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1000 PRINTCHR$(147)CHR$(5):POKE36879,40
1010 PRINT"█"SPC(4)"JANX SPIRITS"
1020 GOSUB2180:REM-TITLE--PAGE-
1030 FORA=15TO0STEP-.4:POKE36878,A:POKE36876,238+A:POKE36875,239+A:POKE36874,238+A
1040 FORT=1TO100:NEXT:POKE36876,0:POKE36875,0:POKE36874,0:NEXT
1050 POKE36878,15:POKE36876,130:POKE36875,131:POKE36874,194
1060 POKE52,27:POKE56,27:CLR:FORI=7168TO7679:POKEI,PEEK(I+25600):NEXT
1070 GOSUB2300
1080 GETA$:IFA$<>"Y"ANDA$<>"N"THEN1080
1090 IFA$="N"THENPRINT"█"PLEASE WAIT":GOTO1190
1100 POKE36876,0:POKE36875,0:POKE36874,0
1110 PRINTCHR$(147)" *** JANX SPIRITS *** "
1120 PRINT"THE IDEA OF THE GAME IS TO COLLECT AS MUCH GOLD FROM THE CELLARS"
1130 PRINT"OF AN OLD HOUSE WHICH UNFORTUNATELY FOR YOU IS HAUNTED....."
1140 PRINT"THERE ARE 3 GHOST'S ONYOUR TRAIL AND WHAT WITH THE FLOOR"
1150 PRINT"GIVING WAY UNDER"
1160 PRINT"YOUR FEET...YOUR ONLY CHANCE IS TO GUIDE THEGHOST INTO THE HOLES."
1170 PRINT"BUT WATCH OUT, FOR IF YOU FALL DOWN ONE OF THE HOLES..."
1180 PRINT"YOU WILL BE TURNED INTO A GHOST!!!!"
1190 POKE36876,0:POKE36875,0:POKE36874,0
1200 REM -M/C-JOYREAD--
1210 A=0:FORJ=828TO912:READX:POKEJ,X:A=A+X:NEXT:READX:IFA<>XTHENPRINT"█"DATA ERROR":END
1220 REM -CHAR-DEFINE--
1230 FORC=7432TO7527:READA:POKEC,A:NEXT
1240 REM -M/C-JOYREAD--
1250 PRINT"█"PRESS ANY KEY TO PLAY█"
1260 GETA$:IFA$=""THEN1260
1270 SYS828:PRINTCHR$(147):POKE36869,255
1280 REM ---VARIABLES--
1290 A=PEEK(36866)AND128:SC=4*A+64*(PEEK(36869)AND112):C0=37888+4*A
1300 DIMX(4),Y(4)
1310 MA=0:N=22:HU=43:SP=32:TW=21:TE=10
1320 G1=41:G2=G1:G3=G1
1330 S1=36876:S2=S1+1:V=S2+1
1340 X(4)=10:Y(4)=10:D=1:G=43:K=1:M=2:O=3:P=4:Q=5
1350 JN=841:JS=842:JW=843:JE=844:ZE=0:GD=44
1360 REM-SET-UP-SCREEN-
1370 FORL=1TO50:R=INT(RND(1)*440+44):POKEC0+R,7:POKESC+R,44:NEXT
1380 FORT=1TO3:X(T)=INT(RND(1)*20):Y(T)=INT(RND(1)*18+2)
1390 IFPEEK(SC+X(T)+22*Y(T))<>32THENT=T-1:NEXTT
1400 POKEC0+X(T)+22*Y(T),5:POKESC+X(T)+22*Y(T),41:NEXT
1410 POKEC0+X(4)+22*Y(4),7:POKESC+X(4)+22*Y(4),42

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1420 PRINT"█!#$%&'()*+,-./:;<=>?@ABCDEFGHIJKLMNO"HI
1430 REM ---MAIN-LOOP---
1440 FORT=1T00:0X(T)=X(T):0Y(T)=Y(T):NEXT:MX=X(P):MY=Y(P)
1450 Z=(KAND(PEEK(JN)=ZE))+ (MAND(PEEK(JS)=ZE))+ (OAND(PEEK(JW)=ZE))+ (PAND(PEEK(JE)=ZE))
1460 ONZGOSUB1620,1640,1660,1680
1470 R=INT(RND(K)*0+K):ONRGOSUB1710,1780,1850
1480 IFG1=GANDG2=GANDG3=GTHEN2050
1490 REM
1500 IFRND(1)<.1THENU=INT(RND(K)*440+GD):POKEC0+U,0:POKESC+U,G
1510 IFPEEK(SC+X(P)+N*Y(4))=GDTHENGOSUB2000
1520 IFPEEK(SC+X(P)+N*Y(4))=HUTHEN2100
1530 IFMA=KTHEN2100
1540 POKEC0+X(K)+N*Y(K),Q:POKESC+X(K)+N*Y(K),G1
1550 POKEC0+X(M)+N*Y(M),Q:POKESC+X(M)+N*Y(M),G2
1560 POKEC0+X(0)+N*Y(0),Q:POKESC+X(0)+N*Y(0),G3
1570 POKEC0+X(P)+N*Y(P),6:POKESC+X(P)+N*Y(P),42
1580 IFZ=0THEN1430
1590 POKESC+MX+N*MY,SP
1600 GOTO1430
1610 REM
1620 Y(P)=Y(P)-K:IFY(P)<MTHENY(P)=M
1630 RETURN
1640 Y(P)=Y(P)+K:IFY(P)>TWTHTENY(P)=TW
1650 RETURN
1660 X(P)=X(P)-K:IFX(P)<ZETHENX(P)=ZE
1670 RETURN
1680 X(P)=X(P)+K:IFX(P)>TWTHTENX(P)=TW
1690 RETURN
1700 REM---GHOST-MOVE--
1710 IFG1=GTHENRETURN
1720 X(K)=X(K)+D*SGN(X(P)-X(K)):X(K)=X(K)-SGN(X(K))-SGN(X(K)-N)
1730 Y(K)=Y(K)+D*SGN(Y(P)-Y(K)):Y(K)=Y(K)-SGN(Y(K))-SGN(Y(K)-N)
1740 IFPEEK(SC+X(K)+N*Y(K))=GTHENG1=G:GOSUB1930
1750 IFPEEK(SC+X(K)+N*Y(K))=42THENMA=K
1760 POKESC+0X(K)+N*0Y(K),SP
1770 RETURN
1780 IFG2=GTHENRETURN
1790 X(M)=X(M)+D*SGN(X(P)-X(M)):X(M)=X(M)-SGN(X(M))-SGN(X(M)-N)
1800 Y(M)=Y(M)+D*SGN(Y(P)-Y(M)):Y(M)=Y(M)-SGN(Y(M))-SGN(Y(M)-N)
1810 IFPEEK(SC+X(M)+N*Y(M))=GTHENG2=G:GOSUB1930
1820 IFPEEK(SC+X(M)+N*Y(M))=42THENMA=K
1830 POKESC+0X(M)+N*0Y(M),SP

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1840 RETURN
1850 IFG3=GTHENRETURN
1860 X(0)=X(0)+D*SGN(X(P)-X(0)):X(0)=X(0)-SGN(X(0))-SGN(X(0)-N)
1870 Y(0)=Y(0)+D*SGN(Y(P)-Y(0)):Y(0)=Y(0)-SGN(Y(0))-SGN(Y(0)-N)
1880 IFPEEK(SC+X(0)+N*Y(0))=GTHENG3=G:GOSUB1930
1890 IFPEEK(SC+X(0)+N*Y(0))=42THENMA=K
1900 POKESC+0X(0)+N*0Y(0),SP
1910 RETURN
1920 REM
1930 REM-GHOST/IN/HOLE-
1940 FORV0=15TO0STEP-1:POKEV,V0:POKES1,160+V0*3:POKES2,160+V0*3:NEXT:SE=SE+10
1950 IFSE>HITHENHI=SE
1960 PRINT"SPC(17);HI
2030 POKES1,0:POKEV,0
2040 RETURN
2050 REM ----SUCCESS----
2060 PRINTCHR$(147)"BONUS SCORE":SE=SE+50
2070 FORF=15TO0STEP-.4:POKEV+1,42:POKEV,F:POKES1,238+F:POKES1-1,239+F:POKES1-2,238+F
2080 POKEV+1,40:NEXT:POKEV,0:POKES1,0:POKES1-1,0:POKES1-2,0
2090 PRINTCHR$(147):GOTO1320
2100 REM --STICKY END--
2110 POKEC0+MX+N*MY,5:POKESC+MX+N*MY,41
2120 FORF=250TO130STEP-1:POKEV,15:POKES1,F:POKES2,F:POKES1-1,F+1:NEXT
2130 POKES1,0:POKES1-1,0:POKES2,0
2140 PRINT"BAD LUCK"
2150 PRINT"PRESS FIRE BUTTON"
2160 IFPEEK(845)<>0THEN2160
2170 SE=0:PRINT":GOTO1310
2180 REM--TITLE PAGE---
2190 PRINT"
2200 PRINTSPC(8)" 
2210 PRINTSPC(7)"    
2220 PRINTSPC(7)"     
2230 PRINTSPC(7)" 
2240 PRINTSPC(7)"  
2250 PRINTSPC(7)"   
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2260 PRINTSPC(7)"  "
2270 PRINTSPC(7)"  "
2280 PRINTSPC(7)"  "
2290 RETURN
2300 REM --TITLE PAGE--
2310 PRINT" "
2320 FORX=15TO1STEP-1:READA$:IFA$="*"THENRETURN
2330 FORT=0TOX:PRINTTAB(T)" ";A$:PRINT" ":NEXT:NEXT
2340 REM---TITLE DATA--
2350 DATA?,S,N,0,I,T,C,U,R,T,S,N,I,*
2360 REM---M/C-DATA----
2370 DATA120,169,78,141,20,3,169,3,141,21,3,88
2380 DATA96,0,0,0,0,169,0,141,19,145,169,127,141
2390 DATA34,145,173,17,145,41,4,141,73,3,173
2400 DATA17,145,41,8,141,74,3,173,17,145,41,16,141
2410 DATA75,3,173,32,145,41,128,141,76,3,173
2420 DATA17,145,41,32,141,77,3,169,255,141,34,145
2430 DATA169,128,141,19,145,76,191,234,0,0,0,0,7167
2440 REM---CHAR DATA---
2450 DATA251,130,130,250,10,10,251,0,0,0,0,0,0,0,0,239,8,8,8,8,8,239,0
2460 DATA190,162,162,190,164,162,162,0
2470 DATA248,128,130,224,130,128,248,0,138,136,138,250,138,138,138,0,0,0,0,124,0,0,0,0
2480 DATA255,255,255,255,255,255,255,255
2490 DATA60,86,87,255,231,219,109,36
2500 DATA24,24,0,56,68,16,40,40
2510 DATA0,60,126,126,126,126,60,0
2520 DATA0,0,0,8,44,53,95,251

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