TO 4:
PRINT AT f+g-1,3; INK 6; n$(g): NEXT g: BEEP
.1,f: FOR h=1 TO 4: PRINT AT f+h-1,3;" ": NEXT
h: NEXT f
6301 IF sc=10 THEN FOR g=1 TO 4: PRINT AT g-
1,3; INK 6; n$(g): NEXT g: FOR f=60 TO 60: BEEP
.01,f: NEXT f: GOTO 6310

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6305 FOR g=1 TO 4: PRINT AT f+g-1, 3; INK
6; n$(g): NEXT g
6310 FOR f=1 TO 200: NEXT f
6320 GOTO 10
7000 REM FINISH
7010 FOR f=1 TO 4: PRINT AT f+12, 13; INK
6; n$(f): NEXT f: PRINT AT 3, 8; FLASH 1; INK
1; "Teddy climbed"; AT 4, 8; FLASH 1; INK 1; " the
ladder "
7020 PRINT AT 6, 8; INK 2; "You have an "; AT
7, 8; INK 2; "Infant IQ of "; 100-wr
7100 LET tyr=INT (RND*5)+1
7110 IF tyr=1 THEN GOTO 7200
7120 IF tyr=2 THEN GOTO 7300
7130 IF tyr=3 THEN GOTO 7400
7140 IF tyr=4 THEN GOTO 7500
7150 IF tyr=5 THEN GOTO 7600
7155 GOTO 7100
7200 REM TUNE 1
7210 RESTORE 7220: FOR f=1 TO 30: READ a, b:
BEEP a, b: NEXT f: GOTO 8000
7220 DATA
. 2, 10, . 2, 10, . 2, 10, . 2, 7, . 2, 10, . 2, 12, . 2, 10, . 4, 7, . 2
, 7, . 4, 5, . 2, 7, . 4, 5, . 2, 10, . 2, 10, . 2, 10, . 2, 7, . 2, 10, .
2, 12, . 2, 10, . 4, 7, . 2, 7, . 2, 5, . 2, 7, . 2, 5, . 4, 3, . 2, 10, .
2, 10, . 2, 10, . 2, 7, . 1, 10, . 2, 12, . 2, 10, . 4, 7, . 2, 7, . 4, 5
, . 2, 7, . 4, 5, . 2, 10, . 2, 10, . 2, 10, . 2, 7, . 1, 10, . 1, 10, . 1
, 12, . 1, 12, . 1, 10, . 1, 10, . 4, 7, . 2, 7, . 2, 5, . 2, 7, . 2, 5, .
8, 3, . 2, 3, . 1, 3, . 2, 7, . 2, 10, . 8, 15, . 2, 12, . 1, 12, . 2, 15
, . 2, 12, . 4, 10, . 2, 7, . 2, 10, . 2, 10, . 1, 7, . 1, 7, . 1, 10, . 1
, 10, . 2, 12, . 2, 10, . 4, 7, . 2, 5, . 1, 7, . 1, 8, . 2, 7, . 1, 5, . 1
, 5, . 8, 3
7300 REM TUNE 2
7310 RESTORE 7320: FOR f=1 TO 30: READ a, b:
BEEP a, b: NEXT f: GOTO 8000
7320 DATA
. 2, 7, . 1, 11, . 2, 9, . 1, 12, . 1, 11, . 1, 14, . 1, 11, . 2, 7, . 2,
7, . 1, 11, . 2, 9, . 1, 12, . 3, 11, . 3, 7, . 2, 7, . 1, 11, . 2, 9, . 1
, 12, . 1, 11, . 1, 14, . 1, 11, . 2, 7, . 3, 16, . 2, 9, . 1, 12, . 25,
11, . 25, 7
7400 REM TUNE 3
7410 RESTORE 7420: FOR f=1 TO 30: READ a, b:
BEEP a, b: NEXT f: GOTO 8000
7420 DATA
. 6, 9, . 2, 9, . 2, 10, . 2, 9, . 2, 7, . 1, 5, . 6, 14, . 2, 14, . 2, 10
, . 2, 12, . 2, 14, . 1, 12, . 2, 12, . 2, 14, . 2, 14, . 2, 14, . 2, 10
, . 2, 12, . 2, 14, . 2, 12, . 2, 14, . 2, 12, . 4, 9, . 2, 12, . 2, 14, .
2, 14, . 2, 14, . 2, 14, . 2, 10, . 2, 12, . 2, 14, . 2, 12, . 2, 14, .
2, 12, . 4, 9, . 2, 10, . 4, 12, . 2, 12, . 2, 10, . 2, 9, . 2, 7, . 8, 5
7500 REM TUNE 4
7510 RESTORE 7520: FOR f=1 TO 30: READ a, b:
BEEP a, b: NEXT f: GOTO 8000
7520 DATA
. 6, 8, . 2, 10, . 2, 8, . 2, 5, . 2, 3, . 2, 1, . 2, 3, . 2, 1, . 2, 5, . 2
, 1, . 2, -2, . 8, -
4, . 6, 8, . 2, 10, . 2, 8, . 2, 5, . 2, 3, . 2, 1, . 2, 5, . 2, 1, . 2, 5,
. 2, 5, . 8, 3, . 6, 8, . 2, 10, . 2, 8, . 2, 5, . 2, 3, . 2, 1, . 2, 3, . 2
, 1, . 2, 5, . 2, 1, . 2, -2, . 4, -
4, . 2, 1, . 2, 3, . 2, 1, . 2, 5, . 2, 1, . 2, -2, . 2, -4, . 2, -
2, . 2, 1, . 2, 5, . 2, 1, . 2, 5, . 2, 5, . 2, 1
7600 REM TUNE 5
7610 RESTORE 7620: FOR f=1 TO 30: READ a, b:
BEEP a, b: NEXT f: GOTO 8000
7620 DATA
. 1, 0, . 1, 5, . 2, 5, . 3, 5, . 1, 5, . 2, 4, . 2, 7, . 4, 7, . 1, 0, . 1,
7, . 2, 7, . 3, 7, . 1, 7, . 2, 5, . 2, 9, . 4, 9, . 1, 5, . 1, 9, . 2, 9, .
3, 9, . 1, 9, . 2, 10, . 2, 14, . 4, 14, . 1, 14, . 2, 12, . 2, 12, . 2,
10, . 2, 14, . 6, 5
8000 LET g$=" Press any"
8005 LET x$=" key to"

```

```
8010 LET u$="restart"  
8020 BORDER 0: PAPER 0: INK 7: CLS  
8030 PRINT AT 1, 0; g$; AT 5, 0; x$; AT 9, 0; u$  
8040 PAUSE 0  
8050 RUN  
9100 SAVE "iqteszt" LINE 1  
9110 PRINT AT 0, 0; "Rewind tape and verify"  
9120 VERIFY "infant iq"  
9130 STOP
```

KÁRTYAJÁTÉK – KERESD A PÁRJÁT !





```

2081      PRINT AT 21, 0; "EZ A KET LAP A TIED!";
2083      RANDOMIZE USR 65055: NEXT i
2090      FOR k=1 TO 2: GO SUB 9000: PRINT AT x-1, y-1; t$;: PRINT AT x, y-1; t$;: PRINT AT x+1, y-1; t$;
2100      LET po=po+e(i(k), j(k))/2: LET e(i(k), j(k))=0: NEXT k: LET db=db-2: IF db=0 THEN GO TO 9600
2110      RETURN
3000      REM egy kartya felforditasa
3010      GO SUB 9000: PRINT AT x, y; r$(i(k), j(k), 1 TO 8);: RETURN
4000      REM AZ ASZTAL ALA NEZES
4010      LET vi=vi+1: LET po=po-c3*vi*vi
4020      FOR x=19 TO 21: PRINT AT x, 0; b$;: BEEP .01, x: NEXT x
4030      FOR i=1 TO 6: FOR j=1 TO 3
4040      IF e(i, j) <> 0 THEN GO SUB 9500: PRINT AT x, y; r$(i, j, 1 TO 8);
4050      BEEP .2, j: NEXT j: BEEP .1, i: NEXT i
4055      FOR h=1 TO 1000: NEXT h
4060      FOR i=1 TO 6: FOR j=1 TO 3
4070      IF e(i, j) <> 0 THEN GO SUB 9500: PRINT AT x, y; s$(FN p(x, y));
4080      NEXT j: BEEP .2, i: INK i+1: NEXT i: GO TO 280
5000      REM TIPP BEKERESE
5010      PRINT AT 19, 0; "1. LAP SORA? ";
5020      LET k=3: GO SUB 6000
5030      LET i(1)=q
5040      PRINT AT 21, 0; b$
5050      PRINT AT 19, 15; "1. LAP OSZLOPA? ";
5060      LET k=0: GO SUB 6000
5070      LET j(1)=q: LET k=1: GO TO 7000
5080      GO SUB 3000
5090      PRINT AT 20, 0; "2. LAP SORA? ";
5100      LET k=3: GO SUB 6000
5110      LET i(2)=q
5130      PRINT AT 20, 15; "2. LAP OSZLOPA? ";
5140      LET k=0: GO SUB 6000
5150      LET j(2)=q: LET k=2: GO TO 7000
5160      GO SUB 3000
5170      IF i(1) <> i(2) OR j(1) <> j(2) THEN RETURN
5180      PRINT AT 21, 0; "KET KULONBOZ T KELL MEGADNOD!";
5190      PRINT AT 21, 0; b$;: GO TO 5090
6000      REM A TIPP ELLENORZESE
6010      FOR i=1 TO 50: NEXT i: LET q$=INKEY$
6020      LET ido=ido+1: IF ido>maxido THEN GO TO 9800
6030      LET q$=INKEY$: IF q$="" THEN GO TO 6020
6040      IF q$="a" OR q$="A" THEN GO TO 4000
6050      IF q$<"1" OR CODE q$>51+k THEN GO TO 6020
6060      PRINT q$: LET q=VAL q$: RETURN
7000      REM A NEM LETEZO LAP KISZ RESE
7010      IF e(i(k), j(k))>0 THEN GO TO 5000+k*80
7020      RANDOMIZE USR 65055
7021      PRINT AT 21, 0; "ITT MAR NINCS LAP !! "
7030      PRINT AT 18+k, 0; b$;: GO TO 4930+k*80
7500      REM JATEKSZABALYOK
7505      LET k=1
7510      CLS : PRINT "      MEMORI A - JATEKSZABALYOK": PRINT
7520      PRINT "A KEPERNY N 18 KARTYAT FOGSZ LATNI, PERSZE LEFORDITVA. KET KARTYA PART ALKOT. HA EGYFORMAK"
7530      PRINT "VAGY AZ EGYIKEN LEV KIFEJEZES ERTEKE EGYENL A MASI KON LEV SZAMMAL, NEKED

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MI NDI G KET KAR- TYAT KELL EGYMAS UTAN FELFORDI -
"
7540 PRINT "TANOD, HA PART ALKOTNAK, MEGKA-
POD KET, ES 100-250 PONTOT, KULONBEN
VI SSZAFORDULNAK. AMENY- NYI VEL TOBBET PROBALSZ
12- NEL ANNYI SZOR 50 PONTOT LEVONOK T - "
7550 PRINT "LED, VI SZONT, HA MI ND LEVESZED,
TOBB, MI NT 500 JUTALOM- PONTOT KAPSZ. A KARTYAK
EGY UVEGASZTA- LON VANNAK, TE AZ ASZTAL ALA"
7560 PRINT "NEZHETSZ, CSAK AZ 'A' BET T KELL
LENYOMNOD. I LYENERT "; K*K*300; " PONTOT VONOK LE
T LED. "
7565 PRINT I NK 5; " NYOMJ EGY GOMBOT !! "
7570 PAUSE 0: CLS : LET k=0: RETURN
8000 REM KEVERES
8010 FOR i=1 TO 18: READ q$,v(i)
8020 LET x$=q$(1 TO LEN q$-1): LET y$=q$(LEN
q$)
8030 LET l=8-LEN x$
8040 LET v$(i)=" (1 TO I NT (l+1)/2)+x$+"
"(1 TO I NT (l/2))+y$: NEXT i
8050 FOR i=1 TO 5: LET u=1+I NT (RND*18): LET
v=1+I NT (RND*18)
8060 LET q$=v$(u): LET v$(u)=v$(v): LET
v$(v)=q$
8070 LET q=v(u): LET v(u)=v(v): LET v(v)=q
8080 NEXT i: LET pk=1+I NT (RND*18)
8090 LET p=5+2*(RND<.5)+6*(RND<.5)
8100 FOR i=1 TO 6: FOR j=1 TO 3: LET pk=pk+p:
IF pk>18 THEN LET pk=pk-18
8110 LET r$(i,j)=v$(pk): LET e(i,j)=v(pk):
NEXT j: NEXT i
8120 FOR i=1 TO 6: LET i=1+I NT (RND*6): LET
k=1+I NT (RND*6): LET j=1+I NT (RND*3): LET
l=1+I NT (RND*3)
8130 LET q$=r$(i,j): LET r$(i,j)=r$(k,l): LET
r$(k,l)=q$
8140 LET q=e(i,j): LET e(i,j)=e(k,l): LET
e(k,l)=q: NEXT i: RETURN
9000 REM i(k).sor j(k).kartyaja
9010 LET i=i(k): LET j=j(k)
9500 LET x=i*3-1: LET y=j*10-9: RETURN
9600 REM HA MI ND LEVETTE
9610 LET po=I NT (c4+(maxi do-i do)*c1): LET
po=po+po
9620 CLS : PRINT : PRINT : PRINT "GRATULALOK,
MI NDENT LE TUDTAL VENNI!"
9630 PRINT : PRINT : PRINT "EZYRT "; po; "
JUTALOM- PONTOT KAPTUL": GO TO 9820
9800 REM JATEK VEGE
9810 CLS : PRINT : PRINT "SAJ NOS, A
JATEKI D D LEJART!"
9820 LET po=I NT (po-(pr-12)*(pr>12)): LET
po=po*(po>0)
9830 PRINT : PRINT : PRINT "A JATEKBAN ELERT
PONT SZAMOD: "; po; " pont. "

```

# A TITOKZATOS KERT- LABIRINTUS JÁTÉK, SEGÍTS A MÉHECSKÉNEK !

Leírás:

A kis méhecske elveszett a nagy kertbn,nem találja a kivezető utat,őt a kurzorral irányíthatjuk,az útközben talált kukacokat meg kell enni,mert különben elvesztjük minden erőnket,de semminek sem lehet nekirepülni,mert ez egy élet elvesztését jelenti,érdekes sprite megoldások,különleges betűkkel..



```
1 REM nyitrai laszlo 2001'
2 REM LOAD DRIVE
5 CLEAR 45289
10 LOAD * "m"; 1; "full cod " CODE 45290, 20250
20 LOAD * "m"; 1; "full udg " CODE USR " a", 168
30 GOTO 70
50 REM LOAD TAPE
52 CLEAR 45289
55 PRINT AT 19, 0: LOAD " " CODE 45290, 20250
60 PRINT AT 19, 0: LOAD " " CODE USR " a", 168
70 BORDER 0: INK 4: PAPER 0: BRIGHT 1: CLS
73 POKE 23606, 72: POKE 23607, 177
74 POKE 23613, 0: POKE 23614, 0
75 RANDOMIZE USR 45590
80 LET hi=0
82 LET fin=0
90 GOTO 3800
91 CLS
95 GOSUB 3000: REM set screen
100 REM START
101 POKE 54015, 0: POKE 54016, 18
102 IF op=2 THEN POKE 54016, 12
103 IF op=3 THEN POKE 54016, 7
108 POKE 54013, 0: REM SPRI TE 1
109 POKE 54014, 6: REM SPRI TE 2
110 POKE 54009, 2: REM SP 1 ON
111 POKE 54010, 2: REM SP 2 ON
112 POKE 54011, 1: REM SCROLL ON
114 POKE 54021, 2: REM BUG No
116 POKE 54535, 67: REM ATTR 1
```

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118 POKE 54568, 70: REM ATTR 2
200 PRINT AT 17, 28; sc
500 IF first=0 THEN GOTO 2900
2000 LET x=PEEK 54000: LET y=PEEK 54001: LET
di r=PEEK 54004
2020 GOSUB 8000+PEEK ad
2021 IF PEEK 54009=1 THEN LET ghgh=PEEK 54016:
LET ghgh=ghgh+4: POKE 54016, ghgh
2022 IF PEEK 54010=1 THEN LET ghgh=PEEK 54016:
LET ghgh=ghgh+4: POKE 54016, ghgh
2025 IF PEEK (ad+100)=1 THEN POKE 54021, 5
2030 PLOT OVER 1; INK 7; pl x, pl y
2035 LET pl x=pl x1: LET pl y=pl y1
2040 PLOT OVER 1; INK 7; pl x, pl y
2100 RANDOMIZE USR 54051
2110 IF PEEK 54012=1 THEN GOTO 3230
2120 IF PEEK 54022=1 THEN GOTO 2200
2130 IF PEEK 54022 <> 1 THEN GOTO 2250
2200 REM METER UP ROUTINE
2201 LET sc=sc+5
2202 POKE (ad+100), 1
2203 LET bugs=bugs+1
2204 IF PEEK 23230=66 THEN GOTO 2300
2205 IF PEEK bugo=66 THEN LET bugo=bugo+1:
POKE bugo, 66: GOTO 2215
2210 IF PEEK bugo=70 THEN POKE bugo, 66
2249 GOTO 2300
2250 REM METER DOWN ROUTINE
2255 IF PEEK bugo=70 THEN LET bugo=bugo- 1:
POKE bugo, 70: GOTO 2265
2260 IF PEEK bugo=66 THEN POKE bugo, 70
2265 IF PEEK 23221=70 THEN GOTO 3200
2300 REM : PLOT OVER 1; INK 7; pl x, pl y
2400 REM N/S/E/W DEC
2410 IF PEEK 54000 <= 10 AND PEEK 54012 <> 1
THEN GOTO 2700
2415 IF PEEK 54000 >= 229 AND PEEK 54012 <> 1
THEN GOTO 2800
2420 IF PEEK 54001 >= 101 AND PEEK 54012 <> 1
THEN GOTO 2600
2425 IF PEEK 54001 <= 10 AND PEEK 54012 <> 1
THEN GOTO 2500
2480 POKE 54000, x: POKE 54002, x: POKE 54001, y:
POKE 54003, y: POKE 54004, di r: GOTO 100
2500 REM NORTH
2510 POKE 54001, 101: POKE 54003, 101
2520 POKE 54000, 124: POKE 54002, 124
2550 LET ad=ad- 10
2555 LET pl y1=pl y1+4
2599 GOTO 100
2600 REM SOUTH
2610 POKE 54001, 10: POKE 54003, 10
2620 POKE 54000, 124: POKE 54002, 124
2650 LET ad=ad+10
2655 LET pl y1=pl y1- 4
2660 IF ad=55505 THEN GOTO 3400
2670 IF INKEY$="E" THEN LET ad=55493: LET
pl x1=126: LET pl y1=2: PRINT AT 8, 7: "CHEAT MODE
OPERATED": RANDOMIZE USR 54937: RANDOMIZE USR
54937: FOR z=1 TO 120: NEXT z
2699 GOTO 100
2700 REM WEST
2710 POKE 54000, 229: POKE 54002, 229
2720 POKE 54001, 56: POKE 54003, 56
2750 LET ad=ad- 1
2755 LET pl x1=pl x1- 4
2799 GOTO 100
2800 REM EAST
2810 POKE 54000, 10: POKE 54002, 10
2820 POKE 54001, 56: POKE 54003, 56

```



```

2850 LET ad=ad+1
2855 LET pl x1=pl x1+4
2899 GOTO 100
2900 REM 1ST SC CALL
2905 LET x=40: LET y=56: LET di r=1
2910 GOSUB 8000+PEEK ad
2915 PLOT OVER 1; INK 7; pl x, pl y
2920 RANDOMIZE USR 54026
2930 LET first=1
2998 GOTO 2110
3000 REM PRINT STATUS SCREEN
3010 INK 7: PLOT 112, 0: DRAW 40, 0: DRAW 0, 40:
DRAW - 40, 0: DRAW 0, - 40
3020 PLOT OVER 1; 133, 0
3021 PLOT OVER 1; 134, 0
3022 PLOT OVER 1; 135, 0
3030 GOSUB 9050: PRINT AT 19, 1; "
"; AT 20, 1; "
3035 PRINT AT 17, 5; " El etek: "
3040 PRINT AT 17, 21; " pontok: "
3045 PRINT AT 19, 21; " er meter. "
3050 PRINT AT 21, 21; "
3199 RETURN
3200 REM RESET LIVES + METER
3205 PRINT AT 19, 21; " er meter. "
3207 RANDOMIZE USR 54937
3208 RANDOMIZE USR 54937
3210 IF li v>1 THEN GOSUB 9050: PRINT AT
21, 21; "
3220 LET bugo=23225
3230 LET li v=li v-1
3235 IF PEEK 54022=1 THEN LET sc=sc+5: LET
bugo=bugo+1: POKE (ad+100), 1
3240 GOSUB 9050: PRINT AT 19, 1 p; " "; AT
20, 1 p; "
3245 RANDOMIZE USR 54915
3247 FOR z=1 TO 9: NEXT z
3250 GOSUB 9050: PRINT AT 19, 1 p; " "; AT
20, 1 p; " "; LET 1 p=1 p- 3
3260 PRINT AT 17, 28; sc
3270 FOR z=1 TO 5
3275 RANDOMIZE USR 54915: POKE 54904, 71:
RANDOMI
ZE USR 54897
3280 RANDOMIZE USR 54915: POKE 54904, 68:
RANDOMI
ZE USR 54897
3285 NEXT z
3290 PRINT AT 19, 21; " erometer. "
3299 IF li v=0 THEN GOTO 3600
3399 GOTO 2300
3400 REM ESCAPE ROUTINE
3401 LET fin=fin+1: LET esc=1
3410 PRINT AT 5, 9; " gratul Al ok!! "
3420 RANDOMIZE USR 54937: RANDOMIZE USR 54915:
RANDOMI
ZE USR 54915: RANDOMIZE USR 54915
3421 RANDOMIZE USR 54937: RANDOMIZE USR 54915:
RANDOMI
ZE USR 54915: RANDOMIZE USR 54915
3422 RANDOMIZE USR 54937: RANDOMIZE USR 54915:
RANDOMI
ZE USR 54915: RANDOMIZE USR 54915
3423 RANDOMIZE USR 54937: RANDOMIZE USR 54915:
RANDOMI
ZE USR 54915: RANDOMIZE USR 54915
3424 RANDOMIZE USR 54937: RANDOMIZE USR 54915:
RANDOMI
ZE USR 54915: RANDOMIZE USR 54915
3430 POKE 54904, 64: RANDOMIZE USR 54897
3440 FOR z=0 TO 14: PRINT AT z, 0; "
": NEXT
z
3450 GOSUB 9040: PRINT AT 10, 0; "

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"

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3455 I N K O: P L O T 1 6 5, 1 4 6: D R A W 2, - 1 8: D R A W 2, -
2: D R A W 5 0, 0: D R A W 2, - 2: D R A W 0, - 2 0: D R A W - 2, - 2:
D R A W - 1 0 0, 0: D R A W - 2, 2: D R A W 0, 2 0: D R A W 2, 2:
D R A W 3 5, 0: D R A W 2, 2: D R A W 9, 1 8
3456 G O S U B 9 0 5 0: P R I N T A T 1, 2 1; " "; A T
2, 2 1; " "
3461 P O K E 5 4 9 0 4, 1 0 5: R A N D O M I Z E U S R 5 4 8 9 7
3462 G O S U B 9 0 4 0: P R I N T A T
1 4, 0; " "
3463 P R I N T A T
1 5, 0; " "
3465 L E T f x=1: L E T f y=2 1
3540 I N K 4
3541 P R I N T A T 7, 1 7; " v i s s z l A t! "
3545 F O R z=1 T O 1 0 0: N E X T z
3550 P R I N T # 0; " nyomd az enter-t"
3560 I F I N K E Y $=" " T H E N G O T O 3 5 6 0
3565 R A N D O M I Z E U S R 5 4 9 1 5
3570 L E T s c=(s c* 2)
3599 G O T O 3 7 0 0
3600 R E M G A M E O V E R
3601 L E T k=0
3602 R A N D O M I Z E U S R 5 4 9 3 7
3603 R A N D O M I Z E U S R 5 4 9 3 7
3604 P R I N T # 0; " nyomd az enter-t"
3605 L E T k=C O D E I N K E Y $
3610 P A U S E 5: P R I N T A T 8, 1 0; " j a t e k"; A T
8, 2 0; " v e g e"
3611 P A U S E 5: P R I N T A T 8, 1 0; " j a t e k"; A T
8, 2 0; " v e g e"
3612 P A U S E 5: P R I N T A T 8, 1 0; " j a t e k"; A T
8, 2 0; " v e g e"
3613 P A U S E 5: P R I N T A T 8, 1 0; " j a t e k"; A T
8, 2 0; " v e g e"
3620 I F k=0 T H E N G O T O 3 6 0 5
3700 R E M E N D S C R E E N
3710 C L S : R A N D O M I Z E U S R 5 5 6 0 0: G O S U B 7 1 3 0
3720 G O S U B 9 0 5 0: P R I N T A T 4, 4; "
"; A T 5, 4; " "
3725 P R I N T A T 4, 1 2; " j a t e k v e g e"
3730 I F s c>h i T H E N L E T h i=s c
3735 G O S U B 9 0 1 0: P R I N T A T
7, 0; " "
3736 P R I N T A T 6, 0; " "
3737 P R I N T A T
1 7, 0; " "
3738 P R I N T A T
2 1, 0; " "; A T
2 0, 0; " "; A T 1 9, 0; " "; A T 1 8, 0; " "; A T 2 0, 3 1; " "; A T
1 9, 3 1; " "; A T 1 8, 3 1; " "
3740 P R I N T A T 9, 1 0; " p o n t o k: "; s c
3745 P R I N T A T 1 1, 1 0; " e l e r t "; h i
3750 P R I N T A T 1 3, 1 0; " k u k a c: "; b u g s
3755 I F e s c=0 T H E N P R I N T A T 1 5, 1 0; " m e n t :
n e m"
3760 I F e s c=1 T H E N P R I N T A T 1 5, 1 0; " m e n t :
i g e n"
3765 G O S U B 9 0 4 0: P R I N T A T 1 1, 3; " "; A T
1 2, 3; " "; A T 1 3, 4; " "
3766 P R I N T A T 1 1, 2 7; " "; A T 1 2, 2 7; " "; A T
1 3, 2 8; " "
3770 I F f i n=0 T H E N P R I N T A T 1 9, 2; " m a n e m
s i k e r u l t a m e n t e s!"
3775 I F f i n=1 T H E N P R I N T A T 1 9, 4; " "; f i n; " -
m e h e c s k e t m e n t e t t e l!"
3776 I F f i n >= 2 T H E N P R I N T A T 1 9, 3; " "; f i n; " -
m e h e c s k e t m e n t e t t e l!"
3790 P R I N T # 0; " nyomd az enter-t"
3791 R E M : G O S U B 8 6 0 0
3799 P A U S E 0

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3800 REM      OPTI ONS SCREEN
3802 CLS :   GOSUB 9040:  PRI NT AT 0, 7; "
" ; AT 1, 7; "          " ; AT 2, 8; "
"
3805 PRI NT AT 1, 10; "a jatek menuje: "
3810 LET op=1
3811 PRI NT AT 4, 5; " 1. konnyu fokozat"
3812 PRI NT AT 6, 5; " 2. nehez fokozat"
3815 PRI NT AT 8, 5; " 3. lehetetlen fokozat"
3816 PRI NT AT 10, 5; " 4. jatek magyarazata"
3817 PRI NT AT 12, 5; " 5. a 2. fokozat betoltese"
3818 PRI NT AT 14, 5; " 6. a 3. fokozat betoltese"
3819 PRI NT AT 16, 5; " 7. kilapes a jatekbol "
3820 PRI NT AT 20, 1; " SPACE- le/fel  S-
i nditas. "
3830 GOSUB 9050:  PRI NT AT (op*2)+1, 2; "   " ; AT
(op*2)+2, 2; "   "
3840 PAUSE 0
3850 IF INKEY$="s" THEN GOTO 3870
3851 IF INKEY$="M" THEN GOTO 9980
" 3852 PRI NT AT (op*2)+1, 2; "   " ; AT (op*2)+2, 2; "
"
3855 LET op=op+1
3857 IF op=8 THEN LET op=1
3860 GOSUB 9050:  PRI NT AT (op*2)+1, 2; "   " ; AT
(op*2)+2, 2; "   "
3865 RANDOMI ZE USR 54915: GOTO 3840
3870 IF op=1 THEN GOTO 5000
3871 IF op=2 THEN LET rembug=30: GOTO 5000
3872 IF op=3 THEN LET rembug=60: GOTO 5000
3873 IF op=4 THEN GOTO 5200
3875 IF op=5 THEN CLS : PRI NT AT
11, 12; "betoltes! ": LOAD "garden 2" CODE
55400, 100: GOTO 3800
3876 IF op=6 THEN CLS : PRI NT AT
11, 12; "betoltes! ": LOAD "garden 3" CODE
55400, 100: GOTO 3800
3877 IF op=7 THEN RANDOMI ZE USR 0
3999 STOP
5000 REM      GO TO GAME
5005 RANDOMI ZE USR 54915
5006 RANDOMI ZE USR 54915
5010 CLS : PRI NT AT 11, 10; "i ndul a jatek. "
5015 GOSUB 8600
5020 IF op=2 OR op=3 THEN GOTO 5100
5030 GOTO 91
5100 REM      ERASE FLYS      (
5105 RANDOMI ZE
5110 FOR z=1 TO rembug
5115 LET try=INT (RND*97)+1
5120 POKE 55500+try, 1: NEXT z
5199 GOTO 91
5200 REM      magyarazat
5201 LET got=0
5205 CLS :   GOSUB 9030:  PRI NT AT 0, 27; "   " ; AT
1, 26; "   " ; AT 2, 27; "   "
5206 : GOSUB 9030:  PRI NT AT 0, 4; "   " ; AT
1, 3; "   " ; AT 2, 4; "   "
5210 PRI NT AT 1, 7; "a jatek magyarazata: "
5220 PRI NT AT 5, 0; " a kis mehecske elveszett a
"; AT 7, 0; " kertben, es nem talalja a kive-"; AT
9, 0; " zeto utat, segitsunk neki. "
5225 PRI NT AT 11, 0; " vigyazni kell , mert
semmi nek "; AT 13, 0; " nem szabad
neki utkozni , mert"; AT 15, 0; " akkor egy életnek
vege, es a "; AT 17, 0; " megtalalt kukacokat is meg
kell enni. "
5245 GOSUB 5600
5250 PRI NT AT 7, 0; " freddy irányi to
gombok : "

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5255 GOSUB 9050: PRINT AT 6, 18; " "; AT
7, 18; " "
5260 PRINT AT 10, 10; " fel "; AT 12, 10; " le "; AT
14, 10; " balra "; AT 16, 10; " jobbra "; AT 19, 11; " jo
jatekot! "
5265 PRINT AT 10, 19; " q-gomb "; AT 12, 19; " a-
gomb "; AT 14, 19; " o-gomb "; AT 16, 19; " p-gomb "
5270 LET got=1: GOSUB 5600
5599 GOTO 3800
5600 REM hold TILL key
5601 RANDOMIZE USR 54915
5605 : PRINT AT 21, 8; "nyomd az enter-t"
5610 FOR z=1 TO 50: NEXT z
5620 PAUSE 0
5625 IF got=1 THEN RETURN
5630 FOR z=5 TO 21: PRINT AT z, 0; "
": NEXT z
5650 RETURN
6000 REM fel AllitAs
6001 FOR z=55400 TO 55499: GOSUB 8000+(PEEK
z): PAUSE 0: NEXT z
6005 RESTORE 6030
6010 FOR z=55400 TO 55499
6015 READ a
6020 POKE z, a: NEXT z
6030 DATA 18, 16, 17, 6, 8, 6, 18, 13, 8, 13
6031 DATA 20, 8, 13, 4, 9, 2, 20, 12, 7, 6
6032 DATA 9, 5, 18, 7, 13, 9, 10, 13, 12, 2
6033 DATA 12, 17, 10, 11, 16, 6, 9, 11, 13, 4
6034 DATA 15, 12, 7, 10, 11, 1, 11, 7, 16, 5
6035 DATA 3, 17, 6, 20, 14, 9, 5, 18, 11, 13
6036 DATA 99, 6, 9, 5, 8, 16, 17, 5, 9, 6
6037 DATA 4, 9, 6, 8, 5, 15, 18, 16, 6, 4
6038 DATA 9, 6, 14, 9, 6, 20, 9, 6, 3, 5
6039 DATA 12, 7, 17, 16, 5, 19, 17, 5, 9, 13
6200 STOP
7000 REM RIGHT GATE
7001 GOSUB 9010: PRINT AT 7, 30; " "; AT
8, 30; " ": RETURN
7010 REM LEAVES SPACE
7012 PRINT AT 10, 22; " ": RETURN
7020 REM LEFT GATE
7021 GOSUB 9010: PRINT AT 7, 0; " "; AT
8, 0; " ": RETURN
7030 REM RAKE 1
7031 GOSUB 9020: PRINT AT 11, 27; " "; AT
12, 26; " ": RETURN
7040 REM BUG 1
7041 GOSUB 9010: PRINT AT 12, 27; " ": RETURN
7050 REM RIGHT FOLI
7051 GOSUB 9010: PRINT AT 7, 18; " "; AT
8, 18; " ": RETURN
7060 REM BOT GATE
7061 GOSUB 9010: PRINT AT 14, 15; " "; AT
15, 15; " ": RETURN
7070 REM RAKE 2
7071 GOSUB 9020: PRINT AT 2, 13; " "; AT
3, 14; " ": RETURN
7080 REM TOP GATE
7081 GOSUB 9010: PRINT AT 0, 15; " "; AT
1, 15; " ": RETURN
7090 REM BARROW
7091 GOSUB 9020: PRINT AT 7, 12; " "; AT
8, 12; " ": RETURN
7100 REM SCROLLER 1
7101 GOSUB 9020: PRINT AT 7, 9; " "; AT
8, 9; " ": AT 6, 25; " ": RETURN
7102 RETURN
7110 REM FENCE 1
7111 GOSUB 9020: PRINT AT 1, 15; " ": RETURN

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7120 REM FENCE 2
7121 GOSUB 9020: PRINT AT 14, 15; " " : RETURN
7130 REM FOLI TOP
7131 GOSUB 9010: PRINT AT 0, 15; " " ; AT
1, 15; " " : RETURN
7140 REM FOLI BOT
7141 GOSUB 9010: PRINT AT 14, 15; " " ; AT
15, 15; " " : RETURN
7150 REM FOLI PATH
7155 PRINT AT 6, 26; " " : GOSUB 9010: PRINT AT
9, 12; " " ; AT 10, 14; " " ; AT 11, 14; "
" ; AT 12, 14; " " ; AT 13, 14; " " ; AT
8, 18; " " ; AT 7, 18; " " : RETURN
7160 REM SCROLLER 2
7161 GOSUB 9020: PRINT AT 7, 9; " " ; AT
8, 16; " " : GOSUB 9040: PRINT AT 7, 14; " " ; AT
8, 21; " " ; AT 8, 7; " " : RETURN
7170 REM GNOME
7171 GOSUB 9030: PRINT AT 6, 13; " " ; AT
7, 13; " " ; AT 8, 13; " " ; AT 9, 13; " " : RETURN
7180 REM FLOWER POT
7182 GOSUB 9030: PRINT AT 8, 21; " " ; AT
9, 20; " " ; AT 10, 21; " " ; AT 10, 11; " " : RETURN
7190 REM RUB OUT 1
7192 GOSUB 9010: PRINT AT 6, 15; " " ; AT 6, 2; "
" ; AT 6, 26; " " : RETURN
7200 REM RUB OUT 2
7202 PRINT AT 9, 26; " " : GOSUB 9010: PRINT AT
9, 15; " " ; AT 6, 16; " " : RETURN
7210 REM TREE 1
7212 GOSUB 9040: PRINT AT 6, 20; " " ; AT
7, 20; " " ; AT 8, 21; " " : RETURN
7220 REM TREE 2
7222 GOSUB 9040: PRINT AT 6, 1p; " " ; AT
7, 10; " " ; AT 8, 11; " " ; AT 9, 11; " " : RETURN
7230 REM UP DOWN
7232 GOSUB 7170: PRINT AT 9, 18; " " ; AT
6, 19; " " ; AT 8, 18; " " : RETURN
7240 REM FENCE BLOCK
7241 GOSUB 9010: PRINT AT 6, 15; " " ; AT
9, 15; " " ; AT 9, 19; " " ; AT 6, 5; " " : RETURN
7250 REM RAKE 3
7252 GOSUB 9040: PRINT AT 2, 19; " " ; AT
3, 19; " " : RETURN
7999 RETURN
8000 REM SCREENS
8001 RANDOMIZE USR 55600: RANDOMIZE USR 55761:
GOSUB 7210: GOSUB 9020: PRINT AT 7, 13; " " ; AT
8, 13; " " : POKE 54535, 68: POKE 54010, 1: RETURN
8002 RANDOMIZE USR 55669: RANDOMIZE USR 55830:
POKE 54535, 68: POKE 54021, 4: POKE 54010, 1: POKE
54013, 6: GOSUB 7000: GOSUB 7010: RETURN
8003 RANDOMIZE USR 55669: RANDOMIZE USR 55853:
GOSUB 7240: POKE 54009, 1: POKE 54010, 1: POKE
54016, 14: GOSUB 7020: GOSUB 7030: RETURN
8004 RANDOMIZE USR 55807: RANDOMIZE USR 55692:
POKE 54009, 1: POKE 54010, 1: POKE 54021, 3: POKE
54016, 10: GOSUB 7040: RETURN
8005 RANDOMIZE USR 55646: RANDOMIZE USR 55830:
GOSUB 7050: GOSUB 7060: GOSUB 7070: POKE
54535, 68: POKE 54010, 1: POKE 54021, 3: RETURN
8006 RANDOMIZE USR 55600: RANDOMIZE USR 55853:
GOSUB 7070: GOSUB 7090: GOSUB 7050: GOSUB 7000:
GOSUB 7080: POKE 54021, 4: POKE 54010, 1: POKE
54013, 5: RETURN
8007 RANDOMIZE USR 55600: RANDOMIZE USR 55830:
GOSUB 7160: GOSUB 7060: GOSUB 7250: POKE
54010, 1: POKE 54011, 2: POKE 54021, 1: RETURN

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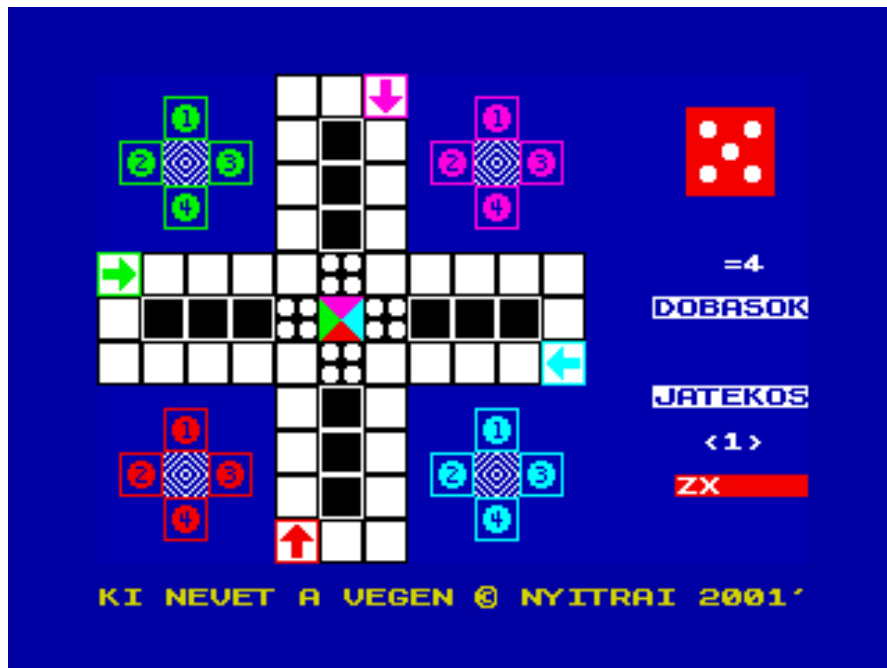
8008 RANDOMIZE USR 55646: RANDOMIZE USR 55761:
GOSUB 7050: GOSUB 7090: GOSUB 7020: GOSUB 7110:
POKE 54013, 5: POKE 54014, 7: POKE 54021, 3: RETURN
8009 RANDOMIZE USR 55646: RANDOMIZE USR 55853:
GOSUB 7120: GOSUB 7020: POKE 54535, 68: POKE
54013, 7: POKE 54010, 1: POKE 54021, 1: RETURN
8010 RANDOMIZE USR 55600: RANDOMIZE USR 55761:
POKE 54009, 1: POKE 54014, 7: POKE 54011, 2: GOSUB
7100: RETURN
8011 RANDOMIZE USR 55761: RANDOMIZE USR 55669:
GOSUB 7080: POKE 54009, 1: POKE 54014, 5: POKE
54011, 2: GOSUB 7100: POKE 54021, 4: RETURN
8012 RANDOMIZE USR 55600: RANDOMIZE USR 55761:
GOSUB 7080: GOSUB 7020: GOSUB 7180: GOSUB 7140:
GOSUB 7070: POKE 54010, 1: POKE 54016, 10: RETURN
8013 RANDOMIZE USR 55600: RANDOMIZE USR 55761:
GOSUB 7000: GOSUB 7130: GOSUB 7140: GOSUB 7170:
POKE 54009, 1: POKE 54010, 1: POKE 54016, 10:
RETURN
8014 RANDOMIZE USR 55600: RANDOMIZE USR 55761:
GOSUB 7000: GOSUB 7020: GOSUB 7140: GOSUB 7220:
GOSUB 7210: POKE 54535, 68: POKE 54010, 1: RETURN
8015 RANDOMIZE USR 55600: RANDOMIZE USR 55761:
GOSUB 7000: GOSUB 7020: GOSUB 7130: GOSUB 7220:
GOSUB 9020: POKE 54535, 68: PRINT AT
8, 15; " "; AT 9, 15; " ": GOSUB 7210: POKE
54010, 1: RETURN
8016 RANDOMIZE USR 55669: RANDOMIZE USR 55830:
GOSUB 7080: GOSUB 7140: GOSUB 7100: POKE
54009, 1: POKE 54010, 1: POKE 54011, 2: RETURN
8017 RANDOMIZE USR 55646: RANDOMIZE USR 55761:
GOSUB 7150: GOSUB 7060: GOSUB 7110: POKE
54535, 68: POKE 54013, 5: POKE 54021, 1: POKE
54010, 1: RETURN
8018 RANDOMIZE USR 55646: RANDOMIZE USR 55761:
GOSUB 7180: GOSUB 7190: GOSUB 7020: GOSUB 7110:
POKE 54535, 68: POKE 54013, 5: POKE 54010, 1: POKE
54021, 3: RETURN
8019 RANDOMIZE USR 55600: RANDOMIZE USR 55853:
GOSUB 7200: GOSUB 7210: GOSUB 7020: GOSUB 7220:
POKE 54021, 4: POKE 54010, 1: POKE 54013, 1: RETURN
8020 RANDOMIZE USR 55669: RANDOMIZE USR 55830:
GOSUB 7230: POKE 54535, 68: POKE 54021, 4: POKE
54010, 1: POKE 54013, 6: GOSUB 7000: GOSUB 7020:
GOSUB 7010: RETURN
8100 RETURN
8600 REM " SET UP VARS
8610 LET ad=55445
8620 LET first=0
8630 LET plx=134: LET ply=22
8635 LET plx1=134: LET ply1=22
8640 LET bugo=23225
8650 LET liv=4
8655 LET lp=10
8660 LET sc=0
8665 LET bugs=0
8667 LET esc=0
8670 FOR z=55500 TO 55500+99: POKE z, 0: NEXT z
8999 RETURN
9000 REM UDG 0
9001 POKE 23675, 88: POKE 23676, 255: RETURN
9010 REM UDG 1
9011 POKE 23675, 68: POKE 23676, 183: RETURN
9012 REM : LOAD "" CODE 46916, 168
9020 REM UDG 2
9021 POKE 23675, 155: POKE 23676, 182: RETURN
9022 REM : LOAD "" CODE 46747, 168
9030 REM UDG 3
9031 POKE 23675, 242: POKE 23676, 181: RETURN
9032 REM : LOAD "" CODE 46578, 168

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9040 REM      UDG 4
9041 POKE 23675, 73: POKE 23676, 181: RETURN
9042 REM : LOAD "" CODE 46409, 168
9050 REM      UDG 5
9051 POKE 23675, 160: POKE 23676, 215: RETURN
9052 REM : LOAD "" CODE 55200, 168
9500 REM      MEMORY LEFT
9510 CLS : PRINT 65536-USR 7962; " Bytes. "
9512 PRINT (65536-USR 7962)/1024; " K Bytes. "
9519 STOP
9970 PRINT AT 0, 0: LOAD "" CODE 45290, 20250
9980 REM      SAVE TO TAPE
9981 GOSUB 9000
9982 SAVE "fly" LINE 55
9983 SAVE "full code" CODE 45290, 20250
9984 SAVE "full udgs" CODE USR "a", 168
9989 GOTO 90
9990 REM      SAVE TO DRIVE
9991 GOSUB 9000
9992 ERASE "m"; 1; "run"
9993 ERASE "m"; 1; "code"
9996 SAVE * "m"; 1; "run" LINE 1
9997 SAVE * "m"; 1; "code" CODE 45290, 20250
9998 REM SAVE * "m"; 1; "full udgs" CODE USR
"a", 168
```

# KI NEVET A VÉGÉN – TÁBLÁSJÁTÉK NÉGY SZEMÉLYNEK

Leírás:A régi táblásjáték számítógépes változata,mindent elvégez helyettünk a számítógép,csak az kell közölni,hgy melyik bábúval akarunk lépni. Négyszemélyes,az egyik lehet a spectrum is.A feladat az,hogy a négy bábunkat körbe kell vezetni a pályán,az ellenfél bábuját ki kell ütni,és az győz aki elsőnek tud a védett helyre beérni mind a négy bábujával.



```

O REM      KI NEVET A VEGEN
              KEDVENC GYERMEKJATEKOM
              NYITRAI 2001'
1 BEEP 1, 30: PRINT #1; AT 0, 0; PAPER 7; I NK
1; BRI GHT 1; "          A PROGRAM INDUL
NYOMD LE AZ ENTERT!!! " : FOR N=1 TO 10: BEEP
. 1, 10: NEXT N: PAUSE 0
2 RANDOMIZE USR 60000
3 RANDOMIZE USR 60094
4 REM ** SET UP VARIABLES ***
5 I NK 7: PAPER 1: BORDER 1: BRI GHT 1: CLS :
RANDOMIZE 0: POKE 23658, 8
10 CLEAR 65199
20 DIM a(4, 40): DIM m(3, 16): DIM d$(18, 3):
DIM t(2, 4): DIM b(4, 16): DIM h(1, 4)
30 LET t=0: LET p1=1: LET p2=1: LET p3=0:
LET p4=0: LET go=0
40 GOSUB 9500: GOSUB 9000
99 REM *** CONTROL LOOP ***
100 GOTO 100+g*10
110 LET player=1: PRINT AT
16, 27; "<"; player; ">": PRINT AT 18, 26; PAPER 2;
I NK 9; a$(player): GOSUB 8000: GOSUB 200: GOTO
130

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120 LET player=2: PRINT AT
16, 27; "<"; player; ">": PRINT AT 18, 26; INK 9;
PAPER 3; a$(player): GOSUB 8000: GOSUB 200: GOTO
140
130 IF p3=1 THEN LET player=3: PRINT AT
16, 27; "<"; player; ">": PRINT AT 18, 26; INK 9;
PAPER 4; a$(player): GOSUB 8000: GOSUB 200: GOTO
120
135 GOTO 120
140 IF p4=1 THEN LET player=4: PRINT AT
16, 27; "<"; player; ">": PRINT AT 18, 26; INK 9;
PAPER 5; a$(player): GOSUB 8000: GOSUB 200: GOTO
110
145 GOTO 110
199 REM ** COMPUTER/PLAYER ? **
200 IF a$(player)="ZX" THEN LET zx=1:
GOTO 700
210 IF a$(player) <> "ZX" THEN LET zx=0:
GOTO 290
220 STOP
289 REM *** MAKE A MOVE ***
290 IF (m(3, player*4-3)=0 OR m(3, player*4-
3)>43) AND (m(3, player*4-2)=0 OR m(3, player*4-
2)>43) AND (m(3, player*4-1)=0 OR m(3, player*4-
1)>43) AND (m(3, player*4)=0 OR m(3, player*4)>43)
AND th <> 6 THEN PRINT #1; AT 1, 0; INK 9; PAPER
player+1; BRIGHT 1; a$(player); " CSAK HATOS
DOBASSAL INDUL": BEEP .2, 10: PAUSE 100: INPUT
"": RETURN
300 LET move=0: INPUT "MELYIK BABUVAL LEPJUNK
? ": LINE M$: IF M$<"1" OR M$>"4" OR LEN M$ <> 1
THEN BEEP .1, 20: GOTO 300
305 LET MOVE=VAL M$
310 LET m=(player*4+move)-4: LET
chr=140+move*4: LET pos=m(3, m): LET try=0
315 IF m(3, m)=44 THEN PRINT #1; AT 1, 0; PAPER
player+1; INK 9; BRIGHT 1; "THAT COUNTER IS HOME
"; a$(player): FOR a=1 TO 250: NEXT a: GOTO 300
320 IF m(3, m) <> 0 THEN GOTO 375
329 REM *** START COUNTER ***
330 IF m(3, m)=0 AND th <> 6 THEN PRINT #1; AT
1, 0; PAPER 6; INK 0; BRIGHT 1; "CSAK 6-OS
DOBASSAL INDULHATSZ! ": FOR a=1 TO 250: NEXT a:
PRINT #1; AT 1, 0; "
": GOTO 300
340 IF m(3, m)=0 AND th=6 THEN LET
pos1=t(1, player)
350 IF a(4, pos1) <> 0 THEN GOSUB 500: IF
try=1 THEN GOTO 300
360 POKE 23675, 88: POKE 23676, 255: PRINT AT
a(1, pos1), a(2, pos1); INK player+1; PAPER 7;
BRIGHT 1; CHR$ chr; CHR$ (chr+1); AT
a(1, pos1)+1, a(2, pos1); CHR$ (chr+2); CHR$ (chr+3):
PRINT AT m(1, m), m(2, m); INK 1; " "; AT
m(1, m)+1, m(2, m); " ": LET m(3, m)=pos1: LET
a(4, pos1)=player
370 IF zx=0 THEN PRINT #1; AT 1, 0; "NYOMD AZ
ENTERT, MASODIK DOBASHOZ": PAUSE 0: PRINT #1; AT
1, 0; " ": GOSUB
8000: GOTO 290
371 IF zx=1 THEN LET go=1: RETURN
374 REM *** MOVE COUNTER ***
375 IF (m(3, m)<t(1, player) AND
m(3, m)+th>t(2, player)) OR m(3, m)>40 THEN GOTO
600
376 IF player=2 AND pos >= 37 AND pos-40+th>2
THEN LET i=pos-40+th-2: LET j=pos-42: GOTO 610
380 LET pos1=pos+th: IF pos1>40 THEN LET
pos1=pos1-40
385 LET y=a(1, pos): LET x=a(2, pos)

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390 IF a(4, pos1) <> 0 THEN GOSUB 500: IF
try=1 THEN GOTO 300
400 IF a(3, pos) = 0 THEN POKE 23675, 88: POKE
23676, 255: PRINT AT y, x; INK 0; PAPER 7; BRIGHT
1; " "; AT y+1, x; " "
410 IF a(3, pos) <> 0 THEN POKE 23675, 176:
POKE 23676, 254: LET chr1=140+a(3, pos)*4: PRINT
AT y, x; INK a(3, pos)+1; PAPER 7; BRIGHT 1; CHR$
chr1; CHR$ (chr1+1); AT y+1, x; CHR$ (chr1+2); CHR$
(chr1+3)
420 LET y1=a(1, pos1): LET x1=a(2, pos1):
430 POKE 23675, 88: POKE 23676, 255: PRINT AT
y1, x1; INK player+1; PAPER 7; BRIGHT 1; CHR$
chr; CHR$ (chr+1); AT y1+1, x1; CHR$ (chr+2); CHR$
(chr+3)
440 LET a(4, pos) = 0: LET a(4, pos1) = player: LET
m(3, m) = pos1
450 IF th=6 AND zx=0 THEN PRINT #1; AT 1, 0; "
6-OS DOBAS, UJRA DOBHATSZ !! ": PAUSE 0: PRINT
#1; AT 1, 0; " "
GOSUB 8000: GOTO 290
455 IF th=6 AND zx=1 THEN LET go=1: RETURN
460 RETURN
499 REM *** LAND ON COUNTER ***
500 IF a(4, pos1) = player THEN PRINT #1; AT 1, 0;
PAPER player+1; INK 0; BRIGHT 1; "'ROSSZ LEPESE,
ISMETELD! "; a$(player): FOR a=1 TO 250: NEXT a:
LET try=1: PRINT #1; AT 1, 0; "
": GOTO 590
510 LET l = a(4, pos1)
520 FOR j = 1 TO 4: IF m(3, l*4-4+j) = pos1 THEN
LET k = l*4-4+j
530 NEXT j
540 LET m(3, k) = 0: LET j = k
550 PRINT #1; AT 1, 0; PAPER l+1; INK 9; BRIGHT
1; ; a$(l); " KI UTOTTEK A BABUDAT!! ": FOR a=1 TO
250: NEXT a: PRINT #1; AT 1, 0; "
"
560 LET j = j - 4: IF j > 0 THEN GOTO 560
570 LET chr2 = 140 + 4 * (j + 4)
580 POKE 23675, 88: POKE 23676, 255: PRINT AT
m(1, k), m(2, k); INK l+1; PAPER 1; BRIGHT 1; CHR$
chr2; CHR$ (chr2+1); AT m(1, k)+1, m(2, k); CHR$
(chr2+2); CHR$ (chr2+3)
590 RETURN
599 REM *** VACINITY OF HOME ***
600 IF m(3, m) < 40 THEN LET l = m(3, m) + th-
t(2, player): LET j = m(3, m) - t(2, player)
605 IF m(3, m) > 40 THEN LET l = m(3, m) + th- 40: LET
j = m(3, m) - 40
610 FOR a = 1 TO 4: IF m(3, player*4+a-4) = l + 40
AND m(3, player*4+a-4) < 44 AND m(3, player*4+a-
4) > 40 THEN PRINT #1; AT 1, 0; INK player+1; FLASH
1; BRIGHT 1; "ROSSZ LEPESE, ISMETELD
MEG! "; a$(player): FOR b = 1 TO 250: NEXT b: GOTO
300
615 NEXT a
620 IF l < 4 AND j >= 1 THEN LET
y = b(1, player*4+j-4): LET x = b(2, player*4+j-4):
LET y1 = b(1, player*4+l-4): LET x1 = b(2, player*4+l-
4): POKE 23675, 88: POKE 23676, 255: PRINT AT y, x;
INK 7; PAPER 0; BRIGHT 1; " "; AT y+1, x; " "
PRINT AT y1, x1; INK player+1; PAPER 0; BRIGHT
1; CHR$ chr; CHR$ (chr+1); AT y1+1, x1; CHR$
(chr+2); CHR$ (chr+3): LET m(3, m) = l + 40: GOTO 680
630 IF l < 4 AND j < 1 THEN LET y = a(1, pos): LET
x = a(2, pos): LET y1 = b(1, player*4+l-4): LET
x1 = b(2, player*4+l-4): POKE 23675, 88: POKE
23676, 255: PRINT AT y, x; INK 0; PAPER 7; BRIGHT
1; " "; AT y+1, x; " ": LET a(4, pos) = 0: PRINT AT

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y1, x1; INK player+1; PAPER 0; BRIGHT 1; CHR$
chr; CHR$ (chr+1); AT y1+1, x1; CHR$ (chr+2); CHR$
(chr+3); LET m(3, m)=l+40: GOTO 680
640 IF l >= 4 AND j <1 THEN LET y=a(1, pos):
LET x=a(2, pos): LET y1=b(3, m): LET x1=b(4, m):
POKE 23675, 88: POKE 23676, 255: PRINT AT y, x; INK
0; PAPER 7; BRIGHT 1; " "; AT y+1, x; " ": LET
a(4, pos)=0: POKE 23675, 176: POKE 23676, 254:
PRINT AT y1, x1; INK player+1; PAPER 0; BRIGHT
1; " ": LET h(1, player)=h(1, player)+1: LET
m(3, m)=44: GOTO 660
650 IF l >= 4 AND j >= 1 THEN LET
y=b(1, player*4+j-4): LET x=b(2, player*4+j-4):
LET y1=b(3, m): LET x1=b(4, m): POKE 23675, 88:
POKE 23676, 255: PRINT AT y, x; INK 7; PAPER 0;
BRIGHT 1; " "; AT y+1, x; " ": POKE 23675, 176:
POKE 23676, 254: PRINT AT y1, x1; INK player+1;
PAPER 0; BRIGHT 1; " ": LET
h(1, player)=h(1, player)+1: LET m(3, m)=44
660 FOR a=1 TO 4: IF h(1, a)=4 THEN LET won=a:
GOTO 1000
670 NEXT a
680 IF th=6 THEN GOTO 370
690 RETURN
699 REM ** COMPUTER DECISION **
700 LET co1=0: LET co2=0: LET co3=0: LET
co4=0
710 IF m(3, player*4-3) >0 AND m(3, player*4-
3) <44 THEN LET co1=1
720 IF m(3, player*4-2) >0 AND m(3, player*4-
2) <44 THEN LET co2=1
730 IF m(3, player*4-1) >0 AND m(3, player*4-
1) <44 THEN LET co3=1
740 IF m(3, player*4) >0 AND m(3, player*4) <44
THEN LET co4=1
750 IF co1=0 AND co2=0 AND co3=0 AND co4=0
AND th <> 6 THEN PRINT #1; AT 1, 0; PAPER
player+1; INK 9; BRIGHT 1; player; " - S JATEKOS
NEM DOBOTT HATOST !": BEEP .2, 10: PAUSE 100:
INPUT " ": RETURN
759 REM *** START COUNTER ? ***
760 IF th=6 AND co1=0 AND a(4, t(1, player)) <>
player AND m(3, player*4-3) <44 THEN LET move=1:
GOTO 950
770 IF th=6 AND co2=0 AND a(4, t(1, player)) <>
player AND m(3, player*4-2) <44 THEN LET move=2:
GOTO 950
780 IF th=6 AND co3=0 AND a(4, t(1, player)) <>
player AND m(3, player*4-1) <44 THEN LET move=3:
GOTO 950
790 IF th=6 AND co4=0 AND a(4, t(1, player)) <>
player AND m(3, player*4) <44 THEN LET move=4:
GOTO 950
799 REM ** JUMP ON OPPONENT ***
800 FOR a=1 TO 4
810 LET m=player*4+a-4
820 IF m(3, m) >0 AND m(3, m) <44 AND
m(3, m)+th<t(1, player) THEN LET po=m(3, m)+th:
GOTO 850
830 IF player=2 AND m(3, m) >0 AND m(3, m) <44
AND m(3, m)+th<41 THEN LET po=m(3, m)+th: GOTO 850
840 NEXT a: GOTO 870
850 IF a(4, po) <> 0 AND a(4, po) <> player
THEN LET move=a: GOTO 950
860 NEXT a
869 REM *** PLAIN MOVE ! ***
870 LET r=INT (RND*4)+1: GOTO 865+10*r
875 LET a=m(3, player*4-3)+th: IF a>40 THEN
LET a=a-40

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880 IF co1=1 AND a(4, a) <> player THEN LET
move=1: GOTO 950
885 LET a=m(3, player*4-2)+th: IF a>40 THEN
LET a=a-40
890 IF co2=1 AND a(4, a) <> player THEN LET
move=2: GOTO 950
895 LET a=m(3, player*4-1)+th: IF a>40 THEN
LET a=a-40
900 IF co3=1 AND a(4, a) <> player THEN LET
move=3: GOTO 950
905 LET a=m(3, player*4)+th: IF a>40 THEN LET
a=a-40
910 IF co4=1 AND a(4, a) <> player THEN LET
move=4: GOTO 950
920 GOTO 875
950 GOSUB 310
960 IF go=1 THEN LET go=0: GOSUB 8000: GOTO
700
970 PAUSE 100: RETURN
999 REM *** GYOZELMI LISTA ***
1000 PAUSE 10: PAUSE 300: PAPER won+1: INK 9:
BRIGHT 0: BORDER won+1: CLS
1010 PRINT AT 3, 0: FLASH 1: won; ". JATEKOS "; "
: - "; a$(won); " GYOZOTT "
1020 PRINT AT 10, 2: INK 2: PAPER 9; " 1- NEK
"; h(1, 1); " BABUJA VAN BENT"
1030 PRINT AT 12, 2: INK 3: PAPER 9; " 2- NEK
"; h(1, 2); " BABUJA VAN BENT"
1040 IF p3=1 THEN PRINT AT 14, 2: INK 4: PAPER
7; " 3- NAK "; h(1, 3); " BABUJA VAN BENT"
1050 IF p4=1 THEN PRINT AT 16, 2: INK 1: PAPER
7; " 4- NEK "; h(1, 4); " BABUJA VAN BENT"
1060 PRINT #1; AT 0, 0: PAPER 1: INK 7: BRIGHT
1: FLASH 1; " AKARTOK MEGEGYSZER JATSZANI ? I/N"
1070 IF INKEY$="" THEN GOTO 1070
1080 IF INKEY$="N" THEN GOTO 8500
1090 RUN 5
7999 REM *** KOCKADOBASOK ***
8000 LET r=INT (RND*11)+10
8005 PRINT #1; AT 1, 0; " KI NEVET A VEGEN (c)
NYITRAI 2001' "
8010 POKE 23675, 176: POKE 23676, 254: FOR a=1
TO r: FOR b=1 TO 3: PRINT PAPER 2: INK 7: AT
b+1, 27: INK 7: PAPER 2: BRIGHT 1: d$(t+b): BEEP
. 01, b: NEXT b
8020 LET th=(t+3)/3: PRINT AT 8, 28: BRIGHT
1; "="; th: LET t=t+3: IF t=18 THEN LET t=0
8025 PRINT #1: INK 6; AT 1, 0; " KI NEVET A VEGEN
(c) NYITRAI 2001' "
8030 BEEP . 02, a/10: NEXT a
8040 BEEP . 01, 1: RETURN
8999 REM *** ARRAYS & SCREEN ***
9000 FOR b=1 TO 40: READ c: READ d: LET
a(1, b)=c: LET a(2, b)=d: NEXT b
9010 DATA
0, 8, 0, 10, 0, 12, 2, 12, 4, 12, 6, 12, 8, 12, 8, 14, 8, 16, 8, 18
, 8, 20, 10, 20, 12, 20, 12, 18, 12, 16, 12, 14, 12, 12, 14, 12,
16, 12, 18, 12, 20, 12, 20, 10, 20, 8, 18, 8, 16, 8, 14, 8, 12, 8
, 12, 6, 12, 4, 12, 2, 12, 0, 10, 0, 8, 0, 8, 2, 8, 4, 8, 6, 8, 8, 6,
8, 4, 8, 2, 8
9020 LET a(3, 23)=1: LET a(3, 33)=3: LET
a(3, 3)=2: LET a(3, 13)=4
9030 FOR b=1 TO 40: LET y=a(1, b): LET x=a(2, b)
9040 IF a(3, b)=0 THEN POKE 23675, 88: POKE
23676, 255: PRINT AT y, x: PAPER 7: INK 0; " "; AT
y+1, x; " ": GOTO 9060
9050 LET c=a(3, b): LET d=140+c*4: POKE
23675, 176: POKE 23676, 254: PRINT AT y, x: PAPER
7: INK c+1: CHR$ d; CHR$ (d+1); AT y+1, x; CHR$
(d+2); CHR$ (d+3)

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9060 NEXT b
9070 LET f=1: LET a=2: FOR b=1 TO 16: READ c:
READ d: LET m(1,b)=c: LET m(2,b)=d: LET
e=140+f*4: PRINT AT c,d: INK a: CHR$ e: CHR$
(e+1): AT c+1,d: CHR$ (e+2): CHR$ (e+3)
9080 IF b=4 OR b=8 OR b=12 THEN LET a=a+1
9090 LET f=f+1: IF f=5 THEN LET f=1:
9100 NEXT b
9110 DATA
15, 3, 17, 1, 17, 5, 19, 3, 1, 17, 3, 15, 3, 19, 5, 17, 1, 3, 3, 1,
3, 5, 5, 3, 15, 17, 17, 15, 17, 19, 19, 17
9150 POKE 23675, 176: POKE 23676, 254: PRINT AT
10, 10: INK 3: PAPER 4: " "; PAPER 5: " "; AT 11, 10:
INK 4: PAPER 2: " "; INK 5: " "
9160 FOR a=8 TO 12 STEP 4: PRINT AT a, 10: INK
7: PAPER 0: " "; AT a+1, 10: " "; AT 10, a: " "; AT
11, a: " ": NEXT a
9170 POKE 23675, 88: POKE 23676, 255: FOR a=2 TO
6 STEP 2: PRINT AT a, 10: INK 7: PAPER 0: " "; AT
a+1, 10: " "; AT a+12, 10: " "; AT a+13, 10: " ":
NEXT a
9180 POKE 23675, 88: POKE 23676, 255: FOR a=2 TO
6 STEP 2: PRINT AT 10, a: INK 7: PAPER 0: " "; AT
11, a: " "; AT 10, a+12: " "; AT 11, a+12: " ": NEXT
a
9190 POKE 23675, 176: POKE 23676, 254: FOR a=3
TO 17 STEP 14: FOR b=3 TO 17 STEP 14: PRINT AT
a, b: " "; AT a+1, b: " ": NEXT b: NEXT a
9300 FOR a=1 TO 18: READ d$(a): NEXT a
9310 DATA " " " " " " " " " " " " " " " " " " " " " "
" " " " " " " " " " " " " " " " " " " " " "
" " " " " " " " " " " " " " " " " " " " " "
9330 PRINT AT 1, 26: INK 2: PAPER 1: BRIGHT
1: " "; AT 5, 26: " ": FOR a=2 TO 4: PRINT
AT a, 26: INK 2: PAPER 1: BRIGHT 1: " ": NEXT
a
9340 PRINT AT 10, 25: BRIGHT 1: INVERSE
1: " DOBASOK"; AT 12, 28: " "; AT 14, 25: " JATEKOS"
9350 FOR a=1 TO 4: READ b: READ c: LET
t(1, a)=b: LET t(2, a)=c: NEXT a
9360 DATA 23, 22, 3, 2, 33, 32, 13, 12
9370 : FOR a=1 TO 16: READ b: READ c: READ d:
READ e: LET b(1, a)=b: LET b(2, a)=c: LET
b(3, a)=d: LET b(4, a)=e: NEXT a
9380 DATA
18, 10, 12, 10, 16, 10, 12, 11, 14, 10, 13, 10, 0, 0, 13, 11, 2,
10, 9, 10, 4, 10, 9, 11, 6, 10, 8, 10, 0, 0, 8, 11, 10, 2, 10, 9, 1
0, 4, 11, 9, 10, 6, 10, 8, 0, 0, 11, 8, 10, 18, 10, 12, 10, 16, 11
, 12, 10, 14, 10, 13, 0, 0, 11, 13
9390 RETURN
9499 REM *** INPUT TO BEGIN ! **
9500 INPUT "JATEKOSOK SZAMA ? (2-4) "; LINE M$
9510 IF LEN M$ <> 1 OR M$<" 2" OR M$>" 4" THEN
BEEP .1, 20: GOTO 9500
9515 LET N=VAL M$
9520 DIM a$(n, 6)
9530 FOR a=1 TO n
9535 PRINT AT 12, 3: PAPER 6: INK 1: " HA
AKAROD, I RD BE A' ZX' -ET, "; AT 14, 2: " A SZAMI TOGEP
JATSZIK VELED "; FLASH 1: a: FLASH 0
9540 INPUT "JATEKOS NEVE: (6 BETU) "; a$(a)
9560 PRINT AT a*2, 3: a: ". JATEKOS "; " = "; a$(a):
NEXT a
9570 IF n=3 THEN LET p3=1
9580 IF n=4 THEN LET p3=1: LET p4=1
9590 FOR a=12 TO 14 STEP 2: PRINT AT a, 0: "
": NEXT a: LET g=INT (RND*(2+p3+p4))+1: PRINT AT
18, 5: INVERSE 1: FLASH 1: g: FLASH 0: ". JATEKOS"; "
LEP ELOSZOR "

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9600 PRINT #1; AT 1, 0; BRIGHT 1; FLASH 1; "  
NYOMD LE AZ ENTERT "  
9610 PAUSE 0: CLS : RETURN  
9999 CLEAR : SAVE "UDG" CODE 65200, 328: SAVE  
"KI NEVET" LINE 3: PRINT "' "ELLENORZES": VERIFY  
"UDG" CODE 65200, 328: VERIFY "KI NEVET": PRINT  
' "'JO MENTES": STOP
```

# A KONYHAFŐNÖK RÉMÁLMA-MINDENT SZÉTHORDTAK AZ EGEREK

Leírás:Az éjszaka támadtak az egerek,és mindent széthordtak a raktárból.A játékban ez a feladatunk:a kukta bőrébe bújva meg kel mindent keresnünk és mielőtt reggel lesz,mindent vissza kell hordanunk a helyére.Sietni kell,mert lejár az idő...



```

0          REM *****
1
          *** A KONYHAFONOK ***
          *** REMALMA ***
          *** NYITRAISOFT ***
          *** 2002 ***
          *****

2          LET LEV=SGN PI: LET F=00: LET S=00:
LET L=03: DIM M$(02,02): LET TD=VAL "30": CLS :
GO TO VAL "295"
3          DEF FN T()=INT ((65536*PEEK
23674+256*PEEK 23673+PEEK 23672)/50)
205         LET fi=00: LET f=00: POKE fad, VAL
"243": FOR N=01 TO 22: PRINT AT N-01,00: INK
00:S$(LEV,N): NEXT N: POKE fad,FONT: LET st=VAL
"48552"+(lev*VAL "600"): RANDOMIZE st: RANDOMIZE
USR VAL "62052": INK VAL "7": LET top=c(lev,01):
LET a=VAL "11": LET b=a: RETURN
295         GO SUB VAL "3000": INK VAL "7":
PRINT AT 02, VAL "26": INK 04: "PONT: "; AT 03, 26;
INK 05: "00000": AT 5, 26: "KUKTA": AT
15, 26: "IDO: "; AT 9, 26: INK 05: "CSUCS": AT
12, 26: "PALYA": INK 04: AT 13, 27: "000": AT
10, 26: "00000": PRINT AT 10, 31-LEN STR$ hi: INK
04: HI: AT 6, 27: INK VAL "7": "0÷": AT 7, 27: "ou"
300        LET m$(01)="0÷": LET m$(02)="ou":
LET PL=01: LET W=VAL "30": INK VAL "7": IF
lev=VAL "16" THEN GO TO VAL "8000"
310        GO SUB VAL "200"
355        POKE udg, VAL "243": LET O=01: OVER
00: INK 7: PRINT AT 7, 30: CHR$ (L+48): AT 13, 30-
LEN STR$ LEV: INK 04: LEV: PRINT AT 03, 31-LEN
STR$ S: INK 5: S
358        POKE VAL "23674", 00: POKE VAL
"23673", 00: POKE VAL "23672", 00

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360          PRINT AT A, B; M$( 1 ); AT A+1, B; M$( 2 ); AT
3, 31-LEN STR$ s; INK 5; s
363          IF A=11 AND B=11 AND FI THEN GO SUB
600: GO TO 300
364          IF F=TOP THEN PRINT AT 11, 11; PAPER
6; INK o2; FLASH o1; " ¶3"; AT 12, 11; " , 1": LET
FI=o1
365          LET A$=STR$ ( 2*W-FN T( ) ): PRINT AT
16, 28-LEN A$; INK 4; " "; A$: IF VAL A$=O THEN GO
SUB 500: GO TO 560
370          LET I$=INKEY$: IF I$="" THEN GO TO
365
380          IF I$=L$ THEN GO SUB 2500: GO TO 360
390          IF I$=R$ THEN GO SUB 2600: GO TO 360
400          IF I$=U$ THEN GO SUB 2700: GO TO 360
410          IF I$=D$ THEN GO SUB 2800: GO TO 360
415          IF I$=P$ THEN GO SUB 800: PRINT
#o0; AT o1, o2; " " :
POKE 23674, T3: POKE 23673, T2: POKE 23672, T1
417          IF I$=Q$ THEN GO SUB 700: PRINT
#o0; AT o1, o2; " " :
POKE 23674, T3: POKE 23673, T2: POKE 23672, T1: IF
Q=o1 THEN GO TO 9000
420          GO TO 365
500          LET w=VAL " 30": LET fi=o0: LET L=L-
CH: GO SUB VAL " 3100": RANDOMIZE USR VAL
" 60223": INK VAL " 7"
505          POKE udg, VAL " 247": PRINT AT
a, b; " o" "; AT a+o1, b; " 1/41/2": FOR n=o1 TO VAL
" 30": NEXT n: PRINT AT a, b; " " ; AT a+o1, b; " , 1":
FOR n=o1 TO VAL " 30": NEXT n: PRINT AT
a+o1, b; " ¶3"; INK VAL " 6"; AT a+o1, b+o2; " yµ"
511          FOR n=o1 TO o5: INK o4: PRINT AT
a+o1, b-o2; " ý?": BEEP .005, o0: BEEP .005, o3:
PAUSE VAL " 10": PRINT AT a+o1, b-o2; " uU": BEEP
.005, o0: BEEP .005, o3: PAUSE VAL " 10": NEXT n:
PRINT AT a+o1, b-o2; " " ý?": FOR n=o1 TO o3: PRINT
AT a+o1, b-o2; " "
512          OVER o1: GO SUB VAL " 3100": OVER o0:
PRINT INK VAL " 7"; #o0; AT o0, B; " " ; #o0; AT
o1, B-o1; " "
513          IF L< o0 THEN GO TO VAL " 9000"
514          GO SUB VAL " 200": GO TO VAL " 330"
600          POKE VAL " 60247", VAL " 50": POKE VAL
" 60248", o1: POKE VAL " 60250", VAL " 20": POKE VAL
" 60251", o0
610          FOR N=W-FN T( ) TO o0 STEP -o1
615          LET S=S+VAL " 50": LET A$=STR$ S:
PRINT INK o5; AT o3, 31-LEN A$; S: RANDOMIZE USR
VAL " 60246"+USR VAL " 60246"
620          LET A$=STR$ N: PRINT AT VAL
" 16", 28-LEN A$; INK o4; " "; N
625          NEXT N: LET LEV=LEV+o1: IF lev>max
THEN LET max=lev-o1
630          RETURN
650          FOR n=o1 TO VAL " 22": PRINT INK
o0; AT n-o1, o0; s$(o1, n): NEXT n
705          LET T1=PEEK 23672: LET T2=PEEK
23673: LET T3=PEEK 23674: LET A$="KILEP!!!
BI ZTOS? ( I / N )"
725          FOR c=VAL " 7" TO o0 STEP -o1: PRINT
#O; AT o1, o2; INK C; A$: IF INKEY$="I" THEN LET
Q=o1: RETURN
735          IF INKEY$<>"Y" AND INKEY$<>" " THEN
LET Q=o0: RETURN
740          NEXT C: GO TO VAL " 725"
800          LET T1=PEEK 23672: LET T2=PEEK
23673: LET T3=PEEK 23674: LET A$="ALLJ!! NYOMD A
GOMBOT! ' " +P$+' ' " : LET i$=""

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820          FOR C=VAL " 7" TO oO STEP -o1: PRINT
#NOT PI; AT o1, o2; INK C; A$: LET G$=INKEY$: IF G$
=P$ THEN RETURN
825          IF G$<>" " THEN LET i$=i$+ G$:
RANDOMIZE USR 60048
830          IF LEN i$=o5 THEN IF i$( TO
o5)=t$(pa, TO o5) THEN LET ch=oO: RETURN
835          IF LEN i$=o3 THEN IF i$( TO
o3)=t$(pa+o1, TO o3) THEN LET ch=o1: RETURN
840          IF LEN i$=o4 THEN IF i$( TO
o4)=t$(pa+o2, TO o4) THEN LET t1=oO: LET t2=oO:
LET t3=oO: RETURN
845          NEXT C: GO TO VAL " 820"
2500         IF ATTR (A, B-1)=7 AND ATTR (A+1, B-
1)=7 THEN GO TO 2570
2505         IF (ATTR (A+1, B-1) <>178 AND ATTR
(A, B-1)=7 AND ATTR (A+1, B-1) <>7) OR (ATTR (A, B-
1) <>178 AND ATTR (A, B-1) <>7 AND ATTR (A+1, B-
1)=7) THEN RETURN
2506         IF ATTR (A, B-1)=5 OR ATTR (A+1, B-
1)=5 THEN RETURN
2530         IF (ATTR (A, B-1)=66 AND ATTR (A+1, B-
1)=66) THEN GO SUB 2930: GO TO 2570
2545         IF ATTR (A, B-1)=68 AND ATTR (A+1, B-
1)=66 THEN GO SUB 2915: GO TO 2570
2550         GO SUB 2900+(ATTR (A, B-1) AND ATTR
(A+1, B-1))
2580         PRINT AT A, B; "   "; AT A+1, B; "   ": IF
O THEN PRINT AT A, B-2; "   "; AT A+1, B-2; "   ": LET
O=O
2590         LET B=B-PL: RETURN
2600         IF ATTR (A, B+2)=7 AND ATTR
(A+1, B+2)=7 THEN GO TO 2670
2605         IF (ATTR (A+1, B+2) <>178 AND ATTR
(A, B+2)=7 AND ATTR (A+1, B+2) <>7) OR (ATTR
(A, B+2) <>178 AND ATTR (A, B+2) <>7 AND ATTR
(A+1, B+2)=7) THEN RETURN
2606         IF ATTR (A, B+2)=5 OR ATTR
(A+1, B+2)=5 THEN RETURN
2630         IF (ATTR (A, B+2)=66 AND ATTR
(A+1, B+2)=66) THEN GO SUB 2930: GO TO 2670
2640         IF ATTR (A, B+2)=66 AND ATTR
(A+1, B+2)=66 AND ATTR (A+1, B+3)=68 THEN GO SUB
2915: GO TO 2670
2645         GO SUB 2900+(ATTR (A, B+2) AND ATTR
(A+1, B+2))
2680         PRINT AT A, B; "   "; AT A+1, B; "   ": IF
O THEN PRINT AT A, B+2; "   "; AT A+1, B+2; "   ": LET
O=O
2690         LET B=B+PL: RETURN
2700         IF ATTR (A-1, B)=7 AND ATTR (A-
1, B+1)=7 THEN GO TO 2770
2705         IF (ATTR (A-1, B)=7 AND ATTR (A-
1, B+1) <>7) OR (ATTR (A-1, B) <>7 AND ATTR (A-
1, B+1)=7) THEN RETURN
2706         IF ATTR (A-1, B)=5 OR ATTR (A-
1, B+1)=5 THEN RETURN
2725         IF ATTR (A-1, B)=66 AND ATTR (A-
2, B+1)=68 THEN GO SUB 2915: GO TO 2770
2730         IF ATTR (A-1, B)=66 AND ATTR (A-
2, B+1)=66 THEN GO SUB 2930: GO TO 2770
2735         GO SUB 2900+(ATTR (A-1, B) AND ATTR
(A-1, B+1))
2780         PRINT AT A, B; "   "; AT A+1, B; "   ": IF
O THEN PRINT AT A-1, B; "   "; AT A-2, B; "   ": LET
O=O
2790         LET A=A-PL: RETURN
2800         IF ATTR (A+2, B)=7 AND ATTR
(A+2, B+1)=7 THEN GO TO 2870

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2805          I F ( ATTR ( A+2, B) =7 AND ATTR
(A+2, B+1) <>7) OR ( ATTR ( A+2, B) <>7 AND ATTR
(A+2, B+1) =7) THEN RETURN
2810          I F ATTR ( A+2, B) =5 OR ATTR
(A+2, B+1) =5 THEN RETURN
2835          I F ATTR ( A+2, B) =66 AND ATTR
(A+2, B+1) =68 THEN GO SUB 2915: GO TO 2870
2840          I F ATTR ( A+2, B) =66 AND ATTR
(A+2, B+1) =66 THEN GO SUB 2930: GO TO 2870
2850          GO SUB 2900+( ATTR ( A+2, B) AND ATTR
(A+2, B+1))
2880          PRINT AT A, B; "  "; AT A+1, B; "  ": I F
O THEN PRINT AT A+2, B; "  "; AT A+3, B; "  ": LET
O=O
2890          LET A=A+PL: RETURN
2901          RETURN
2902          LET S=S+200: LET F=F+1: RANDOMIZE
USR 60048: LET O=1: RETURN
2903          LET S=S+500: LET O=1: LET F=F+1:
RANDOMIZE USR 60048: RETURN
2904          LET s=s+750: LET f=f+1: LET O=1:
RANDOMIZE USR 60048: RETURN
2905          RETURN
2906          LET S=S+50: LET F=F+1: RANDOMIZE USR
60048: LET O=1: RETURN
2914          RETURN
2915          LET S=S+150: LET F=F+1: RANDOMIZE
USR 60048: LET O=1: RETURN
2929          RETURN
2930          LET s=s+100: LET o=1: LET f=f+1:
RANDOMIZE USR 60048: RETURN
2947          RETURN
2948          LET S=S+250: LET F=F+1: RANDOMIZE
USR 60048: LET O=1: RETURN
2969          RETURN
2970          LET O=o1: LET F=F+o1: LET S=S+VAL
"50": LET w=(W-FN T())+c(lev, o2): POKE 23674, oO:
POKE 23673, oO: POKE 23672, oO: RANDOMIZE USR
60048: RETURN
2999          RETURN
3000          I NK VAL "6": POKE udg, VAL "243":
PRINT AT oO, VAL "25"; "?µµµµµy"
3010          POKE udg, VAL "244": FOR N=o1 TO 17:
PRINT AT N, 25; "1/2"; AT N, 31; "1/4": NEXT N
3020          PRINT AT 18, 25; "O÷" " " ?y"; AT
19, 25; "ou µ¶"; AT 20, 25; "Uu 3.";
AT 21, 25; "Uy 1o": POKE udg, VAL "243": I NK VAL
"7": RETURN
3099          RETURN
3100          POKE udg, VAL "248": PRINT I NK VAL
"7"; AT VAL "21", b; "÷ou"; #oO; AT oO, b; "Ui?"; #oO; AT
o1, b-o1; "U1/4i 1/2y": RETURN
8005          LET a$="µ ¶": LET
c$="?3333333333333333333333333333y": FOR N=o1 TO VAL
"22": PRINT AT N-o1, oO; I NK oO; S$(o1, N): NEXT N:
POKE udg, VAL "246": PRINT I NK 6; AT o5, oO; c$; AT
10, oO; a$: FOR n=VAL "6" TO VAL "9": PRINT I NK
6; AT n, oO; "1": TAB 20; "o": NEXT n
8010          PRINT AT 15, 15; "ou"; AT
16, 15; "Uu"; AT 17, 15; "Uy"; I NK O4; AT 17, 10; " " :
POKE 23676, 243: PRINT AT 16, 7; m$(o1); AT
17, 7; m$(o2)
8020          PRINT AT VAL "6", o1; "KOSZI , KI S
KUKTA "; AT 7, o1; "HOGY MEGMENTETTEL. "; AT
8, o1; "JUTALMAD EZ A"; AT 9, o1; "NAGY, ZOLD ALMA. ":
FOR n=o1 TO VAL "140": NEXT n: BEEP .1, 25: PRINT
AT 16, 7; " " ; AT 17, 7; "O÷": FOR n=VAL "6" TO VAL
"9": PRINT AT n, o1; " " ; TAB 19; " " : NEXT n: PRINT
AT 8, 6; "BUUUUM!"
8040          GO TO VAL "9025"

```

```

8500          BORDER oO: PAPER oO: INK VAL " 7":
CLS : GO SUB VAL "8575": DIM b$(VAL " 22", VAL
" 24"): IF max>VAL " 15" THEN LET max=VAL " 15"
8505          IF max=oO THEN PRINT #oO; PAPER VAL
" 6": INK oO; AT oO, o2; " EZ VOLT AZ UTOLSO "; AT
o1, VAL " 8"; " EGERLYUK"; AT o2, VAL " 10"; " NYOMD AZ
ENTERT": PAUSE o1: PAUSE oO: RETURN
8515          POKE fad, FONT: INPUT "MELYIK PALYAT
(O=QUIT) (1-"; (MAX); ")>"; sn: IF sn< o1 OR
sn>max THEN RETURN
8516          POKE fad, VAL " 243": FOR n=o1 TO VAL
" 22": LET B$(N)=S$(SN, N): PRINT INK oO; AT n-
o1, oO; b$(n): NEXT n: RANDOMIZE VAL
"48552" +(sn*VAL " 600"): LET z=USR VAL " 62052":
GO SUB VAL " 8568": GO SUB VAL " 8572": POKE
fad, font
8517          POKE udg, VAL " 243": PRINT AT VAL
" 11", VAL " 11": PAPER VAL " 6": INK o2; FLASH
o1; " 13"; AT VAL " 12", VAL " 11": " 1": LET FI=o1
8518          LET x=o1: LET y=o1: POKE FAD, VAL
" 243"
8519          PRINT OVER o1; INK 8; PAPER 8;
BRIGHT 8; FLASH 8; AT y, x; " ^"
8520          LET i$=INKEY$: IF i$="" THEN GO TO
VAL " 8520"
8521          IF i$="N" THEN GO SUB 8970: POKE
fad, FONT: GO TO 8517
8523          PRINT OVER o1; INK 8; PAPER 8;
BRIGHT 8; FLASH 8; AT y, x; " ^"
8524          IF i$=" 8" THEN GO SUB 8546
8525          IF i$=" 5" THEN GO SUB 8549
8526          IF i$=" 7" THEN GO SUB 8552
8527          IF i$=" 6" THEN GO SUB 8555
8528          IF i$="O" THEN LET
B$(y+o1, x+o1)="A": PRINT AT y, x; BRIGHT o1; INK
o5; "A"
8529          IF i$="" THEN LET
B$(y+o1, x+o1)="A": PRINT AT y, x; INK o5; "A"
8530          IF i$=CHR$ 13 THEN GO TO 8559
8531          IF i$="A" THEN GO TO 8514
8532          IF i$="O" OR i$=CHR$ 12 THEN LET
B$(y+o1, x+o1)="@" : PRINT AT y, x; INK 7; "@"
8533          IF i$="Q" THEN POKE FAD, FONT: RETURN
8534          IF x=22 THEN GO TO 8519
8535          IF x=10 AND (y=11 OR y=12 OR y=10)
THEN GO TO 8519
8536          IF (x=11 OR x=12) AND y=10 THEN GO
TO 8519
8537          IF i$=" 1" THEN GO SUB 8558: PRINT
INK 6; AT y, x; "BC"; AT y+o1, x; "DE"
8538          IF i$=" 2" THEN GO SUB 8558: PRINT
INK o2; AT y, x; "FG"; AT y+o1, x; "HI"
8539          IF i$=" 3" THEN GO SUB 8558: PRINT
INK o3; AT y, x; "JK"; AT y+o1, x; "LM"
8540          IF i$=" 4" THEN GO SUB 8558: PRINT
INK o2; AT y, x; "N"; INK o4; "O"; INK o2; AT
y+o1, x; "PQ"
8541          IF i$=" 5" THEN GO SUB 8558: PRINT
INK o4; AT y, x; "Z["; AT y+o1, x; "]"
8542          IF i$=" 7" THEN GO SUB 8558: PRINT
INK oO; PAPER 6; AT y, x; "RS"; AT y+o1, x; "TU"
8543          IF i$=" 6" THEN GO SUB 8558: PRINT
INK o2; BRIGHT o1; AT y, x; "VW"; AT y+o1, x; "XY"
8544          IF i$=" 8" THEN GO SUB 8558: PRINT
INK 6; BRIGHT o1; AT y, x; "BC"; AT y+o1, x; "DE"
8545          GO TO 8519
8546          IF x=10 AND (y=11 OR y=12) THEN
RETURN
8547          IF x<22 THEN LET x=x+o1
8548          RETURN

```

```

8549         I F x=13 AND (y=11 OR y=12) THEN
RETURN
8550         I F x>1 THEN LET x=x-o1
8551         RETURN
8552         I F y=13 AND (x=11 OR x=12) THEN
RETURN
8553         I F y>1 THEN LET y=y-o1
8554         RETURN
8555         I F y=10 AND (x=11 OR x=12) THEN
RETURN
8556         I F y<20 THEN LET y=y+o1
8557         RETURN
8558         LET sel=VAL i$: LET
b$(y+o1, x+o1)=f$(o1, sel, o1): LET
b$(y+o1, x+o2)=f$(o1, sel, o2): LET
b$(y+o2, x+o1)=f$(o2, sel, o1): LET
b$(y+o2, x+o2)=f$(o2, sel, o2): RETURN
8559         POKE fad, font: INPUT "Enter screen
number (1-"; (MAX); ")>"; sn: I F sn< o1 OR sn>max
THEN GO TO VAL "8559"
8560         FOR n=o1 TO 22: LET s$(sn, n)=b$(n):
NEXT n
8561         INPUT "Enter number of items >"; f:
I F f>VAL "255" THEN GO TO VAL "8561"
8562         LET c(sn, o1)=f
8563         INPUT "Enter extra time gained >"; t:
I F t>VAL "255" THEN GO TO VAL "8563"
8564         LET c(sn, o2)=t
8565         PRINT I NK VAL "7"; AT VAL "11", VAL
"11"; " "; AT 12, 11; " "
8566         GO SUB VAL "8567": RANDOMIZE VAL
"48552"+(sn*VAL "600"): RANDOMIZE USR VAL
"61952": POKE fad, font: PAUSE oO: GO TO VAL
"8500"
8567         FOR N=o1 TO VAL "21": PRINT AT
N, 25; " "; TAB 31; " ": NEXT N: GO SUB 3000: POKE
fad, font: I NK 7: PRINT AT o2, 26; I NK
o4; "PONT"; AT o3, 26; I NK 5; "00000"; AT
12, 26; "PALYA"; AT 15, 26; "IDO"; AT 9, 26; I NK
5; "CSUCS"; I NK o4; AT 10, 26; "00000": LET i$=STR$
hi: PRINT I NK 4; AT 13, 27; "000"; AT 10, 31-LEN
i$: HI; AT 6, 27; I NK 7; "O÷"; AT 7, 27; "ou": RETURN
8572         GO SUB 3000: POKE fad, VAL "243":
PRINT I NK 6; AT o1, 28; "BC"; AT o2, 28; "DE"; I NK
2; AT o3, 28; "FG"; AT 4, 28; "HI"; I NK o3; AT
o5, 28; "JK"; AT 6, 28; "LM"; AT 7, 28; I NK 2; "N"; I NK
4; "O"; I NK o2; AT 8, 28; "PQ"; I NK o4; AT
9, 28; "Z["; AT 10, 28; "\]"; AT 11, 28; I NK o2; BRIGHT
o1; "VW"; AT 12, 28; "XY"; AT 13, 28; I NK O; PAPER 6;
BRIGHT oO; "RS"; AT 14, 28; "TU"; BRIGHT 1; I NK 6;
PAPER oO; AT 15, 28; "BC"; AT 16, 28; "DE"
8573         POKE fad, font: FOR n=o1 TO VAL "8":
PRINT PAPER VAL "7"; I NK oO; AT -o1+(n*o2), VAL
"26"; n: NEXT n
8574         RETURN
8575         RESTORE VAL "8576": DIM f$(o2, VAL
"8", o2): FOR n=o1 TO VAL "8": READ
f$(o1, n), f$(o2, n): NEXT n: RETURN
8576         DATA
"BC", "DE", "FG", "HI", "JK", "LM", "NO", "PQ", "Z[", "\]
", "VW", "XY", "RS", "TU", "BC", "DE"
8800         POKE fad, VAL "236": PAPER oO: I NK
VAL "6": PRINT AT VAL "7", VAL "7"; "
! " # $ % & ' ( ) * +"; AT 8, 7; "@ABCDEFGHI JK"; AT
9, 7; "Labcde fghij k"; AT 10, 7; ", - . / 01234567"; AT
11, 7; "LMNOPQRSTUVW"; AT 12, 7; "lmnopqrstuvw":
PAPER oO: I NK VAL "7": POKE fad, font: RETURN
8970         RESTORE VAL "8990": READ X$, Y$, Z$:
LET S$(SN, o1)=X$: LET B$(O1)=X$: LET

```



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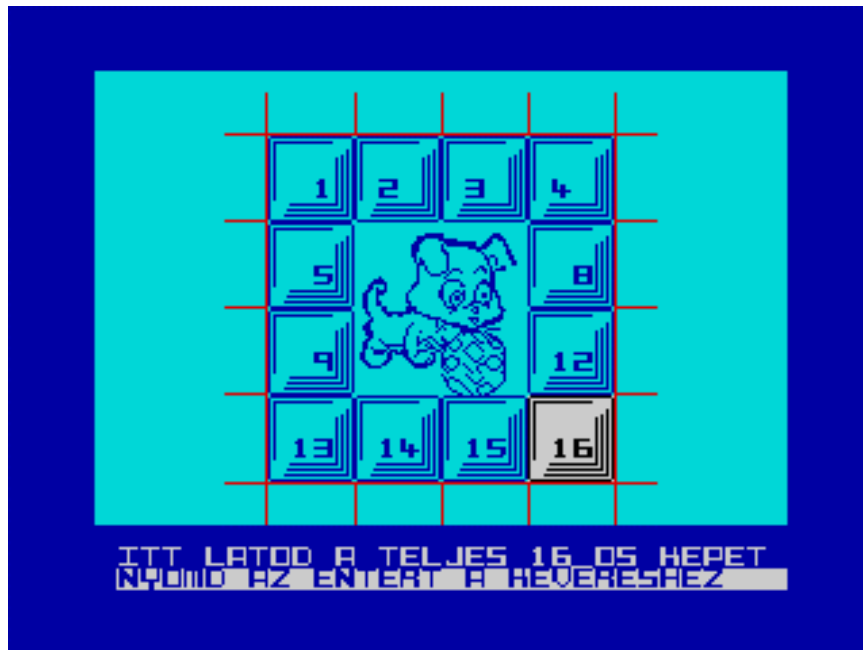
9172          IF I$=" 7" THEN LET mus=USR 64834: GO
SUB VAL " 8500": GO TO VAL " 9101"
9173          IF I$=" 8" THEN GO SUB VAL " 9600": GO
TO VAL " 9101"
9174          PRINT I NK C; AT o1, 8; " KONYHAFONOK" :
LET C=C-o1: IF C=-o1 THEN LET C=VAL " 7"
9175          GO TO 9141
9200          CLS : I NK o4: PRINT AT 2, 6; I NK 3; " A
JATEK MAGYARAZATA": PRINT AT 8, 0; " A KONYHAFONOK
ELALUDT, AZ EGEREK" ' " SZETHORDTAK A RAKTAR
KESZLETET. " ' " A KIS KUKTA - EZT I RANYI TJUK - " ' "
SZEDI UJRA OSSZE 16" ' " EGERLYUK - PALYAN
KERESZTUL": PRINT I NK 5; AT 14, 1; " NYOMJ EGY
GOMBOT A MENUHOZ": PAUSE 0: RETURN
9300          RESTORE VAL " 9310": READ
udg, fad, oO, o1, o2, o3, o4, o5, font, max, ch, hi, k, pa:
BORDER oO: PAPER oO: I NK VAL " 7": BRIGHT oO:
FLASH oO: CLS : DIM t$(VAL " 11", VAL " 18"): FOR
n=o1 TO VAL " 11": READ t$(n): NEXT n: DIM
e$(o4): LET e$(o1)=" Z": LET e$(o2)=" X": LET
e$(o3)=" O": LET e$(o4)=" K": LET q$=" Q": LET
p$=" P": LET L$=" Z": LET R$=" X": LET U$=" O": LET
D$=" K": POKE VAL " 23658", VAL " 8": POKE fad, font:
POKE VAL " 23675", oO: POKE udg, VAL " 243": GO TO
VAL " 9100"
9310          DATA VAL " 23676", VAL " 23607", NOT
PI, SGN PI, o1+o1, o2+o1, o3+o1, o4+o1, VAL
" 188", oO, o1, VAL " 7500", o1, VAL " 9", " A JATEK
I NDI TASA", " " " SI NC. BOTKORMANY", " JATEKMAGYARAZAT"
, " KOSZONETNYI LVANI TO", " I RANYI TO
GOMBOK", " LABI RI NT MODOSI TAS", " PALYAK
MENTES/BETOLTES", " JAVI T", " KI ", " BUUUM"
9400          CLS : I NK 6: PRINT AT
2, 6; " KOSZONETNYI LVANI TAS": I NK 4; AT 6, 1; " A YOUR
SI NCLAIR 50-I K" ' ' " SZAMABAN MEGJELENT
PROGRAM" ' ' " SZERZOI NEK, JO MEGOLDASAI KERT" ' ' " ES A
GRAFI KAI RUTI NOKERT": I NK 2; AT 19, 1; " NYOMJ EGY
GOMBOT A MENUHOZ"
9410          PAUSE 0: RETURN
9500          CLS : PRINT I NK o4; AT o1, VAL
" 8"; " I RANYI TAS BEALL: "; I NK VAL " 6"; AT o5, VAL
" 10"; " BALRA " : GO SUB VAL " 9550": LET
E$(o1)=i$: PRINT I NK VAL " 6"; AT VAL " 7", VAL
" 10"; " JOBB " : GO SUB VAL " 9550": LET e$(o2)=i$:
PRINT I NK VAL " 6"; AT VAL " 9", VAL " 10"; " FEL
": GO SUB VAL " 9550": LET e$(o3)=i$: PRINT AT
VAL " 11", VAL " 10"; I NK VAL " 6"; " LE " : GO SUB
VAL " 9550": LET e$(o4)=i$: PRINT AT VAL " 13", VAL
" 10"; I NK O5; " KI LEP " : GO SUB VAL " 9550": LET
q$=i$: PRINT AT VAL " 15", VAL " 10"; I NK o5; " ALLJ
": GO SUB VAL " 9550": LET p$=i$: PRINT AT VAL
" 18", VAL " 6"; I NK o3; " NYOMJ A MENUHOZ": PAUSE
o1: PAUSE oO: RETURN
9550          LET i$=I NKEY$: IF i$="" THEN GO TO
VAL " 9550"
9555          RANDOMI ZE USR VAL " 60048": PRINT i$:
RETURN
9600          CLS : PRINT AT 3, VAL " 9": I NK VAL
" 6"; " MENTES/BETOLTES MENU": I NK o4; AT 6, VAL
" 9"; " 1. PALYAMENTES": AT VAL " 8", VAL " 9"; " 2.
PALYABETOLTES": AT VAL " 10", VAL " 9"; " 3. VI SSZA A
MENUHOZ": AT VAL " 20", oO; I NK o3; " A KONYHAFONOK
REMALMA A KONYHAFONOK REMALMA KONYHAFONOK
REMALMA"
9610          IF I NKEY$=" 1" THEN PRINT AT VAL
" 20", o1; I NK VAL " 6"; " SZALLAG/DI SZK, GOMNYOMAS" :
PAUSE o1: PAUSE oO: SAVE " CHEF. S$" DATA S$():
SAVE " CHEF. C" DATA C(): SAVE " CHEF. COL" CODE VAL
" 49152", VAL " 9000": RETURN

```

```
9620          IF INKEY$=" 2" THEN PRINT AT VAL  
" 20", 01; INK VAL " 6"; "SZALLAG/DI SZK, GOMBNYOMAS":  
PAUSE 01: PAUSE 00: LOAD "CHEF. S$" DATA S$():  
LOAD "CHEF. C" DATA C(): LOAD "CHEF. COL" CODE :  
LET MAX=VAL " 15": RETURN  
9630          IF INKEY$=" 3" THEN RETURN  
  9640      GO TO VAL " 9610"
```

# KISKUTYUS-16-OS PUZZLE KIRAKÓ JÁTÉK

Leírás:A középen lévő kiskutyust kell a helyére tologatnunk, legalább 200 tologatás szükséges a 16 kocka helyrerakásához..



```

1      REM JATEKGYAROS 2003
2      REM KOCKA KUTYUS PUZZLE
3      POKE 23609, 55
5      LET i = 0
10     CLS : DIM g$(68, 4) : DIM k(8, 3) :
DIM c(16, 2) : DIM p(16)
30     LET g$(1) = "OUUu"
31     LET g$(2) = " ÷ U"
32     LET g$(3) = " ÷ 1U"
33     LET g$(4) = " oýýu"
34     LET g$(5) = "OUUu"
35     LET g$(6) = " ÷ U"
36     LET g$(7) = " ÷2 U"
37     LET g$(8) = " oýýu"
38     LET g$(9) = "OUUu"
39     LET g$(10) = " ÷ U"
40     LET g$(11) = " ÷3 U"
41     LET g$(12) = " oýýu"
42     LET g$(13) = "OUUu"
43     LET g$(14) = " ÷ U"
44     LET g$(15) = " ÷4 U"
45     LET g$(16) = " oýýu"
46     LET g$(17) = "OUUu"
47     LET g$(18) = " ÷ U"
48     LET g$(19) = " ÷ 5U"
49     LET g$(20) = " oýýu"
50     LET g$(21) = " !@"
51     LET g$(22) = " # $"
52     LET g$(23) = " %&' ("
53     LET g$(24) = " ) [ ] { "
54     LET g$(25) = " } ab "
55     LET g$(26) = " cdef "
56     LET g$(27) = " ghi "
57     LET g$(28) = " jkl "
```



```

58      LET gg$(29) = "OUUu"
59      LET gg$(30) = "÷ U"
60      LET gg$(31) = "÷ 8U"
61      LET gg$(32) = "oýýu"
62      LET gg$(33) = "OUUu"
63      LET gg$(34) = "÷ U"
64      LET gg$(35) = "÷ 9U"
65      LET gg$(36) = "oýýu"
66      LET gg$(37) = "mnop"
67      LET gg$(38) = "qrst"
68      LET gg$(39) = "vw wx"
69      LET gg$(40) = " "
70      LET gg$(41) = "yz. "
71      LET gg$(42) = "- + * "
72      LET gg$(43) = "/ ^ : "
73      LET gg$(44) = "L ^ (c) "
74      LET gg$(45) = "OUUu"
75      LET gg$(46) = "÷ U"
76      LET gg$(47) = "÷ 12U"
77      LET gg$(48) = "oýýu"
78      LET gg$(49) = "OUUu"
79      LET gg$(50) = "÷ U"
80      LET gg$(51) = "÷ 13U"
81      LET gg$(52) = "oýýu"
82      LET gg$(53) = "OUUu"
83      LET gg$(54) = "÷ U"
84      LET gg$(55) = "÷ 14U"
85      LET gg$(56) = "oýýu"
86      LET gg$(57) = "OUUu"
87      LET gg$(58) = "÷ U"
88      LET gg$(59) = "÷ 15U"
89      LET gg$(60) = "oýýu"
90      LET gg$(61) = " "
91      LET gg$(62) = " "
92      LET gg$(63) = " "
93      LET gg$(64) = " "
94      LET gg$(65) = "OUUu"
95      LET gg$(66) = "÷ U"
96      LET gg$(67) = "÷ 16U"
97      LET gg$(68) = "oýýu"
98      IF i = 0 THEN GO TO 160
100     CLS : PLOT 48, 152: DRAW 159, 0
101     PLOT 63, 167: DRAW 0, -159
102     PLOT 48, 120: DRAW 159, 0
103     PLOT 96, 167: DRAW 0, -159
104     PLOT 48, 88: DRAW 159, 0
105     PLOT 128, 167: DRAW 0, -159
106     PLOT 48, 56: DRAW 159, 0
107     PLOT 160, 167: DRAW 0, -159
108     PLOT 48, 23: DRAW 159, 0
109     PLOT 192, 167: DRAW 0, -159
110     IF i = 1 THEN GO TO 190
112     IF i = 2 THEN GO TO 310
160     RESTORE 170: FOR x=1 TO 8: READ
k(x, 1), k(x, 2), k(x, 3): NEXT x
170     DATA
15, 64, 251, 21, 232, 251, 27, 128, 252, 37, 40, 253, 47, 208
, 253, 55, 120, 254, 65, 24, 255, 68, 184, 255
180     FOR a=1 TO 4: LET f=4*a-1: FOR
b=1 TO 4: LET c=4*b+4: LET p=4*(a-1)+b: LET
c(p, 1)=f: LET c(p, 2)=c: NEXT b: NEXT a
187     GO TO 2000
190     LET w=1: LET f=0
200     FOR x=1 TO 16: LET a=4*(x-1): IF
x=16 THEN LET a=64
210     FOR b=1 TO 4: IF (a+b) > k(w, 1) THEN
LET w=w+1
215     I NK 1: PAPER 5
217     IF a+b >= 61 THEN I NK 0: PAPER 7:
LET f = 1

```

```

220          PRINT AT (c(x, 1) -
1+b), c(x, 2); g$(a+b): IF f=1 THEN LET f=0
221          NEXT b: NEXT x
222          PRINT #0: " ITT LATOD A TELJES
16_OS KEPET NYOMD AZ ENTERT A KEVERESHEZ " :
PAUSE 0: REM GO SUB 3000
225          RETURN
310          REM KEVERES
312          LET c=0: LET n=1+INT (RND*4):
RESTORE VAL "(32+n)*10": LET f=0
315          FOR x=1 TO 16: READ p(x): NEXT x
320          FOR x=1 TO 16: FOR y=1 TO 4: LET
p=(4*p(x) - 4) +y: LET W=1
322          IF p>k(w, 1) THEN LET w=w+1: GO TO
322
326          INK 2: PAPER 5
327          IF p>=61 THEN LET f=1: INK 0:
PAPER 7
328          PRINT AT (c(x, 1) -
1+y), c(x, 2); g$(p): IF f=1 THEN LET f=0: INK 2:
PAPER 5
329          NEXT y: NEXT x: INK 0: PAPER 7
330          DATA
16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1
340          DATA
9, 8, 10, 7, 11, 6, 12, 5, 13, 4, 14, 3, 15, 2, 16, 1
350          DATA
5, 12, 6, 11, 7, 10, 8, 9, 4, 13, 3, 14, 2, 15, 1, 16
360          DATA
12, 5, 13, 4, 14, 3, 15, 2, 16, 1, 11, 6, 10, 7, 9, 8
365          REM IRANYITAS
367          PRINT AT 21, 1; "BAL 5 JOBB 8 FEL 7
LE 6 K KEVER": LET b=0
370          IF INKEY$="" THEN GO TO 370
372          LET c$=INKEY$
375          PRINT AT 21, 1; "
"
376          IF c$="K" THEN GO TO 100
380          IF (c$="5" OR c$="6" OR c$="7" OR
c$="8") THEN GO TO 400
390          PAUSE 30: PRINT AT
21, 1; "SZABALYTALAN ISMETELD!": PAUSE 40: PRINT
AT 21, 1; "MOST MERRE ? " : GO TO 370
400          LET x=1
420          IF p(x)=16 THEN LET b=x: GO TO 440
430          LET x=x+1: GO TO 420
440          IF c$="5" AND (b=4 OR b=8 OR b=12
OR b=16) THEN GO TO 390
450          IF c$="6" AND (b=1 OR b=2 OR b=3
OR b=4) THEN GO TO 390
460          IF c$="7" AND (b=13 OR b=14 OR
b=15 OR b=16) THEN GO TO 390
470          IF c$="8" AND (b=1 OR b=5 OR b=9
OR b=13) THEN GO TO 390
480          IF c$="8" THEN LET m=(b-1): GO TO
520
490          IF c$="7" THEN LET m=(b+4): GO TO
520
500          IF c$="6" THEN LET m=(b-4): GO TO
520
510          LET m=(b+1)
520          LET w=1: LET p=4*p(m) - 4
525          LET c=c+1: PRINT AT 1, 1; c
530          FOR x=1 TO 4
540          IF (p+x)>k(w, 1) THEN LET w=w+1:
GO TO 540
560          INK 2: PAPER 5: PRINT AT (c(b, 1) -
1+x), c(b, 2); g$(p+x)
570          INK 0: PAPER 7: PRINT AT (c(m, 1) -
1+x), c(m, 2); g$(60+x): NEXT x: INK 0: PAPER 7

```

```

575          LET a=p(b): LET p(b)=p(m): LET
p(m)=a
580          LET x=1
590          IF x>16 THEN GO TO 620
600          IF p(x)<>x THEN GO TO 365
610          LET x=x+1: GO TO 590
630          FOR x=1 TO 4
640          INK 2: PAPER 5: PRINT AT
14+x, 20; g$(64+x): NEXT x: INK 0: PAPER 7
650          INPUT "UJABB JATEKOT? I_N "; x$
660          IF x$="I" THEN GO TO 310
670          INK 0: PAPER 7: STOP
2040          GO SUB 3000
2050          LET i=1: GO SUB 100
2110          GO SUB 3000: LET i=2: GO TO 100
3000          REM INK 0: PAPER 7: PRINT
#0; "EREDETI KEP"
3010          RETURN

```

# MARSAUTÓ – KALANDOK A MARS FELSZÍNÉN

Leírás:A Mars felszínét kell felkutatnod 10 pályán keresztül,rendelkezésedre áll 5 élet-autó,lehetőséged van az akadályokat kikerülnöd-felugrással,és le tudod lőni a felbukkanó szörnyeket is..Sok szerencsét...



```

0      REM*****
1      ***      Marsauto      ***
          *** c) Nyitrai 2001' ***
          *****

1      PRINT AT 9, 2; " A MARS FELSZI NET
KELL FELDE- "; AT 10, 2; " RITENED, 10 PÁLYÁN
KERESZTUL, "; AT 11, 2; " RENDELKEZESEDRE ALL 5
AUTO. "; AT 13, 3; " SOK SIKERT KIVAN A JATEKHOZ"; AT
16, 10; " NYI TRAI LASZLO"
2      LET csucs=0: PRINT ; PAPER 0;
INK 6; AT 19, 5; " nyomogasd az ENTER-t !!!"
3      PRINT INK 2; AT 2, 5;
" *****"
          *****      Marsauto
          ***      (c) Nyitrai 2001' ***
          *****": GO SUB 9001: PAUSE 0:
PAUSE 0: PAUSE 0
4      LET csucs=0: GO TO 8700
5      GO SUB 9001: GO SUB 9104
9      LET s=0
10     LET auto=5
20     LET palya=0: LET felszin=0
50     INVERSE 0: PAPER 0: INK 7:
BRIGHT 0: CLS
100     REM a tajkep
105     POKE 23675, 88: POKE 23676, 255
106     LET
t$="?????????????????????????????????U
y?????U      y?????U      y?????????U
y?????????U      y?????????U
y???y?y?y?????????y?????y?????y?????U      y?????U
y?????????y?????????"
107     LET
q$="?????????????????????????????????U

```



```

1505             LET s=s+1
1510             LET cx=x: LET cy=y
1511             IF pal ya>=6 THEN PRINT AT 18, 0;
INK 6; o$(c TO c+31): PRINT AT x+1, y; INK 5; "uUu"
1512             PRINT ; INK 0; PAPER 5; AT
8, 0; f$(c TO c+31)
1513             IF pal ya=1 OR pal ya=6 THEN LET
l$=z$: LET r$=m$
1514             IF pal ya=2 OR pal ya=7 THEN LET
l$=q$: LET r$=k$
1515             IF pal ya=3 OR pal ya=8 THEN LET
l$=t$: LET r$=k$
1516             IF pal ya=4 OR pal ya=9 THEN LET
l$=y$: LET r$=k$
1517             IF pal ya=5 OR pal ya=10 THEN LET
l$=x$: LET r$=k$
1518             REM a hatter mozgatasa
1520             PRINT INK 6; PAPER 0; AT
19, 0; l$(c TO c+31); AT 20, 0; r$(c TO c+31)
1530             LET y=y+(IN 31=1 AND y<14) - (IN
31=2 AND y>1)
1533             REM auto iranyitasa
balra es jobbra
1535             LET y=y+(INKEY$="x" AND y<14) -
(INKEY$="z" AND y>1)
1537             REM ugras
1540             IF IN 31=8 AND d<>1 OR
INKKEY$="O" AND d<>1 THEN LET d=-1:
1550             IF x<=17-(y/2) THEN LET d=1
1570             LET x=x+d
1575             REM uj jatek inditasa
1600             IF INKEY$="U" OR INKEY$="u" THEN
GO TO 5
1700             PRINT AT cx, cy; " "; AT
cx+1, cy; " "; AT x, y; INK 4; "O÷o"; AT x+1, y; INK
5; "uUu"
1705             RANDOMIZE USR 60180
1710             PRINT AT 0, 6; INK 6; PAPER 2; s
1715             IF IN 31=16 OR INKEY$="9" THEN
GO SUB 1760
1720             IF pal ya>6 THEN PRINT AT 18, 0;
INK 6; o$(c TO c+31): PRINT AT x+1, y; INK 5; "uUu"
1740             IF x=17 AND d=1 THEN LET d=0:
PRINT AT cx, cy; " "; AT cx+1, cy; " "; AT x, y;
INK 4; "u13"; AT x+1, y; INK 5; " 1o": RANDOMIZE USR
65055: BEEP . 1, - 45
1745             IF d=0 THEN IF l$(c+y) <>"?" OR
l$(c+y+2) <>"?" THEN GO TO 5000
1747             IF x=17 AND pal ya>6 AND
o$(y+c+2)="" THEN GO TO 5000
1749             IF x=16 AND pal ya>6 THEN IF
o$(c+y)="" OR o$(c+2+y)="" THEN GO TO 5000
1752             LET c=c+1: IF c=LEN l$- 31 THEN :
PRINT AT 0, 22; PAPER 8; pal ya: IF pal ya/10=INT
(pal ya/10) THEN GO TO 9900
1753             IF c=LEN l$- 31 THEN GO TO 182
1754             GO TO 1500
1755             REM raketa kilovese
1760             RANDOMIZE USR 65034: FOR a=y+4
TO 30: PRINT AT
x+1, a; " 3/4"
1780             BEEP . 001, 60: IF o$(c+a) <>" "
AND pal ya>5 AND
x=17 THEN LET s=s+10: LET o$(c+a
TO c+a+1)=" ": BEEP . 1, 30: PRINT AT x+1, a; "
": RETURN
1790             NEXT a
1800             PRINT AT x+1, 31; " "
1810             RETURN
5000             REM minden auto elveszett,
a jateknak vege

```

```

5010          I NVERSE 1: FOR a=24 TO 0 STEP -
2: I NK a/4: BEEP .0005, a*2: PLOT y*8+a, (176-
x*8)+8: DRAW O, -16: PLOT y*8, 160-(x*8)+a: DRAW
24, 0: NEXT a: I NVERSE 0: PRINT AT x, y; " "; AT
x+1, y; " " : I NK 7
5020          LET c=1
5030          LET auto=auto-1
5035          LET k=29
5040          IF auto=0 THEN GO TO 6000
5050          PRINT PAPER 2; AT 2, auto*5; "
"; AT 3, auto*5; " "
5052          LET o$="
" 1/4          " 1/4          " 1/4          " 1/4          " 1/4
" 1/4          " 1/4          " 1/4          " 1/4
" 1/4          " 1/4          " 1/4          " 1/4
" 1/4          " 1/4          "
5053          PRINT ; I NK 0; AT
18, 0; "iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii"
5055          IF felszin=1 THEN RETURN
5060          GO TO 1500
6000          REM jatek vege, ertekel es
6001          CLS : GO SUB 9001
6005          RANDOMIZE USR 60190
6010          FOR i=1 TO 5: PRINT I NK 5-i; AT
5+i, 12; PAPER i; "JATEK VEGE": RANDOMIZE USR
65034: NEXT i
6015          IF s>csucs AND auto=0 THEN LET
csucs=s: PRINT ; I NK 6; PAPER 2; AT 1, 20; "CSUCS:
"; csucs
6020          FOR i=1 TO 10: RANDOMIZE USR
65055: NEXT i
6050          PAUSE 130
6060          FOR i=1 TO 5: PRINT I NK 0; AT
5+i, 12; PAPER 0; " " : NEXT i
6062          GO TO 9104
8070          REM udg, saj at keszitesu
a-u 21 karakter
8710          RESTORE 8800: CLEAR 65199
8715          PRINT ; I NK 7; AT 10, 10; "DOLGOZOM
!"
8717          FOR i=1 TO 3: RANDOMIZE USR
65034: NEXT i
8719          LET csucs=0
8720          FOR a=65200 TO 65527
8730          READ x: POKE a, x:
8740          NEXT a
8800          DATA
0, 0, 0, 170, 85, 170, 85, 170, 85, 170, 84, 168, 84, 168, 64,
128, 85, 170, 85, 10, 5, 10, 5, 0, 64, 128, 64, 168, 84, 168, 8
5, 170, 1, 2, 5, 42, 21, 170, 85, 170, 0, 1, 3, 3, 3, 3, 1, 171
, 255, 117, 37, 85, 116, 255, 255, 0, 128, 192, 192, 192, 64,
192, 128, 3, 7, 15, 30, 24, 56, 40, 80, 85, 255, 255, 165, 90,
36, 36, 24, 192, 224, 240, 112, 24, 28, 20, 10, 0, 0, 64, 224,
248, 134, 177, 233, 0, 0, 0, 0
8810          DATA
0, 0, 0, 0, 0, 0, 0, 0, 79, 31, 57, 127, 179, 255, 255, 124, 41,
187, 131, 199, 24, 252, 254, 15, 230, 240, 60, 254, 0, 0, 3, 6
, 15, 30, 21, 58, 0, 0, 192, 224, 112, 184, 220, 172, 53, 123,
119, 234, 221, 171, 223, 255, 94, 174, 126, 174, 247, 107, 2
55, 255, 207, 0, 0, 0, 0, 0, 0, 127, 128, 184, 187, 156, 144
, 255, 224, 128, 96, 24, 134, 227, 35, 255, 127, 240, 254, 24
0, 32, 254, 255, 255, 129, 207, 159, 191, 57, 57, 63, 31, 15
8820          DATA
63, 158, 222, 222, 192, 192, 128, 0, 60, 126, 255, 231, 231,
255, 126, 60, 128, 192, 192, 224, 240, 252, 254, 255, 1, 3, 3
, 7, 15, 63, 127, 255, 157, 255, 255, 255, 255, 255, 255, 255
, 129, 195, 227, 231, 231, 247, 255, 255, 0, 0, 0, 127, 128, 1
56, 156, 143, 0, 0, 0, 128, 96, 24, 134, 131, 0, 0, 0, 240, 254
, 240, 32, 254, 136, 255, 240, 231, 207, 31, 60, 63, 131, 255

```

```

, 62, 156, 201, 227, 119, 247, 255, 255, 7, 243, 248, 252, 14
2, 254, 31, 127, 121, 111
8830 DATA
98, 120, 56, 0, 248, 254, 158, 246, 70, 30, 28, 0, 56, 56, 18,
254, 144, 40, 68, 198, 192, 127, 127, 192, 0, 0, 0, 0, 207, 0,
0, 0, 0, 0, 0
9000 GO TO 5
9001 REM fomenu kepernyo
9100 FOR x=0 TO 31: PRINT ; INK 6;
PAPER 3; AT 0, x; " o"; AT 21, x; " o": NEXT x
9102 FOR x=0 TO 21: PRINT ; INK 6;
PAPER 3; AT x, 0; " o"; AT x, 31; " o"
9103 NEXT x: RANDOMIZE USR 65055:
RETURN
9104 INK 7
9120 PLOT 13, 107: DRAW 189, 0: DRAW
0, -30: DRAW -189, 0: DRAW 0, 30
9125 PRINT ; INK 6; AT
2, 2; " Nyi trai SOFT"
9127 PRINT ; INK 3; AT
4, 11; " BEMUTATJA"
9130 PRINT ; INK 4; AT 6, 2; " UTKERE"
9131 PRINT ; INK 4; AT 7, 8; " -SES"
9135 PLOT 14, 130: DRAW 53, 0: DRAW 0, -
8: DRAW 31, 0: DRAW 0, -12: DRAW -36, 0: DRAW 0, 8:
DRAW -48, 0: DRAW 0, 11
9137 PRINT ; INK 4; AT 10, 2; " A"; INK
6; " MARS BOLYGO"; INK 4; " FELSZINEN"
9140 PRINT ; INK 6; AT
13, 2; " KEMPSTON"; AT 14, 2; " JOYSTI CK- AL "; AT
15, 2; " JATSHATO"
9150 PRINT ; INK 3; AT 13, 15; " VAGY: "
9160 PRINT ; INK 4; AT 14, 20; " Z-
BAL"; AT 15, 20; " X-JOBB"; AT 16, 20; " O-UGRAS"; AT
17, 20; " 9- TUZ"
9170 PRINT ; INK 7; AT 2, 25; " (c) 2001"
9180 PRINT ; INK 5; AT 16, 2; " U-UJRA";
INK 2; AT 17, 2; " ENTERRE INDUL"
9190 REM a szerzo szinesben
9200 LET x=1: LET f=1: LET i$="IRTA
NYI TRAI LASZLO"
9201 FOR j=6 TO 24
9202 PRINT AT 19, j; i$(x TO f)
9203 LET f=f+1: LET x=x+1
9204 BEEP .001, 60: INK RND*5+2:
BRIGHT RND*1
9205 NEXT j
9797 IF INKEY$<>" THEN GO TO 9800
9798 IF IN 31=16 THEN GO TO 9800
9799 GO TO 9797
9800 GO TO 6
9850 REM sikeres befejezes utan
humoros befejezes
9900 FOR d=20 TO 60 STEP +2: BEEP
.01, d: NEXT d
9905 PRINT ; INK 0; AT cx, cy; "iii"; AT
cx+1, cy; "iii"
9907 FOR v=cy TO 28: PRINT ; INK 5; AT
17, v; " O÷o"; INK 4; AT 18, v; " uUu": NEXT v
9910 PAPER 0: PRINT ; INK 6; AT
19, 0; " ??????????????????????????????????????????": PRINT ;
INK 6; AT
20, 0; "iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii"; INK
6; AT 21, 0; "iiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiii"
9912 PRINT ; INK 0; AT 18, 29; "iii"; AT
17, 29; "iii": PRINT ; INK 5; AT 17, 0; "O÷o"; INK
4; AT 18, 0; "uUu"
9915 PRINT BRIGHT 1; INK 7; AT
14, 20; "iiiiiiiiiiiî"; AT 15, 20; "i i i i i i"; AT

```



```

16, 20; "iiiiiiiiiii"; AT 17, 20; "i i i i i i"; AT
18, 20; "iiiiiii i i"
9920 PRINT ; INK 7; PAPER 2; AT
12, 22; " MARS "; AT 13, 22; " WC "
9922 PRINT #0; " HUJ UJ UJ J, DE
KELL MAR !!! "
9925 FOR g=4 TO 19: BEEP .001, 30:
PRINT ; PAPER 0; INK 7; AT 18, g; "1/2": PRINT ;
INK 0; AT 18, g-1; "i": NEXT g:
9926 PRINT ; INK 0; AT 18, 19; "i": FOR
h=20 TO 27: BEEP .001, 40: PRINT ; INK 0; PAPER
7; AT 18, h; "1/2": PRINT BRIGHT 1; INK 7; AT
18, h; "i": NEXT h: PRINT ; INK 0; AT 18, 27; "i"
9927 PRINT ; INK 6; PAPER 1; AT
11, 9; "jutalom 100"
9928 FOR x=1 TO 100: LET s=s+1: PRINT
; INK 6; PAPER 2; AT 0, 0; "PONTSZAM "; s: BEEP
.00125, 50: NEXT x
9930 BEEP .4, 20: BEEP .5, 25
9940 FOR h=26 TO 20 STEP -1: BEEP
.001, 40: PRINT BRIGHT 1; INK 0; PAPER 7; AT
18, h; "1/2": PRINT BRIGHT 1; INK 7; AT 18, h; "i":
NEXT h
9945 FOR g=19 TO 3 STEP -1: PRINT ;
INK 7; PAPER 0; AT 18, g; "1/2": PRINT ; INK 0; AT
18, g; "i": BEEP .001, 50: NEXT g
9950 GO TO 10
9999 REM (c) 2001' Nyitrai SOFT

```

# MASTERMIND – NÉGYSZÁMOS KITALÁLÓ JÁTÉK

Leírás:Négy számot kell találgatással megfejteni,összesen 15 próbálkozásod van,a játék a PDF-rendszerrel készült,sokféle betűtípussal,sztereo hanghatásokkal...



```

1          DIM z$(10, 7)
2          LET z$(1, ) = " { L9880} " : LET
z$(2, ) = " { L9881} " : LET z$(3, ) = " { L9883} "
3          LET z$(4, ) = " { L9884} " : LET
z$(5, ) = " { L9886} " : LET z$(6, ) = " { L9887} " : LET
z$(7, ) = " { L9882} "
4          LET z$(8, ) = " { L9885} "
5          GO SUB 9890: RANDOMIZE 9900
AND USR ua
10         DEF FN u(i, x, y, a) = 9905 AND USR
ua
11         PRINT #4; " { L9880} "
12         BORDER 2: PAPER 1: INK 6: CLS
: GO SUB 2000
13         LET d=FN u(9010, 4, 7, 4)
14         FOR i=1 TO 11
15         LET a$="NYITRAISOFT"
16         PRINT #4; INK INT (2+RND*5); AT
165-i * 12, 230; " { L9886} " ; a$(i) : NEXT i
17         PRINT #4; INK INT (2+RND*5); AT
160, 20; " { L9881} A játék 128K+2 számítógépen
készült"; INK 6; AT 140, 30; "program címe :"; AT
140, 110; INK 2; " { L9882} MASTERMIND"; INK 2; AT
36, 30; " { L9881} |Nyomj egy gombot a kezdéshez !!|"
19         PRINT #0; "
ouUu Uý?y"
20         GO SUB 8531: PAUSE 0
29         BORDER 0: PAPER 0: INK 6:
BRIGHT 1: CLS
30         PRINT #4; PAPER 6; INK 1; AT
163, 170; " { L9883} NYITRAI "; PAPER 2; INK 7; AT
150, 155; " { L9882} |MASTERMIND| "; AT 120, 160; PAPER
7; INK 2; " { L9880} 2002- március. "; PAPER 0; INK
7; AT 155, 230; " { L9884} SOFT"
40         PRINT #4; INK 4; AT
170, 0; " { L9884} A Mastermind játéknál a

```

SPECTRUM" ' " valaszt egy negyjegyű számot, mely-  
 " ' " ben nincsenek azonos számjegyek, és " ' " az első  
 szám nem lehet nulla."

50 PRINT #4; AT 125, 0; " On  
 negyjegyű számokat megadva " ' " találhat. A  
 számjegyek közt nem " ' " lehet azonos, és nem  
 kezdődhet nul - " ' " laval sem. Ha az On  
 számjegyei " ' " közt a SPECTRUM evel azonos van, az  
 fehér találatot jelent. Ha a helyi értékük is  
 megegyezik, az a fekete sorban irodik ki. Minden  
 tippelése után közli a fehér és a fekete  
 találatok számát a SPECTRUM számítógép. 14  
 alkalommal lehet találgatni, ezután a helyes  
 számjegyet megmutatja nekünk. Ha sikeres volt a  
 találgatásunk, akkor értékelést kapunk. " ' " Ha kész  
 vagy ügyesegedet összemerni a SPECY-  
 vel, akkor..."

```

60 REM jatek indul
61 FOR v=1 TO 21
62 LET v$="NYOMJ EGY BILLENTYUT."
65 PRINT #4; BRIGHT 1; INK INT
(2+RND*5); "{L9883}"; AT 15, 15+v*10; v$(v): NEXT v
70 GO SUB 8502: PAUSE 0: CLS
80 REM #####
90 REM MASTERMIND JATEK
100 RANDOMIZE
110 DIM Y(4): DIM Y$(4)
115 LET t=0: LET s=165
120 LET Y(1)=INT(1+RND*9)
130 LET Y(2)=INT(RND*10): IF
Y(2)=Y(1) THEN GO TO 130
140 LET Y(3)=INT(RND*10): IF
Y(3)=Y(2) OR Y(3)=Y(1) THEN GO TO 140
150 LET Y(4)=INT(RND*10): IF
Y(4)=Y(3) OR Y(4)=Y(2) OR Y(4)=Y(1) THEN GO TO
150
160 FOR i=1 TO 4
170 LET Y$(i)=STR$ Y(i)
180 NEXT i
190 REM #####
210 CLS: GO SUB 2000: PRINT #4;
INK 6; AT 170, 10; "{L9881} SORSZ. TIPP
FEKETE FEHER "
220 PRINT: PRINT: PRINT
221 GO SUB 8670
250 LET t=t+1: LET s=s-10
251 PRINT #4; INK 6; AT 18, 60; "
"; (t); "{L9882}. Tipp: (4 szám) ": INPUT "
"; x
255 IF x<1000 OR x>9999 OR x<>INT
x THEN GO TO 250
260 LET x$=STR$ x
262 IF x$(1)=x$(2) OR x$(1)=x$(3)
OR x$(1)=x$(4) THEN GO TO 250
264 IF x$(2)=x$(1) OR x$(2)=x$(3)
OR x$(2)=x$(4) THEN GO TO 250
266 IF x$(3)=x$(1) OR x$(3)=x$(2)
OR x$(3)=x$(4) THEN GO TO 250
268 IF x$(4)=x$(1) OR x$(4)=x$(2)
OR x$(4)=x$(3) THEN GO TO 250
270 GO SUB 400
275 REM #####
280 PRINT #4; "{L9881}"; AT s, 25;
INK 3; t; ". "; AT s,
5; B; AT s, 200; INK 4; W
290 GO SUB 8502
295 IF t=14 THEN PRINT #4; PAPER
7; INK 2; AT 60, 35; "{L9880} EZ A SZAM "; Y$; " LETT
VOLNA": GO TO 340
300 IF b<4 THEN GO TO 240

```

```

310          REM #####
320          PRINT : PRINT
330          PRINT #4; PAPER 2; INK 7;
FLASH 1; AT 60, 20; " {L9886}KI TALALTA A SZAMOMAT" ;
FLASH 0; PAPER 3; INK 6; AT 70, 180; Y$
333          GO SUB 600
335          PRINT #4; PAPER 1; INK 7; AT
40, 90; " ERTEKELES: "; E$
340          GO SUB 8580
350          PRINT #4; AT 20, 30; " {L9885}
Akar uj ra jatszani ? (i/n) "
360          LET v$=INKEY$
370          IF v$="i" OR v$="I" THEN GO
SUB 8531: CLS : RUN 100
380          IF v$="n" OR v$="N" THEN GO
SUB 8615: RANDOMIZE USR 0
390          GO TO 360
395          REM #####
396          REM
400          REM          SZUBRUTIN
410          LET B=0
420          LET W=0
430          IF X$(1)=Y$(1) THEN LET B=B+1
440          IF X$(2)=Y$(2) THEN LET B=B+1
450          IF X$(3)=Y$(3) THEN LET B=B+1
460          IF X$(4)=Y$(4) THEN LET B=B+1
480          IF X$(1)=Y$(2) OR X$(1)=Y$(3)
OR X$(1)=Y$(4) THEN LET W=W+1
490          IF X$(2)=Y$(1) OR X$(2)=Y$(3)
OR X$(2)=Y$(4) THEN LET W=W+1
500          IF X$(3)=Y$(1) OR X$(3)=Y$(2)
OR X$(3)=Y$(4) THEN LET W=W+1
510          IF X$(4)=Y$(1) OR X$(4)=Y$(2)
OR X$(4)=Y$(3) THEN LET W=W+1
530          RETURN
540          REM          A SZUBRUTIN VEGE
570          REM #####
600          REM          ERTEKELES
601          REM
610          IF T<=7 THEN LET
E$=" KI TUNO!!! "
620          IF T>=8 AND T<=10 THEN LET
E$="          JO! "
630          IF T>=11 AND T<=13 THEN LET
E$=" KOZEPES. . "
640          IF T>=14 AND T<=16 THEN LET
E$=" GYENGE. . . "
650          IF T>=17 THEN LET
E$=" EL1/4GTELEN"
660          RETURN
999          CLEAR : SAVE "Mastermi nd" LI NE
10
2000          REM keret
2010          PLOT 0, 0: DRAW 255, 0: DRAW
0, 175: DRAW - 255, 0: DRAW 0, - 175
2020          PLOT 1, 1: DRAW 253, 0: DRAW
0, 173: DRAW - 253, 0: DRAW 0, - 173
2030          PLOT 4, 4: DRAW 247, 0: DRAW
0, 167: DRAW - 247, 0: DRAW 0, - 167
2500          RETURN
7290          GO SUB 8502
8500          REM zene128K pi ng
8502          ?" UX6000W7C": RETURN
8503          REM zene128K rovid tus
8505          LET x$=" T17003N1gbD3C"
8510          LET y$=" T17005N1gbD3C"
8515          LET z$=" T17007N1gbD3C"
8520          ?x$, y$, z$: RETURN
8525          REM zene128K csil i ngel es

```

```

8530          FOR n=1 TO
4: ?" T240UX1000W007N2c#f#gEA": NEXT n: RETURN
8535          REM zene128K eredmeny tus
8540          LET p$=" T24003cN2ccN3eN4ce9g"
8545          LET q$=" T24006cN2ccN3eN4ce9g"
8550          LET r$=" T24007CN2CCN3EN4cE9G"
8560          ?p$, q$, r$: RETURN
8565          REM zene128K hosszu
csili ngel es
8570
?" T240UX500W7N2CDECDECDECDECDECDECDECDECDECDEC9C"
: RETURN
8575          REM zene128K gyozel mi tus
8580          FOR n=1 TO 2
8590          LET x$=" T24002bb9E2bEb3E9B"
8595          LET y$=" T24004bb9E2bEb3E9B"
8605          ?x$, y$
8610          NEXT n: RETURN
8615          REM zene128K mely baljos zene
8620          LET
x$=" T95UX6000W701BBGGFFEEEDDCN1_9C"
8625          LET
y$=" T95UX6000W701BBGGFFEEEDDCN1_9C"
8635          ?x$, y$: RETURN
8640          REM zene128K vegso, mely zene
8645          LET
x$=" T24002N1_9EO3N1_4D$DDDN1_EGN1_6$GGGCGD$DCO1V
14CV13CV12CV10CV9CV8CV7CV6CV5CV4CV3CV2CV1N1_9C"
8650          LET
y$=" T24002N1_9EO3N1_4D$DDDN1_EGN1_6$GGGCGD$DCO1V
14CV13CV12CV11CV10CV8CV7CV6CV5CV4CV3CV2CV1N1_9C"
8660          ?x$, y$: RETURN
8665          REM zene128K
channel track 128K          SPECCY's thi nki ng sound          1
alaphang !!!          egy masikat meghi vva,
el hal gat
8670          LET q=65533: LET l =49149
8675          FOR n=0 TO 7
8680          FOR m=0 TO 15
8685          OUT q, 7: OUT l, 62
8690          OUT q, 1: OUT l, n
8695          OUT q, 8: OUT l, n
8700          OUT q, m: OUT l, 8
8705          NEXT n: NEXT m
8710          RETURN
8720          REM program memory
8725          PRINT AT 16, 0; PAPER 1; INK
6; " PROGRAM MEMORI A"
8730          LET stk=PEEK 23653+256*(PEEK
23654)
8735          LET rmt=PEEK 23730+256*(PEEK
23731)
8740          LET prg=PEEK 23635+256*(PEEK
23636)
8745          LET vrs=PEEK 23627+256*(PEEK
23628)
8750          LET mem=rmt-stk
8755          LET lth=vrs-prg
8760          PRINT "' " PROGRAM: " ; lth; "
baj t bol all "
8765          PRINT " Maradek tarhely:
"; mem; " "; " baj t "
8770          PAUSE 0: STOP
9000          REM amand
9001          REM davey

```

# ÓRA – JÁTÉK GYAKORLÓ JÁTÉK UNOKÁIMNAK

Leírás:

A program egyszerre három órát állít be, és alul megkérdezi, hogy melyik a helyes válasz, összesen 10 feladat van, a válasz után jelzi, hogy jó vagy rossz volt a válasz, a végén értékelést készít..



```
1      REM ora1      orajatek
      jatekgaros produkcio
      Nyitrai SOFT 2003
      Spectrum 128K+2
      szamitogepre
2      REM ora-gyakorlo jatek
3      Dori es Reka
4      unokaimnak
5      otlet:Izabella nejem
6
m=1   3 DIM n$(20,20): DIM r(20): DIM w(20): LET
4 BRIGHT 0: GOTO 10
5 PRINT AT 19,0;"
": PLOT 0,0: DRAW 0,50: RETURN
10 BORDER 1: PAPER 1: INK 6: CLS
15 RESTORE : RANDOMIZE
16 LET jo=0: LET rossz=0
20 DIM H(48): DIM J(48): DIM C(12): DIM
S(12): DIM A$(12,6): DIM C$(12,16): DIM q(12)
25 DEFFN R$(Z$,N)=Z$(N TO )
29 REM beolvasom az
idobeallitasokat
30 FOR I=1 TO 12: READ A$(I)
40 NEXT I
50 FOR I=1 TO 12: READ C$(I)
```

```

60 NEXT I
61 FOR i = 1 TO 12: READ q(i): POKE
62199+i, q(i): NEXT i
70 FOR I = 1 TO 12
80 READ S(I), C(I)
90 NEXT I
95 FOR I = 1 TO 48: READ H(I): NEXT I: FOR I = 1
TO 48: READ J(I): NEXT I
98 GOSUB 3000: PLOT O, O: DRAW 255, O: DRAW
O, 175: DRAW - 255, O: DRAW O, - 175
99 PLOT 1, 1: DRAW 253, O: DRAW O, 173: DRAW -
253, O: DRAW O, - 173
100 PLOT 4, 4: DRAW 247, O: DRAW O, 167: DRAW -
247, O: DRAW O, - 167
101 PRINT AT 1, 1; INK 2; "Nyitrai"; AT 2, 3; INK
7; "SOFT"; AT 3, 1; INK 4; "bemutatja: "; "7C"
102 PRINT INK 5; AT 5, 1; "6-8 ves"; AT
6, 1; "gyermeknek"; AT 7, 1; "keszult": "7D": PRINT
INK 3; AT 9, 1; "gyakorlo"; AT 10, 4; "ora"; AT
11, 1; "jatekat": "7E": PRINT INK 7; AT 13, 1; "a
jatek"; AT 14, 4; "10"; AT 15, 1; "feladatot"; AT
16, 1; "tartal maz": "7F"
103 PRINT INK 6; AT 1, 19; "programozo: "; AT
2, 23; "a"; AT 3, 19; "jatekgyaros"; INK 5; AT
14, 24; "Mennyit"; AT 15, 27; "is"; AT 16, 24; "mutat
a"; AT 17, 24; "vekker?"
104 PRINT INK 2; AT 19, 7; "Keszult Budapesten
"; INK 4; AT 20, 8; "2003 januarjaban."
105 PRINT INK 5; AT 21, 23; " "
106
" T240N2CDEFGFEDCCDC", " N2efgabagfeefe", " N2cdefgf
edccdc"
107 INK 7: INPUT " Kerem a neved "; n$(m)
110 IF n$(m) ( TO 4) = "vege" OR n$(m) ( TO
4) = "VEGE" THEN GOSUB 8000: PAUSE 1: STOP
115 LET m=m+1
120 REM harom ora a kepernyon
125 BORDER 1: PAPER 1: INK 7: CLS
130 LOAD !"haromora" CODE 16384, 6912
132 PRINT #0; INK 2; "
j t kgy ros"
199 REM vel etlenszeru
orabal l atasok
201 LET A=INT (RND*12)+1
205 LET AA=INT (RND*12)+1
210 LET B=INT (RND*12)+1
215 LET BB=INT (RND*12)+1
220 LET D=INT (RND*12)+1
225 LET CC=INT (RND*12)+1
226 IF A=B OR A=D OR B=D THEN GOTO 200
228 LET CC1=CC: LET CC=CC*4+1
229 LET BB1=BB: LET BB=BB*4+1
230 LET AA1=AA: LET AA=AA*4+1
231 IF B<3 THEN LET BB=BB-2
232 IF A<3 THEN LET AA=AA-2
233 IF D<3 THEN LET CC=CC-2
234 IF A>2 AND A<6 THEN LET AA=AA-1
235 IF B>2 AND B<6 THEN LET BB=BB-1
236 IF D>2 AND D<6 THEN LET CC=CC-1
237 IF A=12 THEN LET AA=AA-2
238 IF B=12 THEN LET BB=BB-2
239 IF D=12 THEN LET CC=CC-2
240 IF A<12 AND A>8 THEN LET AA=AA+2
241 IF b<12 AND b>8 THEN LET BB=BB+2
242 IF D<12 AND D>8 THEN LET CC=CC+2
243 IF AA<1 THEN LET AA=AA+48
244 IF BB<1 THEN LET BB=BB+48
245 IF CC<1 THEN LET CC=CC+48
246 IF AA>48 THEN LET AA=AA-48
247 IF BB>48 THEN LET BB=BB-48

```

```

248 IF CC>48 THEN LET CC=CC- 48
249 LET Q=INT (RND* 3)+1: IF Q=1 THEN LET R=A:
LET RR=AA1
250 IF Q=2 THEN LET R=B: LET RR=BB1
251 IF Q=3 THEN LET R=D: LET RR=CC1
253 REM megjelen tem az id t
254 FOR N=16 TO 1 STEP - 1
255 IF CODE (FN R$(C$(R) , N)) <> 32 THEN GOTO
280
270 NEXT N
280 FOR L=6 TO 1 STEP - 1
285 IF CODE (FN R$(A$(RR) , L)) <> 32 THEN GOTO
295
290 NEXT L
295 IF r <> 6 THEN GOTO 300
297 PRINT INVERSE 1; PAPER 2; AT 19, 12-(LEN
(c$(r)( TO n))+LEN a$(rr)( TO l)+1)/2; C$(R)( TO
N); " "; A$(RR)( TO L); " ra"
298 GOTO 400
300 PRINT INVERSE 1; PAPER 2; AT 19, 13-(LEN
(c$(r)( TO n))+LEN a$(rr)( TO l)+1)/2; C$(R)( TO
N); " "; A$(RR)( TO L); " ra"
399 REM j be l l t s
megrajzol sa
400 INK 6: PLOT 45, 123: DRAW S(A) , C(A)
405 PLOT 45, 123: DRAW h(AA) , j(aa)
406 PLOT 45, 123: DRAW h(AA) - 1, j(aa)
410 " 7C"
420 INK 5: PLOT 125, 67: DRAW S(B) , C(B)
425 PLOT 125, 67: DRAW H(BB) , J(BB)
426 PLOT 125, 67: DRAW H(BB) - 1, J(BB): " 7D"
430 INK 7: PLOT 205, 123: DRAW S(D) , C(D)
435 PLOT 205, 123: DRAW H(CC) , J(CC)
436 PLOT 205, 123: DRAW H(CC) - 1, J(CC): " 7E"
499 REM a spectrum v laszol
500 IF INKEY$="" THEN GOTO 500
502 INK 7
505 LET Q$=INKEY$: LET Z=CODE (Q$): IF Z<97
THEN LET Z=Z+32
510 IF Z<97 OR Z>99 THEN " 7C": GOTO 500
520 IF Z <> Q+96 THEN GOTO 600
559 REM j v lasz ki r sa
560 GOSUB 5: PRINT PAPER 5; INK 2; AT 19, 3; " Ez
igen , j l v laszolt l!"; AT 20, 3; " m g "; 10-
(j o+rossz); " feladatod van. "
565 LET j o=j o+1
567
" T24ON2CDEFGFEDCCDC" , " N2efgabagfeefe" , " N2cdefgf
edccdc"
570 GOTO 1995
599 REM a rossz valasz eseten
600 GOSUB 5: PRINT PAPER 6; INK 0; AT 19, 1; "
Szerintem a v laszod rossz. . ."; AT 20, 1; " a helyes
valasz a (" ; CHR$ (q+64); ") jel u ora"
605 LET rossz=rossz+1
607 " M8WOUX1400ON9C"
610 GOTO 1995
700 REM a 10-ik feladat-valasz utani
uzenet
702 PAUSE 1: PAUSE 200: LET r(m- 1)=r(m- 1)+j o:
LET w(m- 1)=w(m- 1)+rossz
710 PAPER 2: CLS : PLOT 0, 0: DRAW 255, 0: DRAW
0, 175: DRAW - 255, 0: DRAW 0, - 175
711 LET x$=""
715 PRINT INK 5; AT 2, 8; " Ert kel s: "; INK 6; AT
5, 2; " Az rafel ismer si feladat"; AT
6, 10; " v get rt. "
716 IF rossz=9 THEN LET x$=" nagyon rossz"
717 IF rossz=8 THEN LET x$=" csapni val "
718 IF rossz=7 THEN LET x$=" k ts gbeejt "

```



```

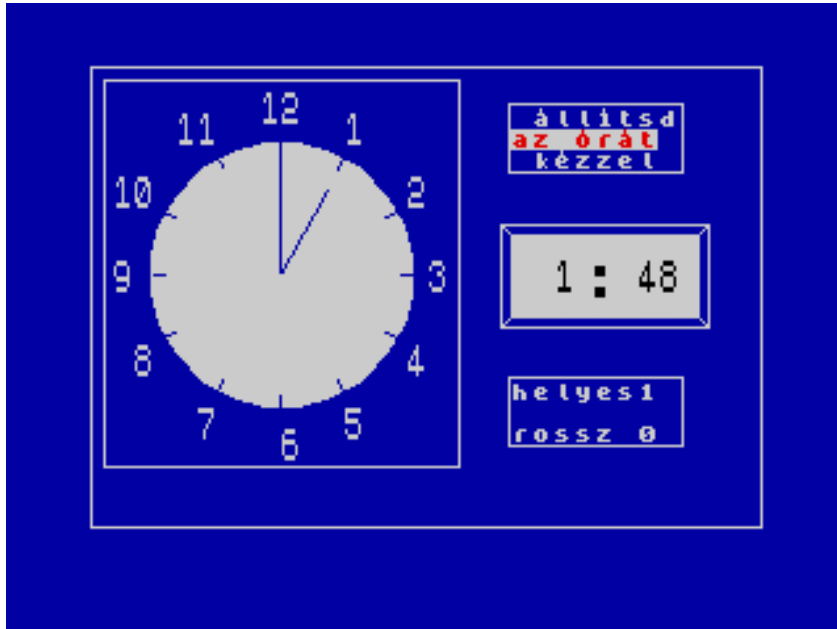
719 IF rossz=6 THEN LET x$="figyelmetlen"
720 IF rossz=5 OR rossz=4 OR rossz=3 THEN LET
x$="vltoz"
721 IF rossz <= 2 THEN LET x$="kituno"
722 PRINT INK 7; AT 8, 4; " 10 feladatot kaptal,
"; AT 9, 1; "megold sod "; x$; " volt."; AT 11, 5; INK
5; "jo valaszok : "; jo; AT 12, 5; INK 0; "rossz
v lasz: "; rossz
724 PRINT INK 5; AT 16, 1; "uj jatekhoz nyomd az
ENTER-t"
725
"T240N2CDEFGFEDCCDC", "N2efgabagfeefe", "N2cdefgf
edccdc"
730 PAPER 1: LET jo=0: LET rossz=0: PAUSE 0:
CLS
750 GOTO 106
1990 REM ujabb j tek keszul
1995 IF jo+rossz=10 THEN GOTO 700
1999 PAUSE 1: PAUSE 200
2000 CLS : LOAD !"haromora" CODE 16384, 6912
2001 PRINT #0; INK 2; "
j t kgy ros"
2002 PRINT AT 15, 29; jo; AT 16, 29; rossz: GOTO
200
2005 DATA
"ot", "negy", "harom", "ketto", "egy", "12", "11", "10"
, "9", "8", "h t", "hat"
2100 DATA "25 perccel mult", "20 perccel
mult", "Negyeddel mult", "T z perccel mult", "ot
perccel mult", "Pontosan", "ot perc mul va", "10
perc mul va", "15 perc mul va", "20 perc mul va", "25
perc mul va", "Fel oraval mult"
2190 DATA
33, 192, 218, 17, 00, 64, 01, 48, 24, 237, 176, 201
2200 DATA 18, -26, 27, -
13, 32, 0, 27, 13, 18, 26, 0, 32, -16, 26, -27, 13, -32, 0, -
27, -13, -18, -26, 0, -32
2301 DATA
0, 2, 6, 9, 12, 15, 18, 21, 22, 24, 25, 26, 27, 26, 25, 24, 22, 2
1, 18, 15, 12, 9, 6, 2, 0, -2, -6, -9, -12, -15, -18, -21, -
22, -24, -25, -26, -27, -26, -25, -24, -22, -21, -18, -15, -
12, -9, -6, -2
2311 DATA -27, -26, -25, -24, -22, -21, -18, -15, -
12, -9, -6, -2
2321 DATA
0, 2, 6, 9, 12, 15, 18, 21, 22, 24, 25, 26, 27, 26, 25, 23, 20, 2
0, 18, 17, 11, 9, 6, 2, 0, -2, -6, -9, -12, -15, -18, -21, -
22, -24, -25, -26
3000 REM ez itt a vekker
3001 BORDER 1: PAPER 1: INK 6: CLS : GOTO 3005
3002 LET z=SQR (n*(2*r-n)): PLOT x-z, y+r-n:
DRAW 2*z, 0: RETURN
3005 LET x=128: LET y=83
3008 CIRCLE x, y, 2: CIRCLE x, y, 4: CIRCLE x, y, 45
3009 FOR r=51 TO 59: CIRCLE x, y, r: NEXT r
3011 PRINT AT 7, 18; 1; AT 9, 19; 2; AT 11, 20; 3; AT
13, 19; 4; AT 15, 18; 5; AT 16, 16; 6; AT 15, 13; 7; AT
13, 11; 8; AT 11, 11; 9; AT 9, 11; 10; AT 7, 13; 11; AT
6, 15; 12
3030 FOR n=96 TO 104: PLOT n, 33: DRAW -5, -13:
NEXT n
3032 FOR n=154 TO 162: PLOT n, 33: DRAW 5, -13:
NEXT n
3040 PLOT 129, 78: DRAW 0, -34
3041 PLOT 127, 78: DRAW 0, -34: DRAW 1, -3: DRAW
1, 3
3042 PLOT 127, 87: DRAW -18, 18: DRAW -4, 2: DRAW
1, -4: DRAW 18, -18
3050 LET r=20: LET y=145
3052 FOR n=0 TO r: GOSUB 3002: NEXT n

```

```
3099 RETURN
7999 REM a vegso ertekels
8000 CLS : FOR u=1 TO m-1
8011 PRINT "-----"
8021 PRINT INVERSE 1;n$(u): PRINT-----"
8031 PRINT "jo valasz..";r(u)
8041 PRINT "rosszak....";w(u)
8042 PRINT " megoldasod ";x$;" volt"
8045 REM ha van meg masik jatekos
8050 NEXT u
8055 "7C"
8060 RETURN
```

## ÓRA 2- JÁTÉK GYAKORLÓ JÁTÉK UNOKÁIMNAK

Leírás:A modern kor köveletménye,ez már digitális óra,és a régi mutatós óra ötvözete,ittbe kell azt az időt állítai,a digitális (zámjegyes órán - amit a mutatós órán látunk.



```

1 REM          di gi ta li s ora
      oraj atek masodi k, harmadi k
      resze
      Nyi tra i SOFT 2003
2 REM oraj atek masodi k resz
5 BORDER 1: INK 7: PAPER 1: CLS
7 DIM n$(20, 20): DIM r(20): DIM w(20): LET
n=1
8 BRIGHT 0
12 LET MH=1: LET DO=0: LET MODE2=0: LET
QU=0: LET RI=0: LET WR=0: LET BT=0: LET CO=0:
LET TA=23: LET FL1=0
23
" T24ON2CDEFGFEDCCDC" , " N2efgabagfeefe" , " N2cdefgf
edccdc"
24 CLS : PLOT 0, 0: DRAW 255, 0: DRAW 0, 175:
DRAW -255, 0: DRAW 0, -175
25 PRINT INK 6; AT 2, 8; " Nyi tra i SOFT "; INK
4; AT 4, 10; " j atekgyaros"; INK 2; AT
6, 11; " bemutatja "; INK 5; AT 8, 5; " gyermekeknek
keszul t"; INK 4; AT 10, 5; " di gi ta li s (
szamjegyes)"; INK 2; AT 12, 10; " oraj atekanak"; INK
7; AT 14, 5; " masodi k es harmadi k"; INK 6; AT
16, 12; " reszet"
26 PRINT INK 5; AT 18, 1; " a j atek 10 feladatot
tartalmaz"
30 INK 7: INPUT " Kerem a neved "; n$(n)
35 IF n$(n) ( TO 4) =" vege" OR n$(n) ( TO
4) =" VEGE" THEN GOSUB 8000: PAUSE 1: STOP
40 LET n=n+1
50 GOTO 550
60 LOAD !" szamjegy" SCREEN$ : RETURN
150 LET MH=1

```

```

158 IF DO=1 THEN GOTO 198
159 PRINT FLASH 1; AT 10, 7; " Adatokat ol vasok! "
160 DIM A$(60, 2); DIM A(48); DIM B(48); DIM
Q(12): DIM C$(60, 2); DIM C(60); DIM D(60)
170 FOR I=1 TO 12: READ A$(I): NEXT I
175 FOR I=1 TO 12: READ Q(I): POKE
62199+I, Q(I): NEXT I
176 FOR I=1 TO 12: READ Q(I): POKE
62299+I, Q(I): NEXT I
180 FOR I=1 TO 48: READ A(I): NEXT I
185 FOR I=1 TO 48: READ B(I): NEXT I
190 FOR I=1 TO 60: READ C$(I): NEXT I
192 FOR I=1 TO 60: READ C(I): NEXT I
194 FOR I=1 TO 60: READ D(I): NEXT I
196 LET DO=1
198 CLS : LOAD ! "szamj egy" SCREEN$
200 RESTORE
210 LET I=INT (RND* 60) +1: LET J=INT
(RND* 12) +1
220 LET RM=I: LET RH=4*j +1: LET RH1=J
221 IF I <10 THEN LET RH=RH- 2
222 IF I >9 AND I <24 THEN LET RH=RH- 1
223 IF I >53 THEN LET RH=RH- 2
224 IF I >39 AND I <54 THEN LET RH=RH- 3
225 IF I >31 AND I <40 THEN LET RH=RH- 4
226 IF RH >48 THEN LET RH=RH- 48
240 GOSUB 5500: LET FL2=1: PRINT INK 7; PAPER
O; INVERSE 1; AT 9, 26; B$( TO 1); AT 10, 26; B$( 2 TO
2); AT 9, 27; M$( TO 1); AT 10, 27; M$( 2 TO 2); AT
9, 21; R$( TO 1); AT 10, 21; R$( 2 TO 2); AT 9, 22; H$(
TO 1); AT 10, 22; H$( 2 TO 2)
245 PRINT INVERSE 1; INK O; PAPER 7; AT
9, 24; " "; AT 10, 24; " "
250 LET I=31: LET J=21
300 IF MH=1 THEN PRINT INK 7; PAPER 2; FLASH
1; AT 3, 20; "az r t"
310 IF FL2=1 THEN LET FL2=0: GOTO 330
320 PRINT INK 7; PAPER O; INVERSE 1; AT
9, 26; B$( TO 1); AT 10, 26; B$( 2 TO 2); AT 9, 27; M$(
TO 1); AT 10, 27; M$( 2 TO 2); AT 9, 21; R$( TO 1); AT
10, 21; R$( 2 TO 2); AT 9, 22; H$( TO 1); AT 10, 22; H$( 2
TO 2)
325 PRINT AT 9, 24; " "; AT 10, 24; " "
330 IF FL1=1 THEN LET FL1=0: GOSUB 2500
340 LET CO=CO+5
400 PLOT 72, 96: DRAW INVERSE 1; C(I), D(I):
BEEP . 008, 10
405 PRINT AT 17, 26; WR; AT 15, 26; RI
410 PLOT 72, 96: DRAW INVERSE 1; A(J), B(J)
415 IF INKEY$=" B" OR INKEY$=" b" THEN LET
BT=1: GOSUB 2500
416 IF CO >5 AND CO <7 THEN BEEP . 1, O
418 IF BT=1 THEN LET CO=CO+1: IF CO >10 THEN
LET CO=0: LET TA=TA- 1: BEEP . 1, 10
419 IF TA <9 THEN GOTO 2600
420 IF INKEY$=" 5" THEN LET j =J +1: GOSUB 6200:
GOTO 300
422 IF INKEY$=" %" THEN LET J =J +4: GOSUB 6200:
GOTO 300
425 IF INKEY$=" M" OR INKEY$=" m" THEN CLS :
GOTO 550
430 IF INKEY$=" 8" THEN LET J =J - 1: GOSUB 6200:
GOTO 300
435 IF INKEY$=" (" THEN LET J =J - 4: GOSUB 6200:
GOTO 300
440 IF INKEY$=" S" OR INKEY$=" s" THEN GOSUB
6000: GOSUB 60: GOTO 300
450 IF INKEY$=CHR$ (13) THEN GOTO 500
460 GOTO 415
500 IF J =RH THEN GOSUB 1500: GOTO 1000

```

```

510 GOSUB 1600: GOSUB 60: GOTO 300
552 LET MH=1: LET F1=0: LET BT=0: LET TA=23:
LET CO=0
555 CLS : PLOT 0,0: DRAW 255,0: DRAW 0,175:
DRAW -255,0: DRAW 0,-175
560 PRINT INVERSE 1; AT 2,8; "Menuval asztek: "
565 PRINT INK 5; AT 3,8; "-----"
570 PRINT INVERSE 1; AT 7,4; "1": PRINT AT
7,6; "Mutatokat allitod"
580 PRINT INVERSE 1; AT 9,4; "2": PRINT AT
9,6; "Szamjegyeket allitod"
585 PRINT INK 2; INVERSE 1; AT 12,4; "K": PRINT
AT 12,6; "Kilapes,eredmenyhirdetes"
590 PRINT FLASH 1; AT 19,2; "Melyiket
valasztod? 1/2/K/S"
592 PRINT AT 16,2; INK 6; "'S' betu-re
segitseget adok "
595 PRINT #0; INK 2; " digitalis ora
Nyitrai SOFT 2003"
600 IF INKEY$="" THEN GOTO 600
605 LET K$=INKEY$
607 IF K$="k" OR K$="K" THEN GOSUB 8000:
PAUSE 1: PAUSE 500: CLS : GOTO 550
608 IF K$="s" OR K$="S" THEN GOSUB 6000: GOTO
555
610 IF K$<"1" OR K$>"2" THEN FOR O=1 TO 2:
FOR L=1 TO 5: BEEP .05, O+L: NEXT L: NEXT O: GOTO
600
615 LET K=VAL (K$)
620 IF K=1 THEN CLS : GOTO 150
630 IF K=2 THEN CLS : GOTO 7000
640 FOR K=1 TO 2: FOR L=1 TO 5: BEEP .3, L:
NEXT L: NEXT K: GOTO 600
998 STOP
1000 LET MH=0: IF BT=1 THEN LET FLAG1=1
1005 GOSUB 60
1010 PRINT AT 3,20; " " : IF MH=0 THEN
PRINT INK 7; PAPER 2; FLASH 1; AT 3,20; "a percet"
1015 PRINT AT 9,24; " " ; AT 10,24; " "
1020 PRINT INK 7; PAPER 0; INVERSE 1; AT
9,26; B$( TO 1); AT 10,26; B$(2 TO 2); AT 9,27; M$(
TO 1); AT 10,27; M$(2 TO 2); AT 9,21; R$( TO 1); AT
10,21; R$(2 TO 2); AT 9,22; H$( TO 1); AT 10,22; H$(2
TO 2)
1022 IF FL1=1 THEN LET FL1=0: LET TA=23: GOSUB
2500
1024 LET CO=CO+3
1030 PLOT 72,96: DRAW INVERSE 1; C(I),D(I):
BEEP .008,10
1035 PRINT AT 17,26; WR; AT 15,26; RI
1040 PLOT 72,96: DRAW INVERSE 1; A(J),B(J)
1047 IF BT=1 THEN LET CO=CO+1.5: IF CO>10 THEN
LET CO=0: LET TA=TA-1: BEEP .1,10
1048 IF BT=1 THEN PRINT AT 20,TAB; " "
1049 IF TA<9 THEN GOTO 2600
1050 IF INKEY$="5" THEN LET I=I+1: GOSUB 6100:
GOTO 1005
1051 IF CO>5 AND CO<7 THEN BEEP .1,0
1052 IF INKEY$="%" THEN LET I=I+10: GOSUB
6150: GOTO 1005
1054 IF INKEY$="M" OR INKEY$="m" THEN CLS :
GOTO 550
1060 IF INKEY$="8" THEN LET I=I-1: GOSUB 6100:
GOTO 1005
1061 IF INKEY$="(" THEN LET I=I-10: GOSUB
6150: GOTO 1005
1070 IF INKEY$="S" OR INKEY$="s" THEN GOSUB
6000: GOSUB 60: GOTO 1010
1080 IF INKEY$=CHR$ (13) THEN GOTO 1100
1090 GOTO 1046

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1100 IF I=RM THEN GOTO 2000
1110 GOSUB 1600: GOSUB 1540: GOTO 1010
1505 PRINT AT 14, 19; " "; AT 15, 19; "
"; AT 16, 19; " "; AT 17, 19; " "; AT
18, 19; "
1510 FOR X=1 TO 8: PLOT 210+X, 55-X: NEXT X
1520 FOR X=1 TO 20: PLOT 218+X, 47+X: NEXT X
1530 PRINT INVERSE 1; AT 17, 24; "kit n "
1540 PAUSE 1: PAUSE 200: PRINT AT 17, 24; "
": LOAD !"szamj egy" SCREEN$ : RETURN
1605 LET WR=WR+1: LET w(n-1)=w(n-1)+1
1606 PRINT AT 14, 19; " "; AT 15, 19; "
"; AT 16, 19; " "; AT 17, 19; " "; AT
18, 19; "
1610 FOR X=1 TO 20: PLOT 210+X, 65-X: NEXT X
1620 FOR X=1 TO 20: PLOT 210+X, 44+X: NEXT X
1630 PRINT PAPER 2; INVERSE 1; AT 17, 25; "rossz
"
1635 IF RI+WR=10 THEN PAUSE 1: PAUSE 150: GOTO
3000
1640 PAUSE 1: PAUSE 150: PRINT AT 17, 25; "
": LOAD !"szamj egy" SCREEN$ : GOSUB 2500: RETURN
2004 PRINT FLASH 1; INK 2; AT 18, 11; "Szuper!":
IF RI+WR+1=10 THEN PAUSE 1: LET ri=ri+1: PAUSE
150: INK 7: PAPER 1: GOTO 3000
2005 "7C": PRINT INK 5; FLASH 1; AT 19, 3; "Ez
igen, j l v laszolt l!"; AT 20, 5; "m g "; 10-
(wr+ri); " feladatod van."
2010 LET CO=0: LET BT=0: LET RI=RI+1: LET r(n-
1)=r(n-1)+1: LET MH=1: LET TA=23: PAUSE 1: PAUSE
200: INK 7: PAPER 1: CLS : GOSUB 60: GOTO 210
2500 IF BT=1 THEN PRINT INVERSE 1; AT 20, 9; "Az
ra lej rt.": FOR Z=23 TO TA STEP -1: PRINT AT
20, Z; " ": NEXT Z: RETURN
2550 RETURN
2601 PAPER 7: INK 2: CLS
2602 LET W$="Lej rt a j t kid!"
2603 FOR I=0 TO 10: PRINT AT I, 4; W$: BEEP
.01, 30-i: PAUSE 10: NEXT I
2604 FOR I=0 TO 20: BEEP .01, 20-i: PRINT AT
I, 4; " ": IF I<10 THEN
PRINT AT I+10, 4; W$
2605 PAUSE 5: NEXT I: LET ta=23: LET bt=0: LET
CO=0
2610 IF RI+WR+1=10 THEN INK 7: LET wr=wr+1:
PAPER 1: GOTO 3000
2614 INK 7: PAPER 1
2615 CLS : PRINT FLASH 1; AT 10, 1; "ism t l s a
tud s anyj a...": PAUSE 1: PAUSE 100: PRINT AT
10, 1; " ": GOSUB 60
2620 LET MH=1: LET FL1=0: LET BT=0: LET
WR=WR+1: LET TA=23: LET CO=0: GOTO 210
3010 CLS : PRINT AT 10, 4; "10 feladat
v get rt, "; AT 11, 4; "pr b l d m gegyszer"
3012 LET w(n-1)=wr: LET r(n-1)=ri
3015 LET ri=0: LET wr=0
3020 PAUSE 1: PAUSE 250: CLS : GOTO 210
4999 STOP
5000 DATA
"05", "04", "03", "02", "01", "12", "11", "10", "09", "08
", "07", "06"
5005 DATA
33, 192, 218, 17, 00, 64, 01, 48, 16, 237, 176, 201
5006 DATA
33, 192, 218, 17, 00, 64, 01, 48, 24, 237, 176, 201
5010 DATA
0, 4, 10, 13, 18, 22, 26, 30, 32, 36, 38, 38, 38, 36, 36, 34, 30
, 30, 26, 22, 18, 14, 8, 4

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5011 DATA 0, - 4, - 10, - 13, - 18, - 22, - 26, - 30, - 32, -
36, - 38, - 38, - 38, - 36, - 36, - 34, - 30, - 30, - 26, - 22, - 18, -
14, - 8, - 4
5015 DATA - 38, - 38, - 36, - 36, - 32, - 30, - 25, - 22, -
18, - 14, - 10, - 4, 0, 6, 10, 14, 17, 24, 28, 30, 32, 36, 38, 38
5016 DATA
38, 38, 36, 36, 33, 30, 25, 22, 18, 14, 10, 4, 0, - 6, - 10, -
14, - 17, - 24, - 28, - 30, - 32, - 36, - 38, - 38
5020 DATA
" 30", " 29", " 28", " 27", " 26", " 25", " 24", " 23", " 22", " 21
" " 20", " 19", " 18", " 17", " 16", " 15", " 14", " 13", " 12", "
11", " 10", " 09", " 08", " 07", " 06", " 05", " 04", " 03", " 02",
" 01", " 00", " 59", " 58", " 57", " 56", " 55", " 54", " 53", " 5
2", " 51", " 50", " 49", " 48", " 47", " 46", " 45", " 44", " 43",
" 42", " 41", " 40", " 39", " 38", " 37", " 36", " 35", " 34", " 33
" " 32", " 31"
5030 DATA
0, 5, 10, 15, 19, 24, 29, 33, 37, 40, 44, 46, 47, 49, 49, 50, 49
, 49, 47, 46, 44, 40, 37, 33, 29, 24, 19, 15, 10, 5
5031 DATA 0, - 5, - 10, - 15, - 19, - 24, - 29, - 33, - 37, -
40, - 44, - 46, - 47, - 49, - 49, - 50, - 49, - 49, - 47, - 46, - 44, -
40, - 37, - 33, - 29, - 24, - 19, - 15, - 10, - 5
5040 DATA - 50, - 49, - 49, - 47, - 46, - 44, - 40, - 37, -
33, - 29, - 24, - 19, - 15, - 10, -
5, 0, 5, 10, 15, 19, 24, 29, 33, 37, 40, 44, 46, 47, 49, 49
5041 DATA
50, 49, 49, 47, 46, 44, 40, 37, 33, 29, 24, 19, 15, 10, 5, 0, -
5, - 10, - 15, - 19, - 24, - 29, - 33, - 37, - 40, - 44, - 46, - 47, -
49, - 49
5500 LET z=0: FOR q=0 TO 6 STEP 2: POKE USR
" "+q, PEEK (15616+(8*(CODE c$(RM)( TO 1)-32))+z)
5501 POKE USR " "+q+1, PEEK (15616+(8*(CODE
c$(RM)( TO 1)-32))+z): LET z=z+1
5502 NEXT q
5504 FOR q=1 TO 7 STEP 2: POKE USR " "+q-
1, PEEK (15616+(8*(CODE c$(RM)( TO 1)-32))+z)
5505 POKE USR " "+q, PEEK (15616+(8*(CODE
c$(RM)( TO 1)-32))+z): LET z=z+1: NEXT Q
5506 LET z=0: FOR q=0 TO 6 STEP 2: POKE USR
" "+q+1, PEEK (15616+(8*(CODE c$(RM)(2 TO 2)-
32))+z)
5507 POKE USR " "+q, PEEK (15616+(8*(CODE
c$(RM)(2 TO 2)-32))+z): LET z=z+1
5508 NEXT q
5510 FOR q=1 TO 7 STEP 2: POKE USR " "+q-
1, PEEK (15616+(8*(CODE c$(RM)(2 TO 2)-32))+z)
5515 POKE USR " "+q, PEEK (15616+(8*(CODE
c$(RM)(2 TO 2)-32))+z): LET z=z+1
5520 NEXT q
5530 LET b$=" "+ " "
5540 LET M$=" "+ " "
5550 IF QU=1 THEN LET QU=1: RETURN
5590 IF A$(RH1)( TO 1) =" O" THEN LET A$(RH1)(
TO 1) =" "
5600 IF A$(RH1)( TO 1) =" O" THEN LET A$(RH1)(
TO 1) =" "
5601 LET z=0: FOR q=0 TO 6 STEP 2: POKE USR
" "+q, PEEK (15616+(8*(CODE A$(RH1)( TO 1)-
32))+z)
5602 POKE USR " "+q+1, PEEK (15616+(8*(CODE
A$(RH1)( TO 1)-32))+z): LET z=z+1
5603 NEXT q
5604 FOR q=1 TO 7 STEP 2: POKE USR " "+q-
1, PEEK (15616+(8*(CODE A$(RH1)( TO 1)-32))+z)
5605 POKE USR " "+q, PEEK (15616+(8*(CODE
A$(RH1)( TO 1)-32))+z): LET z=z+1: NEXT Q
5606 LET z=0: FOR q=0 TO 6 STEP 2: POKE USR
" "+q+1, PEEK (15616+(8*(CODE A$(RH1)(2 TO 2)-
32))+z)

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5607 POKE USR " " +q, PEEK (15616+(8*(CODE
A$(RH1)(2 TO 2) - 32)) +z): LET z=z+1
5608 NEXT q
5610 FOR q=1 TO 7 STEP 2: POKE USR " " +q-
1, PEEK (15616+(8*(CODE A$(RH1)(2 TO 2) - 32)) +z)
5615 POKE USR " " +q, PEEK (15616+(8*(CODE
A$(RH1)(2 TO 2) - 32)) +z): LET z=z+1
5620 NEXT Q
5630 LET R$=" " + " "
5640 LET H$=" " + " "
5650 RETURN
6002 PAPER 2
6005 CLS : PLOT 0,0: DRAW 255,0: DRAW 0,175:
DRAW -255,0: DRAW 0,-175
6010 PRINT INVERSE 1; AT 1,5; ; "Gomb"; AT
1,12; "Mutatok mozgatasa"
6020 PRINT AT 3,4; "->"; AT 3,12; "Mutatok mozga-
"; AT 4,13; "tasa jobbra"
6030 PRINT AT 5,4; "<-"; AT 5,12; "Mutatok mozga-
"; AT 6,13; "tasa balra"
6040 PRINT AT 7,4; "ENTER"; AT 7,12; "Enter-t, ha
j o"
6045 PRINT AT 9,4; "' M' "; AT 9,12; "Vissza a
menu-hoz"
6050 PRINT AT 11,4; "' S' "; AT 11,12; "Segit!
(ezen oldal)"
6055 PRINT AT 13,4; "' B' "; AT 13,12; "Kilépés, ha
elég"; AT 14,12; "az ora jatekbol"
6060 PRINT AT 16,4; "Először mindig"; AT 17,4; "a
nagymutatót"; AT 18,4; "allítsd."
6065 PAUSE 1: PAUSE 150
6070 PRINT FLASH 1; AT 20,6; "Nyomd le az ENTER-
t"
6080 PAUSE 0: IF BT=1 THEN LET FL1=1
6098 PAPER 1: CLS : RETURN
6099 LOAD ! "szamjegy" SCREEN$ : RETURN
6110 IF i < 1 THEN LET i = 60
6120 IF i > 60 THEN LET i = 1
6130 GOSUB 60: RETURN
6150 IF i < 1 THEN LET i = i + 60
6160 IF i > 60 THEN LET i = i - 60
6170 GOSUB 60: RETURN
6210 IF J < 1 THEN LET J = j + 48
6220 IF J > 48 THEN LET J = j - 48
6225 GOSUB 60
6230 RETURN
7000 REM az orajatek harmadik
resze
7010 BORDER 1: INK 7: PAPER 1: CLS
7012 LET mh=1: LET BT=0: LET CO=0: LET TA=23:
LET FL1=0
7014 GOTO 7026
7016 IF BT=1 THEN PRINT AT 20,1; "
": RETURN
7020 PRINT AT 19,1; "
"
7022 PRINT AT 20,1; "
": RETURN
7031 IF DO=1 THEN GOTO 7070
7032 DIM A$(60,2): DIM A(48): DIM B(48): DIM
Q(12): DIM C$(60,2): DIM C(60): DIM D(60)
7033 PRINT FLASH 1; AT 10,7; "Adatokat olvasok!"
7034 FOR I=1 TO 12: READ A$(I): NEXT I
7036 FOR I=1 TO 12: READ Q(I): POKE
62199+I, Q(I): NEXT I
7038 FOR I=1 TO 12: READ Q(I): POKE
62299+I, Q(I): NEXT I
7040 FOR I=1 TO 48: READ A(I): NEXT I
7042 FOR I=1 TO 48: READ B(I): NEXT I
7044 FOR I=1 TO 60: READ C$(I): NEXT I

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7046 FOR I=1 TO 60: READ C(I): NEXT I
7048 FOR I=1 TO 60: READ D(I): NEXT I
7050 RESTORE
7052 LET DO=1
7070 CLS : GOSUB 6099
7076 LET I=INT (RND*60)+1: LET J=INT
(RND*12)+1
7078 LET rm1=I: LET RM=I: LET RH=4*j+1: LET
RH1=J
7080 IF I<9 THEN LET RH=RH-2
7082 IF I>8 AND I<24 THEN LET RH=RH-1
7084 IF I=60 THEN LET RH=RH+2
7086 IF I>38 AND I<60 THEN LET RH=RH+1
7088 IF J<>1 THEN GOTO 7090: IF I>23 AND
I<39 THEN LET RH=1
7090 IF RH>48 THEN LET RH=RH-48
7092 LET RT=J: IF I>31 THEN LET RT=RT+1
7098 PLOT 72,96: DRAW INVERSE 1; c(rm1),d(rm1)
7102 PLOT 72,96: DRAW INVERSE 1; A(rh),B(rh)
7103 LET I=31: LET j=5: GOSUB 7338: GOSUB
7346: LET RM=31: LET RH1=5: GOSUB 5500
7104 IF MH=1 THEN PRINT INK 7; PAPER 2; FLASH
1; AT 3,20; "az r t "
7105 PRINT AT 9,24; " "; AT 10,24; " "
7106 PRINT AT 15,20; "Hel yes"; RI: PRINT AT
17,20; "Rossz "; WR
7107 PLOT 72,96: DRAW INVERSE 1; c(rm1),d(rm1)
7108 PLOT 72,96: DRAW INVERSE 1; A(rh),B(rh)
7110 PRINT INK 7; PAPER 0; INVERSE 1; AT
9,26; B$( TO 1); AT 10,26; B$(2 TO 2); AT 9,27; M$(
TO 1); AT 10,27; M$(2 TO 2); AT 9,21; R$( TO 1); AT
10,21; R$(2 TO 2); AT 9,22; H$( TO 1); AT 10,22; H$(2
TO 2)
7116 IF FL1=1 THEN LET FL1=0: GOSUB 7236
7118 IF BT=1 THEN LET CO=CO+6
7124 IF INKEY$="B" OR INKEY$="b" THEN LET
BT=1: GOSUB 7236
7126 IF CO>5 AND CO<7 THEN BEEP .1,0
7128 IF BT=1 THEN PRINT AT 20,TAB; " "
7130 IF BT=1 THEN LET CO=CO+1: IF CO>10 THEN
LET CO=0: LET TA=TA-1: BEEP .1,10
7132 IF TA<9 THEN GOTO 7238
7138 IF INKEY$="5" THEN LET j=J+1: GOSUB 7336:
GOTO 7104
7140 IF INKEY$="8" THEN LET J=J-1: GOSUB 7336:
GOTO 7104
7142 IF INKEY$="S" OR INKEY$="s" THEN GOSUB
7306: GOSUB 6099: GOTO 7096
7144 IF INKEY$=CHR$(13) THEN GOTO 7148
7145 IF INKEY$="M" OR INKEY$="m" THEN CLS :
GOTO 550
7146 GOTO 7122
7148 IF J=RT THEN GOSUB 1500: GOTO 7152
7150 GOSUB 1600: PRINT AT 4,22; " " : GOTO
7104
7154 LET ta=23: LET MH=0
7156 PLOT 72,96: DRAW INVERSE 1; C(RM1),D(RM1)
7158 PLOT 72,96: DRAW INVERSE 1; A(rh),B(rh)
7160 IF BT=1 THEN GOSUB 7236
7162 PRINT AT 3,21; " " : IF MH=0 THEN
PRINT INK 7; PAPER 2; FLASH 1; AT 3,21; "percet "
7165 PRINT AT 9,24; " "; AT 10,24; " "
7166 PRINT INK 7; PAPER 0; INVERSE 1; AT
9,26; B$( TO 1); AT 10,26; B$(2 TO 2); AT 9,27; M$(
TO 1); AT 10,27; M$(2 TO 2); AT 9,21; R$( TO 1); AT
10,21; R$(2 TO 2); AT 9,22; H$( TO 1); AT 10,22; H$(2
TO 2)
7168 IF FL1=1 THEN LET FL1=0: GOSUB 7236
7170 PRINT AT 17,26; WR; AT 15,26; RI
7174 IF BT=1 THEN LET co=co+1

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7176 IF BT=1 THEN IF CO>10 THEN LET CO=0: LET
TA=TA-1: BEEP .1,10
7178 IF BT=1 THEN PRINT AT 20,TA; " "
7180 IF TA<9 THEN GOTO 7238
7182 IF INKEY$="5" THEN LET I=I+1: GOSUB 7344:
GOTO 7162
7183 IF INKEY$="%" THEN LET I=I+10: GOSUB
7344: GOTO 7162
7184 IF CO>5 AND CO<7 THEN BEEP .1,0
7185 IF INKEY$="(" THEN LET I=I-10: GOSUB
7344: GOTO 7162
7186 IF INKEY$="8" THEN LET I=I-1: GOSUB 7344:
GOTO 7162
7187 IF INKEY$="M" OR INKEY$="m" THEN CLS :
GOTO 550
7188 IF INKEY$="S" OR INKEY$="s" THEN GOSUB
7306: GOSUB 6099: GOTO 7152
7190 IF INKEY$=CHR$(13) THEN GOTO 7194
7192 GOTO 7174
7194 IF I=RM1 THEN GOTO 7226
7196 GOSUB 1600: GOTO 7156
7230 IF RI+WR+1=10 THEN PRINT INVERSE 1; AT
18,11; "Szuper!": PAUSE 1: PAUSE 150: INK 7:
PAPER 1: GOTO 7256
7232 "7C": PRINT INK 5; FLASH 1; AT 19,3; "Ez
igen, j l v laszolt l!"; AT 20,5; "m g "; 10-
(wr+ri); " feladatod van."
7234 LET CO=0: LET BT=0: LET RI=RI+1: LET r(n-
1)=r(n-1)+1: LET MH=1: LET TA=23: PAUSE 1: PAUSE
200: INK 7: PAPER 1: CLS : GOSUB 6099: GOTO 7074
7236 IF BT=1 THEN PRINT INVERSE 1; AT 20,9; "Ez
itt a vege": FOR Z=23 TO TA STEP -1: PRINT AT
20,Z; " ": NEXT Z: RETURN
7240 PAPER 7: INK 2: CLS
7242 LET W$="Lejart az idod!"
7244 FOR I=0 TO 10: PRINT AT I,4; W$: BEEP
.O1,30-I: PAUSE 10: NEXT I
7246 FOR I=0 TO 20: PRINT AT I,4; "
": IF I<10 THEN PRINT AT I+10,4; W$
7248 BEEP .01,20-I: PAUSE 5: NEXT I
7249 IF RI+WR+1=10 THEN INK 7: LET wr=wr+1:
PAPER 1: GOTO 7256
7250 INK 7: PAPER 1
7252 CLS : PRINT FLASH 1; AT
10,10; "ismeteld...": PAUSE 1: PAUSE 100: PRINT
AT 10,10; " ": GOSUB 6099
7254 LET MH=1: LET FL1=0: LET BT=0: LET
WR=WR+1: LET TA=23: LET CO=0: GOTO 7074
7258 CLS : PRINT AT 10,4; "10 feladat
vegetert,"; AT 11,4; "probal d megegyszer"
7260 LET w(n-1)=wr: LET r(n-1)=ri: LET wr=0:
LET ri=0: PAUSE 1: PAUSE 250: CLS : GOTO 30
7262 GOSUB 7292
7264 LET T$=M$+" "+H$
7266 LET CH=INT (31-LEN T$)/2
7268 RETURN
7270 STOP
7307 PAPER 2
7308 CLS : PLOT 0,0: DRAW 255,0: DRAW 0,175:
DRAW -255,0: DRAW 0,-175
7310 PRINT INVERSE 1; AT 1,5; ; "Gomb"; AT
1,12; "Szamok mozgatasa"
7312 PRINT AT 3,4; "->"; AT 3,12; "Fel fel e"; AT
4,17; "novekszik"
7314 PRINT AT 5,4; "<-"; AT 5,12; "Lefel e"; AT
6,17; "fogy"
7316 PRINT AT 7,4; "ENTER"; AT 7,12; "Entert, ha
jo"
7317 PRINT AT 9,4; "'M' "; AT 9,12; "Vi ssza a
menu-hoz"

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7318 PRINT AT 11, 4; "' H' "; AT 11, 12; " Segi t!
(ezen oldal)"
7320 PRINT AT 13, 4; "' B' "; AT 13, 12; " Ha eleg
vol t, "; AT 14, 12; " akkor kil ep"
7322 PRINT AT 16, 4; " El oszor mi ndi g"; AT
17, 4; " az orat kell "; AT 18, 4; " allitani ."
7324 PAUSE 1: PAUSE 150
7326 PRINT FLASH 1; AT 20, 3; " Nyomd az ENTER- t "
7328 PAUSE 0: IF BT=1 THEN LET FL1=1
7332 PAPER 1: CLS
7334 GOSUB 6099: RETURN
7336 BEEP . 1, 30: GOTO 7346
7338 IF i < 1 THEN LET I = i + 60
7340 IF I > 60 THEN LET I = I - 60
7341 LET RM=I: LET QU=1: GOSUB 5500
7342 RETURN
7344 BEEP . 1, 30: GOTO 7338
6210 IF J < 1 THEN LET J = 12
6220 IF J > 12 THEN LET J = 1
6230 RETURN
7346 IF J < 1 THEN LET J = 12
7348 IF J > 12 THEN LET J = 1
7349 LET RH1=J: GOSUB 5600
7350 RETURN
7999 REM v gs rt kel s
8000 CLS : FOR u=1 TO n-1
8021 PRINT INK 6; n$(1): PRINT
8031 PRINT "jo valasz. "; r(u)
8041 PRINT "rosszak... "; w(u)
8050 NEXT u
8055 pl ay" 7C"
8060 RETURN

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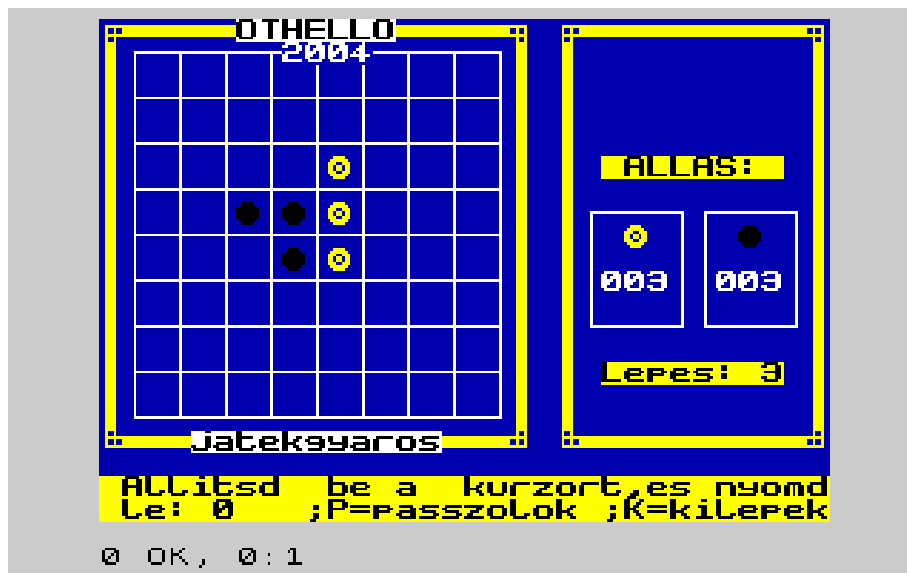
160          NEXT i
165          INK 1: OVER 1: FOR i=1 TO
146 STEP 16: PLOT 21, 11+i: DRAW 144, 0: PLOT
20+i, 11: DRAW 0, 144: NEXT i: OVER 0: INK 2
170          PRINT PAPER 7; INK 2; PAPER
2; INK 7; AT 0, 24; " ut udul ü"; AT 1, 25; " j 1/2t uk"
180          PRINT PAPER 2; INK 7; AT
3, 22; " (c) Ny. L. 2000"
190          PRINT INK 7; AT 17, 22; " ÷";
INK 7; " j atekos"
195          PRINT INK 1; AT
18, 22; " Lepesek: "; n
200          PRINT AT 19, 22; " ö spectrum"
210          RANDOMIZE USR borra
240          PRINT #0; PAPER 7; INK 1; " ki
KEZDI a j atekot (j /s)?"
250          IF INKEY$="" THEN GO TO 250
260          IF INKEY$="S" THEN GO SUB
1000: GO TO 380
270          BEEP . 1, 25
280          INPUT " Lupused ? "; d$
285          IF LEN d$<>2 THEN GO TO 280
290          LET i=CODE d$(1)-64: LET
j=CODE d$(2)-47
300          IF i<1 OR i>10 OR j<1 OR
j>10 THEN GO TO 280
310          LET k=i*12+j: IF PEEK
(tabl a+k)<>0 THEN GO TO 280
320          PRINT INK 7; AT 2*i, 2*j; " ÷"
321          PAUSE 25: PRINT INK 0; AT
2*i, 2*j; " ÷": PAUSE 25
322          PRINT INK 7; AT 2*i, 2*j; " ÷":
LET n=n+1
325          PRINT INK 1; AT
18, 22; " Lepesek: "; n
330          POKE dato, k: POKE
(tabl a+k), 192
340          IF n<2 THEN GO SUB 1000: GO
TO 380
350          RANDOMIZE USR maqui n: LET
n=n+1
355          PRINT INK 1; AT
18, 22; " Lepesek: "; n
360          IF PEEK (dato+1)=192 THEN
LET d$=" TE gyoztel! ": GO TO 450
365          IF PEEK dato=0 THEN LET d$="
dontetlen! ": GO TO 450
370          IF n>99 THEN LET d$=" NINCS
gyoztes! ": GO TO 450
380          LET k=PEEK dato: LET i=INT
(k/12)
390          LET j=k-12*i
400          PRINT INK 2; AT 2*i, 2*j; " ö"
403          PAUSE 25: PRINT INK 6; AT
2*i, 2*j; " ö": PAUSE 25
405          PRINT INK 2; AT 2*i, 2*j; " ö"
410          IF PEEK (dato+1)<>240 THEN
GO TO 270
420          LET d$=" gyoztem! "
450          PRINT PAPER 6; FLASH 1; AT
13, 22; d$
460          PRINT #0; " Nyomd az ENTER-t
az uj j atekhoz! "
470          BEEP . 7, 30: PAUSE 0: GO TO
70
500          DATA
24, 60, 126, 231, 231, 126, 60, 24
501          REM DATA
255, 195, 129, 129, 129, 129, 195, 255
1000         RESTORE 1100

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```
1010          FOR i =1 TO INT (RND* 12) +1
1020          READ j
1030          NEXT i
1040          IF PEEK (tabl a+j) <>0 THEN GO
TO 1010
1050          POKE dato, j: POKE
(tabl a+j), 240: LET n=n+1
1060          RETURN
1100          DATA
55, 91, 88, 65, 66, 67, 76, 77, 78, 79, 89, 90
2222          SAVE "GOMOKU" LI NE 10
```

# OTHELLO ÚJ VÁLTOZATA, AVAGY KI NEVET A VÉGÉN

Leírás: a játék egyszerű, közre kell fogni az ellenfél korongjait, és akkor az a saját színünkre fordul, aki a 32-nél több korongot szerez, az a győztes..



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1  REM Nyitrai SOFT 2004
2      REM írta:jatekgyaros
3      Othello uj változata
5  GO SUB VAL "8400": DIM e$(VAL "8", VAL
"8"): DIM x(VAL "30"): DIM y(VAL "30"): LET
t=ze: DIM t(VAL "8", VAL "8"): LET a1=ze: LET
a2=ze: LET i=un: LET j1=dx: LET j2=dx
20  LET z$=" ": LET E$(4,4)="ö"
25  LET e$(VAL "5", VAL "4")="÷": LET e$(VAL
"4", VAL "5")="÷"
35  LET f=ze: LET o=ze: DIM r(VAL "9", VAL
"9"): LET E$(VAL "5", VAL "5")="ö"
61  PAPER VAL "6": BORDER VAL "6": INK VAL
"2": CLS : DRAW ze, VAL "175": DRAW VAL "255", ze:
DRAW ze, VAL "-175": DRAW VAL "-255", ze: PRINT AT
un, un; "Valaszd ki a lehetosegeket 1-4"; AT VAL
"3", VAL "10"; "1- Kezdo"; AT VAL "5", VAL "10"; "2-
Kozepes "; AT VAL "7", VAL "10"; "3- Mester"
70  PRINT AT VAL "9", un; "4- a korongokat a
tablan, "; AT VAL "10", un; "lehetoseged van
azokat barhol, "; AT VAL "11", un; "tetszesed
szerint felallítani."
80  LET z$=INKEY$: IF CHR$ CODE z$(un TO ) < "1"
OR CHR$ CODE z$(un TO ) > "4" THEN GO TO VAL "80"
90  LET h=VAL z$: IF z$="4" THEN GO TO VAL
"6000"
95  IF INKEY$ <> "" THEN GO TO VAL "95"
100 PRINT AT VAL "13", VAL "3"; "Melyik szinnel
akarsz lenni "; AT VAL "15", VAL "10"; "1- Feher
: ö"; AT VAL "17", VAL "10"; "2- Fekete : ÷"; AT
VAL "19", VAL "4"; "A fekete kezdi a jatekot."

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110 LET Z$=INKEY$: IF CHR$ CODE z$(un TO ) < "1"
OR CHR$ CODE z$(un TO ) > "2" THEN GO TO VAL "110"
155 BORDER un: INK VAL "7": PAPER un: BRIGHT
un: IF Z$="2" THEN LET A$="÷": LET b$="ö"
165 IF Z$="1" THEN LET A$="ö": LET b$="÷"
205 CLS : GO SUB VAL "9500": GO SUB VAL
"9000": PRINT AT VAL "8", VAL "8"; "ö"; AT VAL
"8", VAL "10"; "÷"; AT VAL "10", VAL "8"; "÷"; AT VAL
"10", VAL "10"; "ö": GO TO VAL "1000": GO SUB VAL
"9500": GO SUB VAL "9000": FOR j=un TO VAL "8":
FOR n=un TO VAL "8"
520 PRINT AT J*dx, N*dx; INK VAL
"6"*(e$(j, n)="ö"); E$(J, N): NEXT n: NEXT j
1084 IF A$="ö" THEN GO TO VAL "1183"
1095 LET F=F+un: PRINT AT VAL "15", VAL
"22"; "Lepes: "; AT VAL "15", VAL "30"-LEN STR$ f;
PAPER VAL "6"; INK ze; f
1101 PRINT AT VAL "20", ze; " All itsd be a
kurzort, es nyomd le: O ; P=passzolok
; K=kilepek": GO SUB VAL "9800": PRINT AT VAL
"20", ze; PAPER un; h$( TO VAL "38"); AT VAL
"21", VAL "6"; " Jo lepes volt !!! "; PAPER un; h$(
TO VAL "7"): LET x=x/VAL "2": LET y=y/VAL "2":
LET q$=a$: GO SUB VAL "3600"
1183 LET Q$=B$
1184 LET F=F+un: PRINT AT VAL "15", VAL
"22"; "Lepes: "; AT VAL "15", VAL "30"-LEN STR$ f;
PAPER VAL "6"; INK ze; f: GO SUB VAL "4000": GO
SUB VAL "3600": GO TO VAL "1090"
3010 LET z=ze: DIM r(VAL "8", VAL "8"): FOR j=un
TO VAL "8": FOR n=un TO VAL "8": IF e$(j, n) <> q$
THEN GO TO VAL "3500"
3100 LET a=un: LET b=ze: GO SUB VAL "3200": LET
a=-un: GO SUB VAL "3200": LET a=ze: LET b=un: GO
SUB VAL "3200": LET b=-un: GO SUB VAL "3200":
LET a=un: LET b=un: GO SUB VAL "3200": LET b=-
un: GO SUB VAL "3200": LET a=-un: LET b=un: GO
SUB VAL "3200": LET b=-un: GO SUB VAL "3200": GO
TO VAL "3500"
3220 IF J+A>=VAL "9" OR N+B>=VAL "9" OR J+A<=ze
OR N+B<=ze THEN RETURN
3230 IF E$(J+A, N+B)=Q$ OR E$(J+A, N+B)=" " THEN
RETURN
3270 FOR I=un TO VAL "8": IF J+(A*L)=VAL "9" OR
J+(A*L)=ze OR N+(B*L)=VAL "9" OR N+(B*L)=ze THEN
RETURN
3280 IF E$(J+(A*L), N+(B*L))=Q$ THEN RETURN
3290 IF E$(J+(A*L), N+(B*L))<>" " THEN GO TO VAL
"3350"
3310 LET z=z+un: LET X(Z)=J+(A*L): LET
y(z)=n+(b*I): LET r(x(z), y(z))=r(x(z), y(z))+I-
un: RETURN
3350 NEXT L
3500 NEXT N
3545 NEXT j: RETURN
3605 LET o=ze: LET d=ze: LET a=un: LET b=ze: GO
SUB VAL "3700": LET a=-un: GO SUB VAL "3700":
LET b=un: LET a=ze: GO SUB VAL "3700": LET b=-
un: GO SUB VAL "3700": LET a=-un: GO SUB VAL
"3700": LET b=un: GO SUB VAL "3700": LET a=un:
GO SUB VAL "3700": LET b=-un: GO SUB VAL "3700":
GO SUB VAL "3843": RETURN
3700 IF X+A=ze OR X+A=VAL "9" OR Y+B=ze OR
Y+B=VAL "9" THEN RETURN
3710 IF E$(X+A, Y+B)=" " OR E$(X+A, Y+B)=Q$ THEN
RETURN
3760 FOR j=dx TO VAL "8": IF X+(A*J)=ze OR
X+(A*J)=VAL "9" OR Y+(B*J)=ze OR Y+(B*J)=VAL "9"
THEN RETURN
3765 IF E$(X+(A*J), Y+(B*J))=" " THEN RETURN

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3770 IF E$(X+(A*J), Y+(B*J))=Q$ THEN GO TO VAL
"3800"
3790 NEXT J
3800 FOR n=ze TO j-un: LET d=d+un: LET
e$(x+(n*a), y+(n*b))=q$: PRINT AT
(X+(N*A))*dx, (Y+(N*B))*dx; INK VAL
"6"*(e$(x+(n*a), y+(n*b))="ö"); E$(X+(N*A), Y+(N*B)
): NEXT n: LET d=d-un: RETURN
3843 IF D<=ze THEN LET O=un: GO TO VAL "1100"
3851 IF Q$="ö" THEN LET J1=J1+D+un: LET j2=j2-d
3853 IF Q$="÷" THEN LET J2=J2+D+un: LET j1=j1-d
3855 PRINT AT VAL "11", VAL "22"; "00"; AT VAL
"11", VAL "25"-LEN STR$ j1; J1; AT VAL "11", VAL
"27"; "00"; AT VAL "11", VAL "30"-LEN STR$ j2; STR$
j2: IF j1+j2>=VAL "64" THEN GO TO VAL "4500"
3870 IF J1=ze OR J2=ze THEN GO TO VAL "4500"
3890 RETURN
4021 GO SUB VAL "3000": GO TO VAL "4600"
4505 IF Z$="1" AND J1>J2 OR Z$="2" AND J2>J1
THEN GO SUB VAL "9970": PRINT AT VAL "20", ze; "
elismertem a gyozelmed !!!"; PAPER un; h$( TO VAL
"33")
4510 IF J1=J2 THEN GO SUB VAL "9970": PRINT AT
VAL "20", VAL "10"; "dontetlen!!"; PAPER un; h$( TO
VAL "44")
4520 IF Z$="2" AND J1>J2 OR Z$="1" AND J1<J2
THEN GO SUB VAL "9970": PRINT AT VAL "20", VAL
"8"; "en gyoztem !!!"; PAPER un; h$( TO VAL "42")
4530 BEEP VAL ".1", VAL "10": INPUT " Uj
jatekot kezdesz (I/N)? "; z$: IF CHR$ CODE z$(un
TO)="i" OR CHR$ CODE z$(un TO)="I" THEN GO TO
VAL "5"
4540 STOP
5312 IF Z=ze THEN BEEP VAL ".1", VAL "10": PRINT
AT VAL "21", VAL "3"; "Nem tudok
lepni, passzolok... ": FOR v=un TO VAL "300":
NEXT v: GO TO VAL "1090"
5320 IF H=un THEN GO TO VAL "8600"
5331 IF H=VAL "2" THEN GO TO VAL "8000"
5332 IF (J1+J2)>=VAL "55" AND Q$="ö" AND J1>J2
THEN GO TO VAL "8600"
5334 IF (J1+J2)>=VAL "55" AND Q$="÷" AND J2>J1
THEN GO TO VAL "8600"
5340 IF E$(un, un)=" " THEN GO TO VAL "5400"
5345 LET T(VAL "2", VAL "2")=VAL "4": LET t(VAL
"2", un)=VAL "3": LET t(un, VAL "2")=VAL "3"
5400 IF E$(un, VAL "8")=" " THEN GO TO VAL
"5500"
5410 LET T(un, VAL "7")=VAL "3": LET t(VAL
"2", VAL "7")=VAL "4": LET t(VAL "2", VAL "8")=VAL
"3"
5500 IF E$(VAL "8", un)=" " THEN GO TO VAL
"5600"
5510 LET T(VAL "7", un)=VAL "3": LET t(VAL
"7", VAL "2")=VAL "4": LET t(VAL "8", VAL "2")=VAL
"3":
5600 IF E$(VAL "8", VAL "8")=" " THEN GO TO VAL
"5700"
5610 LET T(VAL "8", VAL "7")=VAL "3": LET t(VAL
"7", VAL "7")=VAL "4": LET t(VAL "7", VAL "8")=VAL
"3"
5900 GO TO VAL "8000"
6000 INK VAL "7": PAPER un: BORDER un: CLS : GO
SUB VAL "9500": GO SUB VAL "9000": PRINT AT VAL
"20", un; "Allitsd be a kurzort, majd: "; AT VAL
"21", un; "1=fekete; 2=feher; 0=vege "; LET
x=dx: LET y=dx: LET e$(VAL "4", VAL "4")=" ": LET
e$(VAL "4", VAL "5")=" ": LET e$(VAL "5", VAL
"4")=" ": LET e$(VAL "5", VAL "5")=" "

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6100 PRINT AT x, y; " ": IF INKEY$="1" THEN LET
E$(X/dx, Y/dx)="÷"
6106 IF INKEY$="2" THEN LET E$(X/dx, Y/dx)="ö"
6110 PRINT AT X, Y; INK ze+VAL
"6"*(E$(X/dx, Y/dx)="ö"); e$(x/dx, y/dx): LET
y=y+dx*(INKEY$="8"); LET x=x-dx*(INKEY$="7");
LET x=x+dx*(INKEY$="6"); LET y=y-
dx*(INKEY$="5"); IF INKEY$="0" THEN GO TO VAL
"6210"
6150 GO SUB VAL "9960": GO TO VAL "6100"
6210 LET H=VAL "3": LET s=un
6220 PRINT AT VAL "20", ze; " Valaszd ki a
szinedet : 1=fekete; 2=feher ";
INPUT o$: IF CHR$ CODE o$(un TO )<>"1" AND CHR$
CODE o$(un TO )<>"2" THEN GO TO 6220
6240 PRINT AT VAL "20", ze; " Akarod a jatekot
kezdeni (i/n)?"; PAPER un; h$( TO VAL "32");
INPUT I$: PRINT AT VAL "20", ze; PAPER un; h$( TO
32)
6310 IF O$="2" THEN LET A$="ö"
6315 IF O$="2" THEN LET B$="÷"
6320 IF O$="1" THEN LET B$="ö"
6325 IF O$="1" THEN LET A$="÷"
6326 GO SUB VAL "6400": GO TO VAL "1100"+VAL
"83"*(I$="n" OR I$="N")
6400 LET J1=ze: LET j 2=ze: FOR j =un TO VAL "8":
FOR n=un TO VAL "8": LET j 1=j 1+(e$(j, n)="ö"):
LET j 2=j 2+(e$(j, n)="÷"): NEXT n: NEXT j: RETURN
8003 FOR P=VAL "7" TO un STEP -un: FOR j =VAL
"10" TO un STEP -un: FOR n=un TO z: LET
q=t(x(n), y(n)): IF r(x(n), y(n))=j AND
(m(x(n), y(n))+q)=p THEN GO TO VAL "8300"
8060 NEXT N: NEXT j: NEXT p
8300 LET E$(X(N), Y(N))=Q$: LET x=x(n): LET
y=y(n): PRINT AT x(n)*dx, y(n)*dx; "o": BEEP VAL
".2", VAL "20": PAUSE VAL "100": PRINT AT VAL
"20", ze; PAPER un; h$( TO VAL "9"); INK
ze; r(x, y); "-t levettem "; PAPER VAL "6"; PAPER
un; h$( TO VAL "36"): RETURN
8350 RETURN
8500 BORDER un: PAPER un: INK VAL "7": BRIGHT
ze: CLS : PRINT INK VAL "2"; "
iii aie ei ae iii ae i aie"
8502 PRINT INK VAL "7"; " iii aie ei i e i eae i
aie"
8503 PRINT INK VAL "7"; " i i ae i i e i aâae i
aeae"
8504 PRINT INK VAL "4"; " iii ae
i ae i i aie i i aie"
8520 INK 6: PRINT BRIGHT un; "Az OTHELLO vagy
REVERSI vagy ma-gyarul SZINREFORDI TOS regi logi-
kai, strategia jatekban, kezdetbenket-ket korong
van a 8x8-as pa-lyan."
8550 INK 4: PRINT BRIGHT un' "Lepesek ugy
tehetok, hogy az el-lenfel korongjai t
kozrefogjuk, vizszintesen fuggolegesen, vagy
ferden, es saját színre fordítjuk"" "Si keres
jatekot kivan a szerzo: jatekgyaros"
8555 PRINT AT VAL "20", ze; "© Nyitrai SOFT
2004
8560 PRINT #1; AT un, VAL "8"; "Nyomd az <ENTER>-
t": IF INKEY$="" THEN GO TO VAL "8560"
8595 CLS : RETURN
8605 FOR J=VAL "15" TO un STEP -un: FOR n=un TO
z: IF r(x(n), y(n))=j THEN GO TO VAL "8300"
8630 NEXT N: NEXT j
9000 RETURN
9500 INK VAL "6": PRINT "uýýýýýýýýýýýýýýýýýý
uýýýýýýýýýý": FOR j =un TO VAL "17": PRINT
"?"; TAB VAL "18"; "? ?"; TAB VAL "31"; "?": NEXT j:

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PRINT " uýýýýýýýýýýýýýýýýýýýü uýýýýýýýýýýýýü": INK
VAL " 7": FOR j=ze TO VAL " 8": PLOT VAL " 12", VAL
" 16" -j * VAL " 16"
9680 DRAW VAL " 128", ze: PLOT VAL " 12" +j * VAL
" 16", VAL " 164": DRAW ze, -VAL " 128": NEXT j:
PRINT AT ze-1, VAL " 8"; " 2004"; AT
ze, 6; " OTHELLO"; AT ze+18, 4; "j atekgyaros"
9690 PRINT AT VAL " 6", VAL " 22"; " ALLAS: "; AT
VAL " 9", VAL " 23"; " ö ÷": PLOT VAL " 212", VAL
" 108": GO SUB VAL " 9700": PLOT VAL " 172", VAL
" 108": GO SUB VAL " 9700": RETURN
9700 DRAW VAL " 32", ze: DRAW ze, VAL " - 40": DRAW
VAL " - 32", ze: DRAW ze, VAL " 40": RETURN
9800 LET X=dx: LET y=dx
9810 IF O=un THEN PRINT AT VAL " 3", VAL
" 23"; " HI BAS!": BEEP un, VAL " - 10"
9820 IF INKEY$=" 6" THEN LET X=X+dx
9824 IF INKEY$=" K" OR INKEY$=" k" THEN GO TO VAL
" 5"
9830 IF INKEY$=" 7" THEN LET X=X-dx
9835 IF INKEY$=" 5" THEN LET Y=Y-dx
9840 IF INKEY$=" 8" THEN LET Y=Y+dx
9850 IF INKEY$=" O" THEN PRINT AT VAL " 3", VAL
" 23"; " ": GO TO VAL " 9860"
9852 IF INKEY$=" P" OR INKEY$=" p" THEN PRINT AT
VAL " 20", ze; PAPER un; h$: GO TO VAL " 1184"
9855 GO SUB VAL " 9960": PRINT AT x, y; " "; AT
x, y; INK VAL " 6" * (e$(x/dx, y/dx)=" ö"); PAPER
un; e$(x/dx, y/dx): GO TO VAL " 9820"
9860 IF e$(x/dx, y/dx) <> " " THEN LET o=un: GO TO
VAL " 9810"
9861 RETURN
9960 IF x<dx THEN LET x=dx
9961 IF x>VAL " 16" THEN LET x=VAL " 16"
9962 IF y>VAL " 16" THEN LET y=VAL " 16"
9963 IF y<dx THEN LET y=dx
9964 RETURN
9970 FOR v=VAL " - 20" TO VAL " 40" STEP dx: BEEP
VAL " . 02", v: NEXT v: RETURN

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# RÉPA ÉS TOJÁS ÜGYESSÉGI JÁTÉK

Leírás:A felső szinten lévő répákat és tojásokat kell levarázsolnunk az alsó szintre,a kapuk nyitásával-zárásával,pontszmot csak az ép tojásokért kapunk...



```
1 REM REPA ES TOJAS Nyitrai SOFT 2001
  5 CLEAR 39999
 10 BORDER 1: PAPER 1: INK 6: BRIGHT 1: CLS
 50 GOTO 4000
 60 DIM S(7): DIM I(7): DIM G(7): DIM E(7):
DIM K(7)
 90 REM
100 FOR X=19 TO 243 STEP 16
120 PLOT X, 11: DRAW O, 160: BEEP .003, 30
130 NEXT X
150 FOR X=11 TO 172 STEP 16
160 PLOT OVER 1; 19, X: DRAW OVER 1; 224, O: BEEP
.003, 40
170 NEXT X
175 LET Z=10
180 FOR X=21 TO 25: PLOT X, Z: DRAW 222, O: LET
Z=Z-1: NEXT X
185 LET Z=12
190 FOR X=244 TO 248: PLOT X, Z: DRAW O, 157:
LET Z=Z-1: NEXT X
195 LET N$="0123456789"
200 FOR X=2 TO 18 STEP 2: PRINT INK I NT
(RND*5)+2; BRIGHT 1; AT X, 1; N$(11-X/2): BEEP
.01, X: NEXT X
250 LET SCO=0
290 REM
300 FOR X=0 TO 100
320 LET A=20+(I NT (RND*14)*16)
330 LET B=27+(I NT (RND*8)*16)
```

```

340 PLOT OVER 1; A, B: DRAW OVER 1; 14, O: BEEP
. 003, 25
350 NEXT X
360 REM
380 FOR X=1 TO 7: LET S(X)=1: LET G(X)=1:
NEXT X
390 FOR X=1 TO 7: LET I(X)=(X*4-1): LET
E(X)=(X*4+1): NEXT X
395 REM
400 LET S$="OOOOOOO": LET G$="OOOOOOO"
420 REM
450 FOR X=1 TO 7: PRINT AT S(X), I(X); BRIGHT
1; INK 7; " ": PRINT AT G(X), E(X); BRIGHT 1; INK
2; " ": NEXT X
500 LET A=19: LET B=27: LET C=1: LET P=0
540 REM
550 INPUT ; INK 2; "IRD A SOR-SZAMOT, ES ENTER-
t! "; " "; LINE C$
560 IF CODE C$<49 OR CODE C$>57 OR LEN C$>1
THEN PRINT #0; TAB 7; FLASH 1; INK 7; PAPER 2; "
CSAK 1-9 !": FOR X=0 TO 10: BEEP .01, 40-X: BEEP
.01, 30+X: NEXT X: PAUSE 30: GOTO 550
570 LET C=VAL C$: LET C=11+(C*16)
575 REM
580 INVERSE 1: PLOT O, B-1: DRAW 2, O: DRAW O, -
2: DRAW 3, 3: DRAW -3, 3: DRAW O, -2: DRAW -2, O:
DRAW O, -2: INVERSE 0
610 LET B=C
620 PLOT O, B-1: DRAW 2, O: DRAW O, -2: DRAW
3, 3: DRAW -3, 3: DRAW O, -2: DRAW -2, O: DRAW O, -2
625 REM
630 PLOT OVER 1; A, B: DRAW OVER 1; 224, O
900 REM
1000 FOR X=1 TO 7
1020 IF POINT (I(X)*8, (22-S(X))*8-13)=0 THEN
PRINT AT S(X), I(X); " ": LET S(X)=S(X)+2: PRINT
AT S(X), I(X); BRIGHT 1; INK 7; " ": BEEP .005, 22-
S(X): GOTO 1020
1025 IF S(X)=19 THEN LET S$(X)="1": PRINT AT
S(X), I(X); BRIGHT 1; INK 7; " ": IF K(X)=0 THEN
FOR Z=0 TO 5: BEEP .003, 20-Z: NEXT Z: LET K(X)=1
1030 NEXT X
1035 REM
1040 IF S$="1111111" THEN GOTO 3000
1045 REM
1050 FOR X=1 TO 7
1060 IF POINT (E(X)*8, (22-G(X))*8-13)=0 THEN
PRINT AT G(X), E(X); " ": LET G(X)=G(X)+2: PRINT
AT G(X), E(X); BRIGHT 1; INK 2; " ": BEEP .005, 10-
G(X): GOTO 1060
1065 IF G(X)=19 THEN LET G$(X)="1"
1070 NEXT X
1075 REM
1080 IF G$="1111111" THEN GOTO 2500
2000 GOTO 550
2400 REM
2500 FOR X=1 TO 7: LET P=P+(22-S(X)-3)/2*100:
NEXT X: LET SCO=SCO+P
2505 REM
2510 LET D$=STR$ SCO
2515 FOR X=1 TO LEN D$
2520 FOR Z=0 TO 9
2523 IF D$(X)=STR$ Z THEN LET D$(X)=N$(Z+1)
2524 NEXT Z: NEXT X
2530 REM
2540 LET B$="PONTSZAMOD: " +D$+" * "
2545 REM
2550 LET A$=B$+B$+B$
2600 GOTO 3050
3000 LET D$=STR$ SCO: LET B$="PONTSZAM: "

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3005 FOR X=1 TO LEN D$
3010 FOR Z=0 TO 9: BEEP .01, Z: BEEP .01, Z+3
3020 IF D$(X)=CHR$ Z THEN LET D$(X)=N$(Z+1)
3025 NEXT Z: NEXT X
3027 REM
3030 LET B$="REPA ES TOJAS * JATEK VEGE*PONT:
"+D$+" * "
3040 LET A$=B$+B$+B$
3050 LET Z=0: LET CONT=0
3060 LET Z=Z+1: IF Z>2/3*LEN A$+1 THEN LET
Z=1: LET CONT=CONT+1
3065 REM
3070 IF CONT=2 AND G$="1111111" THEN GOTO 3300
3080 IF CONT=1 AND S$="1111111" THEN GOTO 4000
3090 REM
3100 PRINT AT 10, 12; PAPER Z/15; INK 9; A$(Z TO
Z+8)
3110 PAUSE 3
3150 GOTO 3060
3200 REM
3300 FOR X=1 TO 7: PRINT AT S(X), I(X); " ":
PRINT AT G(X), E(X); " ": NEXT X
3320 PRINT AT 10, 12; " ": PLOT 84, 91:
DRAW 94, 0: PRINT AT 10, 12; OVER 1; " "
3330 INVERSE 1: PLOT 0, B-1: DRAW 2, 0: DRAW 0, -
2: DRAW 3, 3: DRAW -3, 3: DRAW 0, -2: DRAW -2, 0:
DRAW 0, -2: INVERSE 0
3333 REM
3340 IF POINT (20, 155)=0 THEN PLOT OVER
1; 19, 155: DRAW OVER 1; 224, 0
3345 DIM K(7)
3350 GOTO 300
4000 REM
4010 BRIGHT 1: CLS
4100 PRINT AT
0, 0; " "
4110 PRINT " "
4120 PRINT " "
4130 PRINT " "
4140 PRINT " "
4150 PRINT " "
4160 PRINT " "
4170 PRINT " "
4180 PRINT " "
4190 PRINT " "
4200 PRINT " "
4210 PRINT " "
4220 PRINT " "
4230 PRINT " "
4240 PRINT " "
4250 PRINT " "
4260 PRINT " TOJAS ES REPA "
4270 PRINT " "
4271 REM
4275 PLOT 94, 51: DRAW 115, 0: DRAW 0, -15: DRAW
-115, 0: DRAW 0, 15
4280 PRINT " "
4290 PRINT " "
4295 PRINT " "
4300 PRINT " NYI TRAI L. 1999' "
4320 REM
4350 RANDOMIZE USR 40000
4390 FOR F=1 TO 22 STEP 2: PRINT AT F, 0; INK
7; " ": NEXT F: PAUSE 70
4400 PRINT #0; TAB 2; INK 5; " EGY GOMBNYOMAS. . . "
4500 IF INKEY$="" THEN GOTO 4500
4600 CLS : GOTO 60
4900 REM
5000 FOR X=0 TO 7: READ E: POKE USR "A"+X, E:
NEXT X

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```

5010 DATA 24, 44, 44, 94, 94, 94, 94, 60
5020 FOR X=0 TO 7: READ E1: POKE USR " B" +X, E1:
NEXT X
5030 DATA 8, 11, 12, 54, 57, 120, 96, 128
5040 FOR X=0 TO 7: READ E2: POKE USR " C" +X, E2:
NEXT X
5050 DATA 16, 16, 16, 16, 16, 16, 16, 16
5055 FOR X=0 TO 7: READ E3: POKE USR " D" +X, E3:
NEXT X
5056 DATA 0, 0, 0, 0, 104, 61, 127, 255
5057 FOR X=0 TO 7: READ E4: POKE USR " E" +X, E4:
NEXT X
5058 DATA 1, 3, 7, 15, 31, 63, 127, 255
5059 REM
5060 FOR X=0 TO 47: READ E5: POKE USR
" F" +X, E5: NEXT X
5070 DATA
192, 192, 252, 204, 206, 254, 254, 124, 112, 112, 252, 112,
112, 126, 126, 62, 124, 224, 252, 126, 14, 254, 254, 252, 12
4, 230, 226, 226, 226, 226, 226, 226, 124, 206, 206, 252, 19
2, 254, 254, 124, 124, 206, 192, 222, 206, 254, 254, 124
5090 REM
5100 FOR X=0 TO 79: READ E6: POKE USR
" L" +X, E6: NEXT X
5120 DATA
0, 60, 102, 102, 102, 102, 60, 0, 0, 12, 60, 12, 12, 12, 12, 0,
0, 60, 102, 6, 60, 96, 126, 0, 0, 60, 102, 12, 6, 102, 60, 0, 0,
60, 108, 108, 126, 12, 12, 0, 0, 124, 96, 124, 6, 102, 60, 0, 0
, 60, 96, 124, 102, 102, 60, 0, 0, 126, 102, 6, 12, 12, 12, 0, 0
, 60, 102, 60, 102, 102, 60, 0, 0, 60, 102, 102, 62, 6, 60, 0
5190 REM
5200 FOR X=40000 TO 40011: READ Y: POKE X, Y:
NEXT X
5230 DATA
33, 40, 160, 17, 0, 88, 1, 192, 2, 237, 176, 201
6000 RETURN
9999 SAVE "TOJAS" LINE 5: SAVE "toj as" CODE
41000, 704: PRINT AT 20, 1; " VERI FY " : VERI FY
"TOJAS": VERI FY "toj as" CODE : BEEP . 1, 30

```

# SZÍNES KOCKÁK PÁROSKERESŐ JÁTÉK

Leírás:két azonos színű kockát kell megkeresnünk,négy játékos is játszhat vele,ebből lehet az egyik a Spectrum is..

```
A SZÍNES-KOCKA MEMÓRIAJÁTÉK, MELY
BEN A JELLEMZO HATSZINU-FEKETE,
KEK, PIROS, LILA, ZOLD, CIANKEK SZI-
NEKNEK KELL A PARJAT MEGTALALNI,
A SAKKTABLA MEZOINEK KOORDINATA
MEGADASAVAL PL: A1 C2. A SZAMI TO-
GEP ALUL KI JELZI, HOGY MI LYEN
RENCSEVEL JARTUNK, EGYEZIK, VAGY,
SEM A KI VALASZTOTT POZI CI O, MAJ D
A KOVETKEZO, VAGY AMI A LEG-
GYAKORIBB, HOGY ELLENFELUL A
SZAMI TOGEPET VALASZTJUK, AKKOR
AZ O LEPESE KOVETKEZIK. PERSZE
NEM ART FIGYELNI, AZ ELLEN-
FEL ROSSZ LEPESEIT KELL FELHASZ-
NALNUNK, AMIKOR A MI LEPESUNK
KOVETKEZIK. AZ EREDMENYT NEUUNK
MELLETT ADMINISZTRALJA, MINDIG
LATSZIK A PILLANATNYI ALLAS.
A JATEK ELEJEN LEHET FOKOZATOT
ALLITANI, 1-4-IG, BIZTOSAK LEHE-
TUNK VERESEGUNKBEN A GEP ELLEN. ■
```

```
1 REM NYI TRAI 2000'
  1 REM NYI TRAI BASI CCAL KESZULT
  2 REM #####
  3 REM #
  4 REM # SZI NES-KOCKAK #
  5 REM # MEMORI A JATEK #
  6 REM #
  7 REM #####
10 LET T$=" A JATEK MAGYARAZATA:
": LET j=0: INK 2: GOSUB 90
20 LET T$=" -----": LET
j=1: INK j: GOSUB 90
21 LET T$=" A SZI NES-KOCKA
MEMORI AJATEK, MELY": LET j=3: GOSUB 90
22 LET T$=" BEN A JELLEMZO HETSZIN-FEKETE, ":
LET j=4: GOSUB 90
23 LET T$=" KEK, PI ROS, LI LA, ZOLD, CI ANKK SZI - ":
LET j=5: GOSUB 90
24 LET T$=" NEKNEK KELL A PARJAT
MEGTAL LNI, ": LET j=6: GOSUB 90
25 LET T$=" A SAKKTABLA MEZOI NEK KOORDI NATA
": LET j=7: GOSUB 90
26 LET T$=" MEGADASAVAL PL: A1 C2. A SZAMI TO-
": LET j=8: GOSUB 90
27 LET T$=" GEP ALUL KI JELZI, HOGY MI LYEN
SZE": LET j=9: GOSUB 90
28 LET T$=" RENCSEVEL JARTUNK, EGYEZI K, VAGY, ":
LET j=10: GOSUB 90
29 LET T$=" SEM A KI VALASZTOTT POZI CI O, MAJ D":
LET j=11: GOSUB 90
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30 LET T$=" A KOVETKEZO, VAGY AMI A LEG- ": LET
j =12: GOSUB 90
31 LET T$=" GYAKORI BB, HOGY ELLENFELUL A ":
LET j =13: INK 1: GOSUB 90
32 LET T$=" SZAMI TOGEPET VALASZTJUK, AKKOR ":
LET j =14: GOSUB 90
33 LET T$=" AZ O LEPESE KOVETKEZI K. PERSZE ":
LET j =15: GOSUB 90
34 LET T$=" NEM ART FIGYELNI, AZ ELLEN- ": LET
j =16: GOSUB 90
35 LET T$=" FEL ROSSZ LEPESEIT KELL FELHASZ-
": LET j =17: INK 1: GOSUB 90
36 LET T$=" NALNUNK, AMI KOR A MI LEPESUNK ":
LET j =18: GOSUB 90
37 LET T$=" KOVETKEZI K. AZ EREDMENYT NEVUNK ":
LET j =19: GOSUB 90
38 LET T$=" MELLETT ADMI NI SZTRALJA, MI NDI G ":
LET j =20: GOSUB 90
39 LET T$=" LATSZIK A PILLANATNYI ALLAS. ":
LET j =21: INK 1: GOSUB 90
40 RANDOMIZE USR 3190
41 LET T$=" A JATEK ELEJEN LEHET FOKOZATOT ":
LET j =21: INK 2: GOSUB 90
42 RANDOMIZE USR 3190
43 LET T$=" ALLITANI, 1- 4- I G, BI ZTOSAK LEHE- ":
LET j =21: INK 2: GOSUB 90
44 RANDOMIZE USR 3190
45 LET T$=" TUNK VERESEGBEN A GEP ELLEN.
": LET j =21: GOSUB 90
50 PRINT INK 2; FLASH 1; AT 21, 31; " ": PAUSE
200: GOTO 92
89 STOP
90 FOR i =1 TO LEN T$: PRINT AT j, i - 1; T$(i); :
IF i <LEN T$ THEN PRINT AT j, i; PAPER 2; INK
7; T$(i + 1); : BEEP . 003, 0: NEXT i
91 BEEP . 05, 40: RETURN
92 INK 0: PAPER 7: BORDER 7: BRIGHT 0: FLASH
0: CLS : POKE 23658, 8: LET rts=0
93 REM
94 REM #####
95 REM # SAKKTABLA #
96 REM #####
97 REM
100 LET k$=" ": LET l$=" ": FOR j =1 TO 20
STEP 4: FOR i =1 TO 20 STEP 4: PRINT AT
j, i; k$; k$; AT j + 1, i; l$; l$; AT j + 2, i; k$; k$; AT
j + 3, i; l$; l$: NEXT i: NEXT j: PRINT AT 0, 0; " 1 2
3 4 5 6 7 8 9 0 "; AT 21, 0; " 1 2 3 4 5 6 7 8 9 0
": FOR v =2 TO 21 STEP 2: PRINT INK 0; PAPER 6;
BRIGHT 1; AT v - 1, 0; " "; AT v, 0; CHR$ (64 + v / 2); AT v -
1, 21; " "; AT v, 21; CHR$ (64 + v / 2): NEXT v: PLOT
0, 0: DRAW 0, 175: DRAW 255, 0: DRAW 0, - 175: DRAW -
255, 0
110 PLOT 176, 0: DRAW 0, 175: PLOT 185, 165:
DRAW 61, 0: DRAW 0, - 27: DRAW - 61, 0: DRAW 0, 27
120 PRINT #0; AT 1, 0; PAPER 4; " HANY JATEKOS
JATSZIK? (2- 8) "
130 LET a$=INKEY$
140 IF a$="" THEN LET ret=130: GOTO 500
150 IF a$<" 2" OR a$>" 8" THEN GOTO 130
160 LET n=VAL a$: BEEP . 2, 10: GOTO 200
170 GOTO 130
200 DIM N$(n, 5): DIM N(n)
210 PRINT #0; AT 1, 0; PAPER 5; " A ZX SPECTRUM
IS JATSZIK? (I / N) "
215 LET v$=INKEY$
220 IF v$="" THEN LET ret=215: GOTO 500
230 IF v$=" N" THEN LET sp=0: BEEP . 1, 0: GOTO
280

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235 IF v$="I" THEN LET sp=1: BEEP . 1, 40: GOTO
250
240 GOTO 215
250 PRINT #0; AT 1, 0; PAPER 4; " A JATEK
NEHEZSEGI FOKA ? (1-4) "
255 LET v$=INKEY$
260 IF v$="" THEN LET ret=255: GOTO 500
270 IF v$<"1" OR v$>"4" THEN GOTO 255
275 BEEP . 1, 25: LET n$(n)="SPECT": LET sh=VAL
v$
280 PRINT #0; AT 1, 0; PAPER 2; " A JATEKOSOK
NEVE MAX. 5 BETU! ": PAUSE 200: BEEP . 2, -4
290 FOR i=1 TO (n-sp): INPUT " "; (i); ".
JATEKOS NEVE: "; LINE n$(i): PRINT AT
4+i*2, 23; n$(i); AT 4+i*2, 29; "OO": NEXT i: IF sp=1
THEN PRINT AT 4+i*2, 23; n$(n); AT 4+i*2, 29; "OO"
295 PRINT #0; AT 1, 0; PAPER 5; " MOST
KI VALASZTOM A SZINEKET. "
300 REM #####
310 DIM C(10, 10): DIM S(10, 10): RANDOMIZE
320 FOR k=1 TO 5: FOR l=1 TO 20
330 LET sor=INT (RND*10+1)
340 LET oszl=INT (RND*10+1)
350 LET szin=k
360 IF C(sor, oszl) <> 0 THEN GOTO 330
370 LET C(sor, oszl)=szin
380 BEEP . 05, l: NEXT l: NEXT k
390 PRINT #0; AT 1, 0, ,: BEEP . 01, -10: BEEP
. 02, 0: BEEP . 05, 10
400 REM #####
410 FOR j=1 TO n
415 BEEP . 1, 20: PAUSE 2: BEEP . 1, 20: PAUSE 2:
BEEP . 1, 15: PRINT #0; PAPER 4; BRIGHT 1; INK 0;
PAPER 6; AT 1, 0; " "; n$(j); " TIPPJET KEREM (pl. A1
C7) "
418 IF (j=n) AND (sp=1) THEN FOR l=1 TO 5:
BEEP . 05, 6-l: BEEP . 05, l: NEXT l: GOTO 2000
420 LET t$=INKEY$
422 IF t$="" THEN LET ret=420: GOTO 500
424 IF t$<"A" OR t$>"J" THEN GOTO 420
425 LET x1=CODE t$-64: PRINT #0; AT 1, 26;
PAPER 7; INK 1; BRIGHT 1; t$
428 BEEP . 02, 20
430 LET t$=INKEY$
432 IF t$="" THEN LET ret=430: GOTO 500
434 IF t$<"O" OR t$>"9" THEN GOTO 430
435 LET y1=VAL t$: IF y1=0 THEN LET y1=10
436 IF y1<10 THEN PRINT #0; AT 1, 27; PAPER 7;
INK 1; BRIGHT 1; y1
437 IF y1=10 THEN PRINT #0; AT 1, 27; PAPER 7;
INK 1; BRIGHT 1; "O"
438 BEEP . 02, 20: GOSUB 1000
439 PRINT #0; BRIGHT 1; INK 0; PAPER 6; AT
1, 0; " "; n$(j); " TIPPJ T K REM (pl. "; PAPER 4;
INK 1; CHR$(x1+64); y1 AND (y1<10); PAPER 6; INK
0; " C7)": IF y1=10 THEN PRINT #0; PAPER 7; INK
1; BRIGHT 1; AT 1, 27; "O"; PAPER 6; INK 0; BRIGHT
1; " C7"
440 LET t$=INKEY$
442 IF t$="" THEN LET ret=440: GOTO 500
444 IF t$<"A" OR t$>"J" THEN GOTO 440
445 LET x2=CODE t$-64: PRINT #0; AT 1, 29;
PAPER 7; INK 1; BRIGHT 1; t$
448 BEEP . 02, 20
450 LET t$=INKEY$
452 IF t$="" THEN LET ret=450: GOTO 500
454 IF t$<"O" OR t$>"9" THEN GOTO 450
455 LET y2=VAL t$: IF y2=0 THEN LET y2=10
456 PRINT #0; AT 1, 30; PAPER 7; INK 1; BRIGHT
1; t$

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458 BEEP . 2, 20: FOR i=1 TO 200: NEXT i
460 IF (x1=x2) AND (y1=y2) THEN PRINT #0; AT
1, 0; PAPER 4; " AZONOS KOORDI NI TAK! KEREM UJRA! ":
BEEP 2, - 20: PAUSE 150: GOTO 439
470 GOSUB 1058
480 LET vg=0: FOR q=1 TO n: LET vg=vg+N(q):
NEXT q: IF vg=50 THEN GOTO 495
490 NEXT j: GOTO 410
495 PRINT #0; AT 1, 0; PAPER 5; " A J T KNAK
V GE. J J T K? (I/N)": BEEP . 4, 40: BEEP . 2, 30:
BEEP . 3, 10: BEEP . 4, 0: BEEP . 5, - 10: PAUSE 0: IF
INKEY$="I" THEN BEEP . 2, 0: GOTO 90
496 BEEP . 1, 40: PRINT #0; AT 1, 0; PAPER 4; "
AKKOR VI SZONTL T SRA! ": PAUSE 150: BEEP
. 4, - 20: RANDOMIZE USR 0
497 REM #####
498 REM ##### VEGE #####
499 REM #####
500 REM #####
510 GOSUB 550: PRINT INK sz; AT 2, 24; " S" :
GOSUB 550: PRINT INK sz; AT 2, 25; " Z" : GOSUB 550:
PRINT INK sz; AT 2, 26; " " : GOSUB 550: PRINT INK
sz; AT 2, 27; " N" : GOSUB 550: PRINT INK sz; AT
2, 28; " E" : GOSUB 550: PRINT INK sz; AT 2, 29; " S" :
GOSUB 550: PRINT INK sz; AT 3, 24; " K" : GOSUB 550:
PRINT INK sz; AT 3, 25; " O" : GOSUB 550: PRINT INK
sz; AT 3, 26; " C" : GOSUB 550: PRINT INK sz; AT
3, 27; " K" : GOSUB 550: PRINT INK sz; AT 3, 28; " " :
GOSUB 550: PRINT INK sz; AT 3, 29; " K"
520 IF (rts <> 0) AND (RND>. 7) THEN GOTO rts
530 IF rts>0 THEN GOTO 510
540 IF INKEY$="" THEN GOTO 510
549 REM #####
550 IF (rts=0) AND INKEY$ <> "" THEN PRINT AT
2, 24; INK 1; " S" ; INK 2; " Z" ; INK 3; " " ; INK
4; " N" ; INK 5; " E" ; INK 2; " S" ; AT 3, 24; INK 2; " K" ;
INK 4; " O" ; INK 1; " C" ; INK 5; " K" ; INK 2 ; " " ; INK
1; " K" : GOTO ret
560 LET sz=INT (RND* 5+1)
570 BEEP . 01, sz * 6/10
580 RETURN
1000 REM #####
1010 BEEP . 1, 40: BEEP . 06, 30: BEEP . 1, 22: BEEP
. 06, 10
1020 LET xpos1=x1* 2- 1
1030 LET ypos1=y1* 2- 1
1040 LET attr1=ATTR (xpos1, ypos1)
1042 IF (attr1=56) OR (attr1=120) THEN GOTO
1050
1045 PRINT #0; AT 1, 0; " EZ MAR VOLT ,
TI PPELJ EN UJRA! ": BEEP . 5, - 20: PAUSE 200: GOTO
415
1050 PRINT PAPER C(x1, y1); AT xpos1, ypos1; k$; AT
xpos1+1, ypos1; l $
1055 RETURN
1058 BEEP . 1, 40: BEEP . 06, 30: BEEP . 1, 22: BEEP
. 06, 10
1060 LET xpos2=x2* 2- 1
1070 LET ypos2=y2* 2- 1
1080 LET attr2=ATTR (xpos2, ypos2)
1082 IF (attr2=56) OR (attr2=120) THEN GOTO
1090
1085 PRINT #0; AT 1, 0; " EZ M R VOLT ,
TI PPELJ EN JRA! ": BEEP . 5, - 20: PAUSE 200: GOTO
439
1090 PRINT PAPER C(x2, y2); AT xpos2, ypos2; k$; AT
xpos2+1, ypos2; l $
1100 IF C(x1, y1)=C(x2, y2) THEN PRINT #0; AT
1, 0; " " ; N$(j); " TALAL TOT RT EL! " : LET
N(j) =N(j) +1: PRINT AT 4+j * 2, 30- (N(j) >9); N(j) :

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FOR d=-10 TO 25 STEP 5: FOR f=.06 TO .01 STEP -
.01: BEEP f, d: NEXT f: NEXT d: LET
S(x1, y1)=C(x1, y1)+.5: LET S(x2, y2)=C(x2, y2)+.5
1200 IF C(x1, y1) <> C(x2, y2) THEN PRINT #0; AT
1, 0; "SAJNOS NINCS TALALAT.": BEEP
.5, -10: BEEP .8, -20: LET S(x1, y1)=C(x1, y1): LET
S(x2, y2)=C(x2, y2): PAUSE 200
1210 IF (C(x1, y1) <> C(x2, y2)) AND (attr1=56)
THEN PRINT AT xpos1, ypos1; k$; AT xpos1+1, ypos1; l$
1220 IF (C(x1, y1) <> C(x2, y2)) AND (attr1=120)
THEN PRINT AT xpos1, ypos1; k$; AT xpos1+1, ypos1; l$
1230 IF (C(x1, y1) <> C(x2, y2)) AND (attr2=56)
THEN PRINT AT xpos2, ypos2; k$; AT xpos2+1, ypos2; l$
1240 IF (C(x1, y1) <> C(x2, y2)) AND (attr2=120)
THEN PRINT AT xpos2, ypos2; k$; AT xpos2+1, ypos2; l$
1250 RETURN
2000 REM #####
2010 LET rts=2020: GOTO 500
2020 PRINT AT 2, 24; INK 2; "S"; INK 3; "Z"; INK
4; " "; INK 5; "N"; INK 2; "E"; INK 4; "S"
2021 PRINT AT 3, 24; INK 1; "K"; INK 4; "O"; INK
2; "C"; INK 3; "K"; INK 5; " "; INK 2; "K"
2030 LET x1=INT (RND*10+1)
2040 LET y1=INT (RND*10+1)
2050 IF S(x1, y1) <> INT (S(x1, y1)) THEN GOTO
2030
2060 IF y1<10 THEN PRINT #0; INK 1; PAPER 7;
BRIGHT 1; AT 1, 26; CHR$ (x1+64); y1
2070 IF y1=10 THEN PRINT #0; INK 1; PAPER 7;
BRIGHT 1; AT 1, 26; CHR$ (x1+64); "O"
2075 GOSUB 1000
2080 GOTO 2500
2090 FOR e=1 TO (sh*2-1)
2100 LET x2=INT (RND*10+1)
2110 LET y2=INT (RND*10+1)
2120 IF (x2=x1) AND (y2=y1) THEN GOTO 2100
2125 IF S(x2, y2)=0 THEN GOTO 2100
2130 IF S(x2, y2) <> INT (S(x2, y2)) THEN GOTO
2100
2140 IF (C(x1, y1)=C(x2, y2)) AND
(S(x2, y2)=C(x2, y2)) THEN GOTO 2160
2150 BEEP .05, e: NEXT e
2155 GOSUB 2210
2160 IF y2<10 THEN PRINT #0; INK 1; PAPER 7;
BRIGHT 1; AT 1, 29; CHR$ (x2+64); y2
2170 IF y2=10 THEN PRINT #0; INK 1; PAPER 7;
BRIGHT 1; AT 1, 29; CHR$ (x2+64); "O"
2180 BEEP .1, 40: PAUSE 4: BEEP .1, 20: PAUSE 4:
BEEP .1, 0: PAUSE 3: BEEP .1, 30: PAUSE 100
2190 GOSUB 1058
2200 LET rts=0: GOTO 410
2201 REM #####
2210 LET x2=INT (RND*10+1)
2220 LET y2=INT (RND*10+1)
2230 IF (x2=x1) AND (y2=y1) THEN GOTO 2210
2240 IF S(x2, y2) <> INT (S(x2, y2)) THEN GOTO
2210
2250 RETURN
2499 REM #####
2500 FOR g=1 TO 10
2510 FOR h=1 TO 10
2520 IF S(h, g)=0 THEN GOTO 2550
2530 IF (h=x1) AND (g=y1) THEN GOTO 2550
2540 IF (S(h, g))=INT (S(h, g)) THEN GOTO 2090
2550 NEXT h
2560 NEXT g
2570 GOTO 2155
9000 REM #####
9010 REM # ITT A VEGE #
9020 REM #####

```

# SZINTEZITÁTOR – ZENEDEMÓ MÁSODIK RÉSZE

Leírás: Hat különálló - ötperces - kis zeblokkból áll- melyet egy menüből lehet lekérni..



```

1 REM      Ujj gyakorlatok
           128K+2 Spectrum
           szintetizatorara
2 REM      Nyitrai SOFT 2003'
3 REM      írta: a játékgyáros
4          REM betukod CODE 48000, 768
5          POKE 23606, 160
           POKE 23607, 186
           5 GOTO 860
8 REM      AXEL FOLIE Beverly      Hills-i
           zsarú c. filmzene
           10 BORDER 1: GOSUB 1015
           11 LET
f$="T126M14UX2000W00ON1d&&O6B&&O0d&O6B00d&O6B&O
Od&d&&O6B&&&O0dd&d&O6B&O0d&&O6B&&O0d&O6B00d&d
&d&O6B&&&&O7ccO4ccO1ccO8X400ON3a": f$+f$, "(O5
N3#f&4a3#f1#f3b#f&4#C3#f1#f3D#Ca#f#C#F1#f3e1e
3#c#g6#f5&&)"
           20
f$+f$, "(O3N3#f&4#F3e1E3#c#Ce#f&#F&1#c3#CE#Fd&4
D3e1E3#ce#f5#F&1&E3#Cba)"
           30
f$+f$, "(O5N3#f&4a3#f1#f3b#f&4#C3#f1#f3D#Ca#f
#C#F1#f3e1e3#c#g6#f5&&)", "(O3N3#f&4#F3e1E3#c#Ce
#f&#F&1#c3#CE#Fd&4D3e1E3#ce#f5#F&1&E3#Cba)"
           40
" T126(O5N3&#C#C1#CE&E3E#D#D#D#C#C1#CE&E3#D#Ca&a
aa1a3b1b&3b1b3b#C#C#C1b3#C1#C&#C3&)", "(O5N3&#f#f
1#f#g&#g3#g#f#f#f#f1#f#g&#g3#f#f#c&ddd1d3e1e&3
e1e3e#f#f#f1e3#f1#f&#f3&)", "(O3N5#F4#F1E5&3#CE5#
F4#F1E3&#CE#F5D3&D5E&#F3&#F5#F#F)"

```

50  
" O4N9\_9\_3B3&5&7&" , " O4N9\_9\_3E3&5&7&" , " ( O3N3#f &4#  
F3e1E3#c#Ce) O3N3#f &5&7&"  
60  
f \$+f \$, " T126( O3N3#f &4#F3e1E3#c#Ce#f &#F&1&#c3#CE#  
Fd&4D3e1E3#ce#f 5#F&1&E3#Cba) " , " O6N9&&&&6#F7#F#C6  
b5a7#f &9&"  
70  
f \$, " T126O5N3#f &4a3#f 1#f 3b#f e#f &4#C3#f 1#f 3D#Ca#f  
#C#F1#f 3e1e3#c#g6#f 5&&&" , " O3N3#f &4#F3e1E3#c#Ce#f  
&#F&1&#c3#CE#Fd&4D3e1E3#ce#f 5#F&1&E3#Cba"  
80  
f \$, " T126O5N3#f &4a3#f 1#f 3b#f e#f &4#C3#f 1#f 3D#Ca#f  
#C#F1#f 3e1e3#c#g6#f 5&&&" , " O3N3#f &4#F3e1E3#c#Ce#f  
&#F&1&#c3#CE#Fd&4D3e1E3#ce#f 5#F&1&#f 3#F#f 3#g"  
90  
f \$+f \$, " O5N4aeae3ae4aeae1aa3e( 4aeae3ae) 4AEAE3AE"  
, " O3N5a3A&4&1A4&1A5#f 3#F&4&1#F4&1#F5g3g&4&1g4&1g  
5e3E&4&1E4&1E5a3A&4&1A4&1AH"  
100 " T126M14UX2000WON1" +f \$( 48 TO  
) , " O5N4AEAE1AA3E4AEAE3AE4AEAE3AE" , " O3N5#f 3#F&4&1  
#F4&1#F5g3g&4&1G4&1G5e3E&4&1E4&1E"  
110  
f \$+f \$, " ( ( ( O5N1E#Cb3ab1#C3E#Cba) ) ) " , " ( O3N4a1\_7A5  
a4#f 1\_7#F5#f 4g1\_7G5g4e1\_7E5e) "  
120  
" T126( O5N3&#C#C1#CE&E3E#d#D#C#C1#CE&E3#D#Ca&a  
aa1a3b1b&3b1b3b#C#C#C1b3eC1#C&#C3&) " , " ( O5N3&#f #f  
1#f #g&#g3#g#f #f #f #f #f 1#f #g&#g3#f #f #c&ddd1d3e1e&3  
e1e3e#f #f #f 1e3#f 1#f &#f 3&) " , " ( O3N5#F4#F1E5&3#CE5#  
F4#F1E3&#CE#F5D3&D5E&#F3&#F5#F#F) "  
130  
" T126O5N3&aaa1a3b1b&3b1b3b#C#C#C1b3#C1#C&#C3&" ,  
" O5N3&ddd1d3e1e&3e1e3e#f #f #f 1e3#f 1#f &#f 3&" , " O3N5  
D3&D5E&#F3&#F5#F#F"  
140  
f \$, " O5N3#f &4a3#f 1#f 3b#f e#f &4#C3#f 1#f 3D#Ca#f #C#F  
1#f 3e1e3#c#g6#f 5&&&" , " O3N3#f &4#F3e1E3#c#Ce#f &#F&  
1&#c3#CE#Fd&4D3e1E3#ce#f 5#F&1&E3#Cba"  
150  
" O5N3#f &4a3#f 1#f 3b#f V14e#f &4#C3#f V13N1#f 3D#Ca#f  
V12#C#F1#f 3eV11N1e3#c#gV1ON6#f 5&&&"  
160  
" V10O5N3#f &4a3#f 1#f 3b#f V9e#f &4#C3#f V8N1#f 3D#Ca#  
f V7#C#F1#f 3eV6N1e3#c#gV5N6#f 5&&&"  
170 RETURN  
175 REM Vegy l el engem  
180 BORDER 2: GOSUB 1015  
181 LET  
f \$=" T200M14UX2000W000N3c08BB05f08B05f00c08B00c08  
BB05f08BB) "  
190 LET g\$=" T200M14UX6000W000N5c05B&&"  
200  
" T200N3#f #f dO4b&b05&e&e&e#g#gabaaae&d#f &#f &#f e  
e#f eH" , " O3b&3&b&e7&5E&a&&3&D7&5#C&"  
210  
f \$, " 3#f #f dO4b&b05&e&e&e#g#gabaaae&d#f &#f &#f 5e3  
&bH" , " O3b&3&b&e7&5E&a&&3&D7&5E&"  
220 f \$( TO  
41) +g\$, " 6D5D3#C5\_9b" , " O4N3#f #f d\$c7&5Ee3#G#GABH"  
230 f \$( TO 55) +f \$( TO  
41) +g\$, " 3#C5#C#C3a5&3&5#F3#F5#FE6D3DD5#C8\_3b3&eH  
" , " O3a&&3&a5D&#C&3bb5b7&O4N5Ee3EE#F#G"  
240 f \$( TO  
55) +g\$+f \$, " 5#C3D5#C3ba5ab3#C5ba&DD3D3\_9DH" , " O3aa  
aaDD#C#C3#F#FDb7&O4N5Ee3EE#F#G"  
250 f \$, " &3aaaaaaa6#g3#g6#f " , " O3N8#f 5e9dH"  
260  
f \$, " O4N9a#GA" , " O3N3aa5a3&a&a5#g#g3&#g&#g5#f #f 3&  
#f &#f H"

```

                                270
f $, " 6e#f 5e9aE#F6E6#F5EH", " O3d8&5aa 3&a&a 5#g#g3&#
                                280
                                g&#g5#f #f 3&#f &#f 5d8&"
f $, " 9#C#GAH", " O3N3aa5a3&a&a 5#g#g3&#g&#g5#f #f 3&#
                                290
                                f &#f "
f $, " &3B5##B3B7A06N8_9E9a9#gH", " O3N5d&e&a a 3&a&a 5
                                300
                                #g#g3&#g&#g5dd3&d&dee5e3eeee"
f $, " 9_9#G9_9GH", " O3N3#C&&#C&&#C#C#C#C&#C&&#C#Cg
                                310
                                &&g&&gggg&g&&gg"
f $, " 9_5#C5e7#g9_5g#f 7#CH", " O3N3#C&&#C&&#C#C5#C8
                                320
                                &3g&&g&&gg5g8&"
f $, " 3#C6_7_7D7A3A6_7_9bH", " O3b&&3b bbb8&5e&&3eee
                                330
                                e8&"
" T200M14UX2000W000N3c", " 3#f #f d04bV14&b05&e&V13e
&e#gV12#gabaV11aae&V10d&#f &V9#f &#f eeV8#f e#f #f V7d
O4b&bV605&e&eV5#g#gabV4aaeV3&d&#f V2&#f &V1#f ee#f
                                340 RETURN
                                345 REM Tged varlak ujra
                                350 BORDER 3: GOSUB 1015
                                351
" T160N7_3g3ggg7_3g3gggg&&gg&&ggg#f g#ga$bb", " O3N
                                360
                                3&&ggg&&&&ggg&&&gg&&gg&&g#f fe$ed$d"
" T16003N3cCef #f gO2gO3g)", " 3C&UX500W3N5&7&9&3ceg
5ag3ecc5&7&3ceg5ag3e5c3&3_7e", " U9&&&&6&7_3$bH"
                                370
" T16003N3f Fa$bbCcC)", " UX500W3N3f aC5DC3aCC6&5C3a
                                380
                                H"
" T16003N3cCef #f gO2gO3g)", " UX500W3NCCb3a7_3g3&5g
3gH", " Uaag3f 3_7e"
                                390
" T16003N3gGbC#CDdDf Fa$bbCcC( cCef #f gO2gO3g)", " UX
500W3N9_3g5C3a5g3$e3_9_5c6&3#deg", " U9_3f"
                                400
" T16003N3cCef #f gO2gO3g)", " UX500W3N3&5C3g5CgC3gC
7&3&5C3g5CgC3gC7&H", " U3&5a 3e5aea3ea 7_3&5a 3e5ae$b
3e$b"
                                410
" T16003N3f Fa$bbCcC)", " UX500W3N3&5C3g5CgC3gC7&H"
, " U3&5a 3$e5a$ea 3$ea"
                                420
" T16003( 3cCef #f gO2gO3g)", " UX500W3N3&5C3g5CgC3gC
", " U3&5a 3e5aea3ea"
                                430
" T16003N3gGbC#CDdDf Fa$bbCcC", " UX500W3N3&5D3g7D3
&6$e5Ca", " U3&5b 3f 7b3&6C5af"
                                440
" T16003N3cCef #f gO2gO3g)", " UX500W3N6a3_7a5&EF#FO
6X3000WON3&gabCegaCegaCega&egaCegaCeag7&H", " U6e3
_7e5&#ga#a9&3B&&B&&9&3$B"
                                450
" T16003N3f Fa$bbCcC)", " UX3000W006N3&aCD$EaCD$EaC
D$EaCDH"
                                460
" T16003N3cCef #f gO2gO3g)", " UX3000W006N3#DEgCD#DE
gCDEg7&H", " U06N9&5&3#D"
                                470
" T16003N3gGbC#CDdDf Fa$bbCcC", " UX3000W006N3&GDEF
GDEF GCD5$EG"
                                480
" UX500W3T16003N3cO6GGGGO3cccccO5GGGGO3cccccO5gggg
O3cccccO5f f f f O3cccccO5ddO3ccO5ddO3ccO5ddO3ccO5ddO3

```

c" , " UO6N3&AAAA&&&&O5\$B\$B\$B\$B&&&&aaaa&&&&aaaa&&&&  
#f#f&&#f#f&&f f&&f f&" , " UO7N3&CCCC&&&&O6CCCC&&&&O5  
CCCC&&&&CCCC&&&&aa&&aa&&\$a\$a&&\$a\$a&"  
490  
" UX500W3T16003N3cg#f f e\$e d\$d c6&O5N7\$b" , " UO4N3&g#  
f g#ga\$b bC6&O5N7E" , " UO5N9&7&A"  
500 RETURN  
505 REM A tenger k k m l ye  
510 BORDER 4: GOSUB 1015  
511  
" T20003N3gGbGDGEG) ) " , " 7&&&&bCb5#ab7ge9d7bCb5agH  
" , " 7&&&&ded5#cd7\$cc9\$c7ded5c\$c"  
520  
" T20003N3aAbA#CAEAD#DE5D3Cba" , " 7Cb9a" , " 7eg9#f "  
530  
" T20003N3gGbGDGEG) ) " , " 7bCb5#ab7ge9dH" , " 7ded5#cd  
7\$cc9"  
540  
" T20003N7gf e\$e3dDeD#f DdD" , " 5gg3g6d3g5ggC3C7ba" ,  
" 04N7bb9C7BC"  
550  
" T20003N3gGbGDGEG) ) " , " 9\_8g5&3&ga#abga#abga#abCb  
age&ge&5g9d3&DG&ED&b&gabEDbgH" , " 9\_8\$c5&9&&5&&&c9  
\$c&&"  
560  
" T20003N3aAbA#CAEAD#DE5D3Cba" , " 7Cb9a" , " 7eg9#f "  
570  
" T20003N3gGbGDGEG) ) " , " 3&bC#CDbC#CDG&5E3DbgH"  
580  
" T20003N3gG\$bGDGEG) ) " , " 3a" , " 3\$b gag\$b gagED&5\$b3a  
geH"  
590 " T20003N7gf e\$e" , " 3gded&ded&dedgdgC"  
600  
" T20003N3dDeDgDbDdDeD#f DdDgGbGDGEG5g&O5N7E&&" , "  
9ba9\_5g5&7A" , " 9dc9\_5\$c5&O6N7d&&"  
610 RETURN  
615 REM a jatekos c. film zene  
620 BORDER 5: GOSUB 1015  
621  
" UX7000WOT190(O2N5D3DD5a3aa5C3C5g3gCg) " , " V1304N  
5FF&&3A&5&7&5FF&&3A&5&&3FD" , " V1304N5aa&&3C&5&&&a  
a&&3C&5"  
630  
" UX7000WOT190O2DDaaCCgg) " , " V1304N5F5\_3F3DDDFDDC  
7D5F5\_3F3DDDAGGF7G5F5\_3F3DDDFDDCDFD5F5\_3F3DDDAG  
GF7GH" , " V1304N5a5\_3a&5&9a5a5\_3a3&&&9a5a5\_3a3&&&9  
a5a5\_3a3&&&9a"  
640  
" UX7000WOT190O2N3DDDDDDDD\$b\$b\$b\$b\$b\$b\$b\$b\$b\$b\$DDDDDD  
DD\$b\$b\$b\$b\$baaaaDDDDDDDD" , " V1304N3&GGFFFFFGG5A6A3D  
AAGFFFFFGGEE5E3DC&AGFF5F3F" , " V1304N3&6a7a\$b6\$b3&  
7aa\$b3&6a7a"  
650  
" UX7000WOT190O2N3\$b\$b\$b\$b\$b\$b\$b\$b\$b\$b\$DDDDDDDD6C3C6C  
3C6C3CCCC" , " V1304N3G5G3A5A3GF&AGFFFFFAGGF7\_9G" ,  
" V1304N7\$b\$b3&6a7aC7\_9C"  
660  
" UX7000WOT180O2N3DDDDDDDD\$b\$b\$b\$b\$b\$b\$b\$b\$b\$b\$bgggggg  
ggCCCCCCCCDDDDDDDD\$b\$b\$b\$b\$b\$b\$b\$b\$b\$b" , " V1304N5ADF3  
A3\_8G3GF8G3GF AA5FDCADF3A9G3F" , " V1304N7\_6a3\_8\$b5&  
8b5&8C5&7\_6a9\$b3F"  
670  
" UX7000WOT180O2N3gggggggggCCCCCCCCDDDDDDDD\$b\$b\$b  
\$b\$b\$b\$b\$b\$bggggggggCCCCCCCCDDDDDDDD" , " V1304N8G3GF  
AA5F3DD5CDCDCDFDFDFDFDFAGAG" , " V1304N8b5&8C5&9a  
\$bbCD"  
680  
" UX7000WOT180O2N3\$b\$b\$b\$b\$b\$b\$b\$b\$b\$bgggggggggCCCC  
CC" , " V1304AGAGDF7D3&A5A3DDFD" , " V1304N9\$b3&E5E"





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B#f#F)!!(aAeEaAeE)!!(#f#F#c#C#f#F#c#C)!!(bB#f#Fb
B#f#F)!!O3N9_9#fH"
850
"M14T200UX2000W006N1cccc04cccc02cccc00ccccX6000
O8N7a": RETURN
855 REM a program fomenuje
860 FOR n=0 TO (25*31/9)+4: PRINT PAPER
RND*7; INK 9; " "; BEEP .0015, 15; NEXT n
861 PRINT ; PAPER RND*5; INK 9; ". . ."
862 BORDER 0: PAPER 0: INK 4: BRIGHT 0
863 FOR i=1 TO 11
864 PRINT PAPER 0; AT 4+i, 5; "
": NEXT i
865 PRINT INK 2; AT 6, 6; "Nyitrai - SOFT"; INK
6; AT 8, 10; "bemutatja"; INK 5; AT 10, 10; "ZENE-
demo"; INK 4; AT 12, 10; "programjat"; INK 2; AT
14, 6; "nyomj egy gombot!"
866 RESTORE 860: DIM a$(6, 16): FOR f=1 TO 6:
READ a$(f): NEXT f: DATA "Axel F-filmzene", "
Vegyel el engem", "Tegeđ varlak.", "A tenger
mel ye", "Jatekos-filmzene", "Nyitrai hangulat"
868 PAUSE 0
869 BORDER 0: PAPER 0: INK 4: BRIGHT 0: CLS
870 FOR f=0 TO 5 STEP 2: PLOT 10-f, 164+f:
DRAW 0, -96-(f*2): DRAW 164+(f*2), 0: DRAW
0, 96+(f*2): DRAW -164-(f*2), 0: NEXT f
875 REM ez itt a vurtlitzer
880 INK 0: GOSUB 1020: PRINT AT 1, 24; INK
4; " "#$%"' AT 2, 24; " &"; PAPER 0; "' (" ; PAPER
0; ")" AT 3, 24; " "; PAPER 6; "*" ; PAPER 0; "+, ";
PAPER 6; "-"; AT 4, 24; PAPER 0; " "; PAPER 6; " ";
PAPER 0; "/0"; PAPER 6; "1"; AT 5, 24; PAPER 0; " ";
PAPER 6; "2"; PAPER 0; "34"; PAPER 6; "5"; PAPER
0 AT 6, 24; "=" ; PAPER 6; "6"; PAPER 0; "78"; PAPER
6; "9"; PAPER 0; "<"; GOSUB 1010: FOR f=6 TO 2
STEP -1: PRINT AT 21, 0; INK 2; BRIGHT 1; "Nyomd
le a kiv lasztott gombot!"; FOR g=1 TO 5: NEXT
g: NEXT f
890 PRINT INK 2; AT 7, 24; "128K+2"; INK 3; AT
8, 23; "zeneg p!"; AT 10, 24; INK 7; PAPER 0; "
"; AT 11, 24; "j t k"; AT 12, 24; "gy ros "; AT
13, 24; "
900 INVERSE 1: FOR f=1 TO 6: POKE 23606, 198:
POKE 23607, 251: PRINT AT f*2, 2; INK f; " "; POKE
23606, 0: POKE 23607, 60: PRINT PAPER 7; INK f; f; :
POKE 23606, 198: POKE 23607, 251: PRINT INK
f; "!" ; POKE 23606, 160: POKE 23607, 186: PRINT
INK f; INVERSE 0; PAPER 0; BRIGHT 1; a$(f); :
NEXT f:
903 GOSUB 1030
905 INVERSE 1: FOR f=1 TO 6: POKE 23606, 198:
POKE 23607, 251: PRINT AT 19, 4*f; INK f; " "; :
POKE 23606, 0: POKE 23607, 60: PRINT PAPER 7; INK
f; f; : POKE 23606, 198: POKE 23607, 251: PRINT INK
f; "!" ; POKE 23606, 160: POKE 23607, 186: PRINT
INK f; INVERSE 0; PAPER 7; BRIGHT 1; BEEP
.01, f*10; "7c": NEXT f: INVERSE 0: PRINT #0; INK
5; "
- jatekgyaros-zenedemo"
910 PRINT AT 15, 0; INK INT (RND*8); BRIGHT
1; " Melyik zeneszamot kered? "; TAB 31; " ";
LET z$=INKEY$: IF z$ >= "1" AND z$ <= "6" THEN
PRINT INK (VAL z$); AT 15, 0; BRIGHT 1; a$(VAL
z$); " c. lemezt hallod"; GOTO 930
920 GOTO 910
930 OUT 254, VAL z$-
1: "M14V1304N7c00UX3000W6N4cX1000N1cX3000N4cX100
ON1cV1508N6B3&00UX8000WON9c", "O2N7d", "O2N7d":
FOR f=1 TO 50: NEXT f
940 IF z$="1" THEN GOSUB 10
950 IF z$="2" THEN GOSUB 180

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          960 IF z$=" 3" THEN GOSUB 350
          970 IF z$=" 4" THEN GOSUB 510
          980 IF z$=" 5" THEN GOSUB 620
          990 IF z$=" 6" THEN GOSUB 780
1000 OUT 254, 7: PRINT AT 17, 0; INK 3; "Az el obb
      "; a$(VAL z$); TAB 31; " c. lemezt
      hallottad ";: GOTO 910
1010 POKE 23606, 160: POKE 23607, 186: RETURN
      1015 " ": RETURN
1020 POKE 23606, 198: POKE 23607, 251: RETURN
      1030
" T200M14UX2000W000N3c", " 3#f#f d04bV14&b05&e&V13e
&e#gV12#gabaV11aae&V10d&#f&V9#f &#f eeV8#f e#f #f V7d
04b&bV605&e&eV5#g#gabV4aaaaeV3&d&#f V2&#f &V1#f ee#f
": RETURN
1040 CLEAR : SAVE "szinti" LINE 860: VERIFY
      "szinti"
1050 REM betekod CODE 48000, 768 POKE
      23606, 160 POKE 23607, 186

```

# SZÓKERESŐ JÁTÉK - HÚSZ ELREJTETT KERESZTNEVET KELL A TÁBLÁN MEGTALÁNI

Leírás:a program alaphelyzetben húsz elrejtett keresztnevet kínál-rejt el,ezeket kell megtalálni,ma a program értékel,és újból megpróbálhatjuk,vagy sajátmagunk új táblát is készíthetünk..a BEÍRT SZAVAKAT KIMENTHETJÜK,BETÖLTHETJÜK...



```

1  REM NYI TRAI - B A S I C
   20 REM POKE 23606, 150
   30 REM POKE 23607, 162
   40 REM EKEZETES BET UK
   50 REM
   60 REM BETUKOD 41852, 768
   70 REM UDG CODE USR " A", 168
   80 REM * * * * *
   90 REM *
  100 REM *      SZOREJTO JATEK      *
  110 REM *
  120 REM *      NYI TRAI 1999      *
  130 REM *
  135 REM *      3 OKTAVOS HANGGAL  *
  137 REM *
  140 REM * * * * *
  150 BORDER 1: PAPER 1: INK 6: CLS
  160 REM ALAPBEALLITASOK:
  170 POKE 23658, 8: REM NAGYBETU
  180 CLEAR 64999: REM
MEMORI ATARLAS
  190 REM
  200 REM * * * * *
  210 REM *
  220 REM *      FOPROGRAM      *
  230 REM *
  240 REM * * * * *
  250 GOSUB 750
  260 CLS : PRINT AT 1, 3; " BETOLTESZ ADATOKAT?":
PAUSE 0: LET I$=INKEY$: IF I$="I" THEN GOSUB
2470: GOSUB 2150: GOTO 290
  270 " UX6000W7C"
  280 GOSUB 1050

```

```

290 REM * * * * *
300 REM *
310 REM *          ORANULLAZAS
320 REM *
330 REM * * * * *
340 POKE 23672, O: POKE 23673, O: POKE 23674, O
350 LET PONT=O
360 LET C1=O
370 LET C2=O
390 IF E$(C1+1, C2+1)="" THEN PRINT PAPER 2;
FLASH 1; AT C1, C2; A$(C1+1, C2+1)
400 IF E$(C1+1, C2+1) <> "" THEN PRINT INK 2;
FLASH 1; AT C1, C2; e$(C1+1, C2+1)
410 LET i$=INKEY$
420 IF i$="5" AND c2>O THEN PRINT AT
C1, C2; a$(c1+1, c2+1); INK 3; AT
c1, c2; e$(C1+1, C2+1) AND e$(c1+1, c2+1) <> " ":
LET c2=c2-1: GOTO 380
430 IF i$="6" AND c2<fugg-1 THEN PRINT AT
C1, C2; a$(c1+1, c2+1); AT c1, c2; INK
3; e$(C1+1, C2+1) AND e$(c1+1, c2+1) <> " ": LET
c1=c1+1: GOTO 380
440 IF i$="7" AND c1>O THEN PRINT AT
C1, C2; a$(c1+1, c2+1); AT c1, c2; INK
3; e$(C1+1, C2+1) AND e$(c1+1, c2+1) <> " ": LET
c1=c1-1: GOTO 380
450 IF i$="8" AND c2<vi ssz-1 THEN PRINT AT
C1, C2; a$(c1+1, c2+1); AT c1, c2; INK
3; e$(C1+1, C2+1) AND e$(c1+1, c2+1) <> " ": LET
c2=c2+1: GOTO 380
460 IF i$=CHR$ 48 AND e$(C1+1, C2+1)="" THEN
LET e$(c1+1, c2+1)=a$(c1+1, c2+1): "UX7C": GOTO
380
470 IF i$=CHR$ 48 AND e$(C1+1, C2+1) <> ""
THEN LET e$(c1+1, c2+1)="" : "UX7C": GOTO 380
480 IF i$="V" THEN GOTO 540
490 IF i$="M" THEN GOSUB 2840: GOTO 380
500 GOTO 410
510 REM * * * * *
520 REM *          JATEK VEGE
530 REM *          I DOMERES
540 REM * * * * *
550 LET I DO=(INT ((PEEK 23672+PEEK
23673*256+PEEK 23674*65535)/30))/100
560 IF E$(C1+1, C2+1)="" THEN PRINT AT
C1, C2; INVERSE 1; E$(C1+1, C2+1)
570 IF E$(C1+1, C2+1)="" THEN PRINT AT
C1, C2; A$(C1+1, C2+1)
580 BORDER 2: PAPER 6: INK 2
590 PRINT #O; AT O, O; "
"
600 GOSUB 2160
610 BEEP .1, 25: PRINT AT 21, 21; "KI MASOLOD?":
PAUSE O: LET I$=INKEY$: IF I$="I" THEN GOSUB
2840
620 CLS
630 REM * * * * *
640 REM *          EREDMENYHI RDETES
650 REM * * * * *
651 REM
652 REM DUPLA KERET
653 PLAY"UX600OW7C"
655 INK 1: PLOT O, O: DRAW 255, O: DRAW O, 175:
DRAW -255, O: DRAW O, -175: PLOT 2, 2: DRAW 251, O:
DRAW O, 171: DRAW -251, O: DRAW O, -171
660 PRINT AT 1, 6; "EREDMENYHI RDETES: "
665 PRINT AT 3, 3; "A TABLA OSSZES
BETUJE: "; vi ssz*fugg; AT 4, 2; " 20 NEV BETUI NEK
SZAMA: 133"

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670 PRINT AT 6, 3; "NEM TALALTAL MEG "; 133-
pont; " BETUT! "; INK 1; AT 7, 8; " A PONTSZAMOD:
"; PONT
680 PRINT AT 9, 3; "KERESGELTED: "; I DO; "
PERCI G! "
690 PRINT INK 1; AT 13, 8; "KI MASOLOD?
I /N": PLAY" UX2500WOO1M14$C"
700 PAUSE 0: LET I $=INKEY$: IF I $="I" THEN
GOSUB 2840
710 PRINT AT 18, 2; " MEGEGYSZER EZEN
SZAVAKKAL, "; AT 19, 3; " VAGY UJ JATEKOT I /U ?"
715
PLAY" T24OUX50OW7N2CDECDECDECDECDECDECDE9C"
720 PAUSE 0: LET I $=INKEY$: IF I $="U" THEN
GOTO 160
730 IF I $="I" THEN CLS : GOSUB 1560: GOTO 290
740 STOP
750 REM * * * * *
760 REM * A TABLA *
770 REM * * * * *
780 BORDER 1: PAPER 1: INK 6: CLS
790 FOR N=1 TO 704
800 PRINT CHR$ (65+INT (RND* 26));
810 BEEP .01, - 10: NEXT N
820 BRIGHT 1
830 FOR I =2 TO 19
840 PRINT PAPER 1; INK 2; AT I , 2; "
"
850 NEXT I
860 RESTORE 930
870 FOR N=1 TO 20: READ C$
880 PRINT AT 0+N, (16-LEN C$/ 2);
890 INK 2: FOR I =1 TO LEN C$
900 PRINT C$(I);: BEEP .01, - 5
910 PAUSE 1: INK 2: NEXT I
920 NEXT N
930 DATA " SZOKERESO JATEK "
940 DATA " NYITRAI L SZL 2002"
950 DATA " =====", ""
960 DATA "EBBEN A J TEKBAN MEG
KELL", "KERESNED A SZOVEGBEN ELREJ", "TETT 20
DARAB, ELOZOLEG A", "TARBA BEIRT
SZAVAKAT, SZAMI", "TOGEP PERCRE PONTOSAN MERI", "A
SZAVAK MEGTALALASI IDE-", "JET."
970 PRINT
980 DATA "A JATEKMEZO VALASZTHATOAN", "LEHET
10X10-T L 22X20-AS", "MERETIG, AZ ELREJTETT
SZO", "VEG LEHETSEGES FORMAI : "
990 DATA
"VI SSZINTESEN, FUGGOLEGESEN", "FERDEN, ES
VI SSZAFELE IS."
1000 DATA "MOZGAS A SZOVEGBEN EGERREL
", "KI JELOLES A ' O ' -val"
1010 DATA " HA KEZDHETUNK, AKKOR ENTER- t"
1020 BRIGHT 0
1030 PAUSE 0
1040 RETURN
1050 REM * * * * *
1060 REM * J T KMEZ ELK SZ T SE*
1070 REM * * * * *
1080 BORDER 6: PAPER 6
1090 BRIGHT 0: INK 9: CLS
1100 REM * * * * *
1110 REM * 10X20 S 22X20 M RET *
1120 REM * * * * *
1130 CLS
1140 LET h$=" FUGGOLEGESVI ZSZINTES"
1150 PRINT AT 1, 1; "MI LYEN M RET LEGYEN A
P LYA?"; AT 2, 1; "1=10 S 20, 2=22 S 20"
1160 FOR N=1 TO 2

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1170 INPUT (H$(N+((N=2)*9) TO
(N=1)*10+(N=2)*20)); " "; LINE X$
1180 IF X$="" THEN GOTO 1170
1190 FOR M=1 TO LEN X$
1200 IF X$(M) <"0" OR X$(M) >"9" THEN GOTO 1170
1210 NEXT M
1220 IF N=1 THEN LET fugg=VAL x$: IF fugg<10
OR fugg>22 THEN GOTO 1170
1230 IF N=2 THEN LET vi ssz=VAL x$: IF vi ssz<10
OR vi ssz>20 THEN GOTO 1170
1240 NEXT n
1250 PRINT : PRINT PAPER 5; " "; fugg; " *
"; vi ssz; " NAGYSAGU PALYAT" "
V LASZTOTT L
1260 PRINT
1270 PRINT "MAXI MALI S SZOHOSSZUSAG 1-9 LEHET
";
1280 INPUT "SZAVAK DARABSZAMA? 5-20 "; LINE x$
1290 IF x$="" THEN GOTO 1280
1300 FOR n=1 TO LEN x$
1310 IF x$(n) <"0" OR x$>"9" THEN GOTO 1280
1320 NEXT n
1330 LET darab=VAL x$
1340 IF darab<5 OR darab>20 THEN GOTO 1280
1350 PRINT : PRINT PAPER 5; darab; " SZOT
VALASZTOTTAL"
1360 REM *****
1370 REM * SZOBEI RAS *
1380 REM *****
1390 PRINT
1400 LET w$=""
1410 DIM w(darab, 2)
1420 FOR n=1 TO darab
1430 INPUT (n); ". SZ : "; LINE X$
1440 IF LEN x$>fugg AND LEN x$>vi ssz THEN
PRINT #0; FLASH 1; "TUL HOSSZU": PAUSE 300: GOTO
1430
1450 FOR M=1 TO LEN x$
1460 REM IF x$(m) <"A" OR x$(m) >"Z" THEN GOTO
5260
1470 NEXT m
1480 LET w$=w$+x$
1490 LET w(n, 2)=LEN w$
1500 LET w(n, 1)=LEN w$-LEN x$+1
1510 REM
1520 PRINT PAPER 4; n; ". "; w$(w(n, 1) TO
w(n, 2))
1530 NEXT n
1540 CLS
1550 REM *****
1560 REM * A SZ RAKT R *
1570 REM *****
1580 PRINT INK 2; AT 10, 3; "KEVEREM A SZAVAKAT
!!! "
1590 PLAY" T24002bb9E2bEb3E9B"
1600 DIM a$(fugg, vi ssz)
1610 DIM e$(fugg, vi ssz)
1620 DIM l$(fugg, vi ssz)
1630 FOR n=1 TO darab
1640 " UX7C"
1650 LET x=1+INT (RND*fugg)
1660 LET y=1+INT (RND*vi ssz)
1670 LET r1=-1+INT (RND*3)
1680 LET r2=-1+INT (RND*3)
1690 IF r1=0 AND r2=0 THEN GOTO 1670
1700 LET xs=(w(n, 2)-w(n, 1)+1)*r2+x
1710 IF xs<1 OR xs>fugg THEN GOTO 1650
1720 LET ys=(w(n, 2)-w(n, 1)+1)*r1+y
1730 IF ys<1 OR ys>vi ssz THEN GOTO 1650
1740 FOR m=w(n, 1) TO w(n, 2)

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1750 IF a$(xs, ys) <> " " AND a$(xs, ys) <>
w$(m) THEN GOTO 1650
1760 LET xs=xs-r2
1770 LET ys=ys-r1
1780 NEXT m
1790 LET xs=(w(n, 2) - w(n, 1) + 1) * r2 + x
1800 LET ys=(w(n, 2) - w(n, 1) + 1) * r1 + y
1810 FOR m=w(n, 1) TO w(n, 2)
1820 LET a$(xs, ys) = w$(m)
1830 LET l$(xs, ys) = w$(m)
1840 LET xs=xs-r2
1850 LET ys=ys-r1
1860 NEXT m
1870 NEXT n
1880 FOR n=1 TO fugg
1890 FOR m=1 TO vi ssz
1900 IF a$(n, m) = " " THEN LET a$(n, m) = CHR$
(65+INT (RND*26))
1910 NEXT m
1920 "UX7C"
1930 NEXT n
1940 REM * * * * *
1950 REM *          NYOMTATAS          *
1960 REM * * * * *
1970 BRIGHT 1: INK 7: BORDER 0: PAPER 0: CLS :
PRINT INK 2; AT 10, 0; "VEGEZTEM, ITT VAN A
BETUREJ TVENY!"
1980 LET X$="T24002bb9E2bEb3E9B"
1990 LET Y$="T24004bb9E2bEb3E9B"
2000 LET Z$="T24006bb9E2bEb3E9B"
2010 PLAY X$, Y$, Z$: PAUSE 100: CLS
2015 CLS : INK 4: PLOT 162, 170: DRAW 90, 0:
DRAW 0, -165: DRAW -90, 0: DRAW 0, 165
2020 FOR N=1 TO darab
2030 PRINT INK 2; AT O+N, 22; w$(w(n, 1) TO
w(n, 2)); INK 5; AT O, 22; "NEVLI STA"
2040 NEXT N
2050 FOR n=1 TO fugg
2060 FOR m=1 TO vi ssz
2070 PRINT AT n-1, m-1; INVERSE (e$(n, m) <> "
"); a$(n, m)
2080 NEXT m
2090 NEXT n
2100 PRINT #0; AT 0, 0; "KIMASOLOD?": PAUSE 0:
LET i$=INKEY$
2110 IF i$="I" THEN GOSUB 2840
2120 PRINT #0; AT 0, 0; "ELMENTED AZ ADATOKAT?":
PAUSE 0: LET i$=INKEY$: IF i$="I" THEN GOSUB
2610
2130 PRINT #0; PAPER 5; INK 2; AT
0, 0; "MOZG S: 7-FEL, 6-LE, 5-BAL, 8-JOBB,
O=KIJELOL M=MASOL V=VEGE "
2140 RETURN
2150 REM * * * * *
2160 REM *          ITT A VEGE          *
2170 REM * * * * *
2180 LET da=10
2190 FOR n=1 TO fugg
2200 PLAY"UX2C"
2210 FOR m=1 TO vi ssz
2220 BEEP .001, 10
2230 IF l$(n, m) <> " " THEN LET da=da+1
2240 IF l$(n, m) = e$(n, m) AND l$(n, m) <> " "
THEN LET pont=pont+1
2250 REM J SZ
2260 IF l$(n, m) <> " " THEN PRINT AT n-1, m-1;
INK (e$(n, m) = " "); INVERSE 1; l$(n, m)
2270 REM ROSSZ KIJELOLES

```



```

2280 IF I$(n, m) = " " AND e$(n, m) <> " " THEN
PRINT AT n-1, m-1; PAPER 5; INK 2; a$(n, m): LET
pont=pont-1
2290 PRINT #0; AT 1, 0; " PONT: "; pont
2300 NEXT m
2310 NEXT n
2320 RETURN
2330 REM *****
2340 REM *           SZOLI STA           *
2350 REM *****
2360 CLS
2370 FOR N=1 TO darab
2380 PRINT " " AND n<10; n; " .
"; w$(w(n, 1) TO w(n, 2))
2390 NEXT n
2400 PRINT #0; AT 0, 0; " KI MASOLOD?"
2410 LET pont=pont-10
2420 LET i$=INKEY$: IF i$="" THEN GOTO 2420
2430 IF i$="I" THEN GOSUB 2840
2440 CLS
2450 RETURN
2460 REM *****
2470 REM *           ADATBETOLTES           *
2480 REM *****
2490 LOAD "szo" DATA h()
2500 LET darab=h(1)
2510 LET fugg=h(2)
2520 LET vi ssz=h(3)
2530 LOAD "szo" DATA a$()
2540 LOAD "szo" DATA w()
2550 LOAD "szo" DATA I$()
2560 LOAD "szo" DATA h$()
2570 LET w$=h$()
2580 DIM e$(fugg, vi ssz)
2590 RETURN
2600 REM *****
2610 REM *           ADATMENTES           *
2620 REM *****
2630 DIM h(3)
2640 LET h(1)=darab
2650 LET h(2)=fugg
2660 LET h(3)=vi ssz
2670 DIM h$(LEN w$)
2680 LET h$=w$
2690 SAVE "szo" DATA h()
2700 SAVE "szo" DATA a$()
2710 SAVE "szo" DATA w()
2720 SAVE "szo" DATA I$()
2730 SAVE "szo" DATA h$()
2740 RETURN
2750 REM *****
2760 REM *           PROGRAM MENTES           *
2770 REM *****
2780 CLEAR
2790 SAVE "szo" LINE 160
2800 STOP
2810 REM *****
2820 REM *           M SOLAS NYOMTATORA           *
2830 REM *****
2840 COPY
2850 RETURN

```

# SZOLITER JÁTÉK

Leírás:a játékban lépéseidet úgy teheted,hogy át kell ugorni a szomszédos bábút,és egy üres helyre kell érkezned.A játékban arra kell törekedni,hogy a végén csak egy bábú maradjon a tábla közepén.



```

1      REM SZOLITER
2      memoria-jatek ötlet-
3      matematikai jatekok
4      1960-as kiadasu konyv al apj an
      2      REM Nyitrai SOFT 2003
      3      REM irta: a jatekgyaros
10     BORDER 2: PAPER 4: INK 7: BRIGHT 1
20     CLS
30     PRINT "      "; INK 6; PAPER 0; "***
SZOLITER  ***": PRINT INK 3; "      jatekgyaros
2003"
40     PRINT "' "Ebben a játékban kezdeskor 44
dbbabud van,es egy üres hely. "
50     PRINT "' "A játékban lépeseid úgy
teheted,hogy át kell ugorni a szomszédosbabut,es
egy üres helyre kell érkezned. "
60     PRINT "' "A játékban arra kell törekedni,
hogy "; PAPER 0; INK 6; "csak egy bábú"; PAPER 4;
INK 7; " - kerüljön a tábla "; PAPER 0; INK
6; "közepére, "; PAPER 4; INK 7; "      ez a sikeres
játék-befejezés. "
70     PRINT INK 3; "' " Ha tisztában vagy a
játékkal, akkor nyomd le az ENTER-t a
kezdeshez. "
90     IF INKEY$="" THEN GO TO 90
95     BRIGHT 0: BORDER 4: PAPER 4: INK 0: CLS
100    LET h=44
110    DIM a$(81)
120    LET b$=""      000      "
130    LET c$="0000000000"
```

```

140     FOR n=0 TO 2
150     LET m=9*n
160     LET a$(m+1 TO m+9)=b$
170     LET a$(m+28 TO m+36)=c$
180     LET a$(m+55 TO m+63)=b$
190     NEXT n
200     LET a$(41)="."
220     CLS
224     PRINT INK 3; AT 0, 9; " 123456789 "
225     PRINT INK 1; AT
1, 9; " ö1/41/41/41/41/41/41/41/41/41/4÷"
230     FOR n=1 TO 9
240     LET m=(n-1)*9+1
250     PRINT AT n+1, 8; INK 3; n; INK 1; "µ"; a$(m
TO m+8); "¶"; INK 3; n
260     NEXT n
264     PRINT INK 1; AT 11, 9; " o" " " " " " " " " " " u"
265     PRINT INK 3; AT 12, 9; " 123456789 "
270     DIM k$(4)
280     DIM s$(32)
310     PRINT AT 16, 0; s$
320     PRINT AT 18, 3; " Vi ssz/fugg pozici o? "; s$
330     INPUT e$
340     IF LEN e$<>2 THEN GO TO 430
350     FOR d=1 TO 2
360     IF e$(d)<"1" OR e$(d)>"9" THEN GO TO 430
370     NEXT d
380     LET d=VAL e$(1) - 1
390     LET e=VAL e$(2)
400     PRINT AT 16, 0; s$
420     GO TO 450
430     PRINT AT 16, 12; " Ez most hi bas! "
440     GO TO 320
450     LET n=9*d+e
455     LET g=e+9
460     IF a$(n)="O" THEN GO TO 500
470     PRINT AT 16, 4; INK 3; " Hi bas - a pal yan
ki vul vagy! "
480     GO TO 320
500     LET k$="0000"
505     PRINT AT 15, 0; s$; s$; s$; s$
510     IF e>7 THEN GO TO 550
520     IF a$(n+2)<> "." THEN GO TO 550
530     IF a$(n+1)<>"O" THEN GO TO 550
540     LET k$(1)="1"
550     IF d>6 THEN GO TO 590
560     IF a$(n+18)<> "." THEN GO TO 590
570     IF a$(n+9)<>"O" THEN GO TO 590
580     LET k$(2)="1"
590     IF e<3 THEN GO TO 630
600     IF a$(n-2)<> "." THEN GO TO 630
610     IF a$(n-1)<>"O" THEN GO TO 630
620     LET k$(3)="1"
630     IF d<2 THEN GO TO 670
640     IF a$(n-18)<> "." THEN GO TO 670
650     IF a$(n-9)<>"O" THEN GO TO 670
660     LET k$(4)="1"
670     IF k$<>"0000" THEN GO TO 700
680     PRINT AT 16, 4; INK 3; " Hi bas -
szabal ytalan! "
690     GO TO 320
700     IF k$="0001" THEN GO TO 850
710     IF k$="0010" THEN GO TO 1000
720     IF k$="0100" THEN GO TO 900
730     IF k$="1000" THEN GO TO 950
740     PRINT AT 16, 0; " Merre lepjek ? nyomd
5, 6, 7, vagy 8- at! "
745     PRINT s$
750     LET f=CODE INKEY$-48
760     IF f<5 OR f>8 THEN GO TO 720

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765     PRINT AT 15, 0; s$; s$; s$
770     IF f=5 AND k$(3) = " 1" THEN GO TO 1000
780     IF f=6 AND k$(2) = " 1" THEN GO TO 900
790     IF f=7 AND k$(4) = " 1" THEN GO TO 850
800     IF f=8 AND k$(1) = " 1" THEN GO TO 950
810     PRINT AT 16, 4; I NK 3; " Hi bas -
szabal ytalan! "
820     GO TO 750
850     LET a$(n-9) = " ."
860     LET a$(n-18) = " O"
870     PRINT AT d+1, g; " ."
880     PRINT AT d, g; " O"
890     GO TO 1050
900     LET a$(n+9) = " ."
910     LET a$(n+18) = " O"
920     PRINT AT d+3, g; " ."
930     PRINT AT d+4, g; " O"
940     GO TO 1050
950     LET a$(n+1) = " ."
960     LET a$(n+2) = " O"
970     PRINT AT d+2, g+2; " O"
980     PRINT AT d+2, g+1; " ."
990     GO TO 1050
1000    LET a$(n-1) = " ."
1010    LET a$(n-2) = " O"
1020    PRINT AT d+2, g-1; " ."
1030    PRINT AT d+2, g-2; " O"
1050    PRINT AT d+2, g; " ."
1060    LET a$(n) = " ."
1070    LET h=h-1
1100    FOR d=0 TO 8
1110    FOR e=1 TO 9
1120    LET n=9*d+e
1130    IF a$(n) <> " O" THEN GO TO 1220
1140    IF e>7 THEN GO TO 1160
1150    IF a$(n+1) = " O" AND a$(n+2) = " ." THEN GO
TO 310
1160    IF e<3 THEN GO TO 1180
1170    IF a$(n-1) = " O" AND a$(n-2) = " ." THEN GO
TO 310
1180    IF d<2 THEN GO TO 1200
1190    IF a$(n-9) = " O" AND a$(n-18) = " ." THEN GO
TO 310
1200    IF d>6 THEN GO TO 1220
1210    IF a$(n+9) = " O" AND a$(n+18) = " ." THEN GO
TO 310
1220    NEXT e
1230    NEXT d
1250    IF h=1 THEN GO TO 1300
1260    PRINT AT 14, 0; s$; s$; s$; s$; s$
1265    PRINT AT 14, 6; I NK 2; " Ni ncs tobb
lepesed, "
1270    PRINT ' TAB 7; h; " babud maradt... "
1280    IF h<5 THEN PRINT I NK 3; " Szep
munka volt! "
1290    GO TO 1400
1300    PRINT AT 14, 0; s$; s$; s$; s$; s$
1310    PRINT AT 14, 0; " Gratulalok - egy babu
maradt... "
1320    IF a$(41) = " O" THEN PRINT ' "... a palya
kozepso reszen! "
1400    PRINT ' I NK
1; " aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa"
1410    PRINT " Ha jatszol meg, nyomj egy gombot. "
1415    PRINT " Ha vege, nyomd a SPACE-t. "
1420    LET i$=I NKEY$
1430    IF i$ = " " THEN STOP
1440    IF i$ = " " THEN GO TO 1420
1450    GO TO 100

```

Fájlnév: MASODIK.doc  
Könyvtár: C:\SPECcsupajatek\masodik  
Sablon: C:\WINDOWS\Application  
Data\Microsoft\Sablonok\Normal.dot  
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Szerző: Apuci  
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