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ディスク版ローダ

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0 REM save"ﾄﾞｱﾄﾞﾌ.503"
1 REM ** DISK IPL for DoorDoor mk2 **
2 REM arranged by ezm 1985/9/14
3 REM +secret selesion 1986/5/16
4 REM +loading muusic 1986/5/31
5 REM +title display 1986/6/21
6 REM -----
10 REM "DoorM1.CHR":B220H (2DE0H)
11 REM "DoorM2.D??":A220H (1000H)
12 REM "DoorM3.PRG":5000H (5220H)
13 REM "DoorM4.TIL":0000H (4000H)
14 REM "DoorM0.CHR":E000H (1F00H)<-2000
15 REM "DoorM5.SOU":E100H (135FH)
21 REM -----
22 REM E0A0H (BLOAD M3 & M0)
23 REM E080H (Sound stop )
24 REM E000H (Set selection)
25 REM 4F00H (Block Transfer & start)
26 REM C000H (Title display)
27 REM -----
100 CLEAR 150:CLS:CONSOLE,,0,0
101 COLOR 4:LOCATE2,15:PRINT"ｼﾞﾊﾞﾗｸﾞ ﾓｽｸﾞﾀﾞｲ。"
102 BLOAD"DoorM5.SOU"
103 EXEC&HE5B3:REM sound start
104 GOSUB 560
105 GOSUB 1000:GOSUB 1100:GOSUB 1300
110 SCREEN 1,1,1:CLS:CONSOLE0,25,0,1
120 RESTORE 150
130 COLOR 16:FOR T=0 TO 8
140 READ A$:LOCATE 15+T,1:PRINT A$;
150 DATA D,O,O,R, ,D,O,O,R
160 FOR Y=0 TO 100:NEXT:NEXT
170 FOR Y=0 TO 3
180 FOR T=0 TO 16
190 LOCATE 15,1:COLOR T:PRINT"DOOR DOOR"
200 NEXT:NEXT
210 COLOR 3 :LOCATE 13,1:PRINT"- DOOR DOOR -"
220 COLOR 15
230 LOCATE 0,5:PRINT"Which game do you want to play,1 or 2?"
240 COLOR 7
250 LOCATE 7,7:PRINT"1ﾄ2ﾉﾄﾞﾌﾗｸﾞ-ﾙｸﾞ ﾍﾞﾙｸﾞ?"
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260 COLOR 6
270 LOCATE 4,10:PRINT"(1)---1メノ カラ 50メノ(ニウモシヤコ-入)"
280 LOCATE 4,12:PRINT"(2)---51メノ カラ 100メノ(シ`ヨウキ1ウシヤコ-入)"
290 A$=INKEY$:IF A$="" THEN 290
300 IF A$="1" THEN 340
310 IF A$="2" THEN 370
320 IF A$="d" THEN 800
330 GOTO 290
340 COLOR 14:B$="DoorM2.D01"
350 LOCATE 4,10:PRINT"(1)---1メノ カラ 50メノ(ニウモシヤコ-入)"
360 GOTO 390
370 COLOR 3:B$="DoorM2.D51"
380 LOCATE 4,12:PRINT"(2)---51メノ カラ 100メノ(シ`ヨウキ1ウシヤコ-入)"
390 COLOR 4:LOCATE12,15:PRINT"シハ`ラク オマチクダ`サイ。
400 SCREEN 3,3,1:CLS
410 BLOAD"DoorM4.TI",&H4000
420 SCREEN 3,3,3:EXEC&HC000
430 BLOAD"DoorM1.CHR"
440 BLOAD B$
450 SCREEN 1,2,3:CLS:CONSOLE,,0,0:GOSUB710
460 COLOR 12:LOCATE9,15:PRINT "モウ"
462 COLOR 4:LOCATE12,15:PRINT"シハ`ラク オマチクダ`サイ。
470 EXEC&HE0A0:REM blod & JP start
480 END
560 REM -- set select & JP block --
570 RESTORE 610
580 FOR I=&HE000 TO &HE047
590 READ D$:POKE I,VAL("&H"+D$)
600 NEXT:RETURN
610 DATA F3,3E,DD,D3,F0,D3,F1,3E
620 DATA 55,D3,F2,3E,FF,ED,47,31
630 DATA 00,00,00,00,00,00,00,00
640 DATA 3E,3D,32,9B,57,00,00,00
650 DATA 3E,23,32,57,57,00,00,00
660 DATA 3E,09,32,59,57,00,00,00
670 DATA 3E,23,32,62,57,00,00,00
680 DATA 3E,27,32,6F,57,00,00,00
690 DATA C3,00,4F,00,00,00,00,00
700 REM -- block trans & start ---
710 RESTORE 760
720 FOR I=&H4F00 TO &H4F1F
730 READ D$:POKE I,VAL("&H"+D$)
740 NEXT
750 RETURN

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760 DATA F3,21,00,20,11,00,E0,01
770 DATA 00,1F,ED,B0,3E,08,D3,C1
780 DATA 3E,C7,D3,F3,C3,9D,55,00
790 DATA 00,00,00,00,00,00,00,00
800 REM ---- secret menu -----
810 CLS:LOCATE1,4:COLOR10:PRINT" << SECRET SELECTION ONLY FOR YOU!! >>"
820 LOCATE5,6:COLOR12:PRINT "1: CHUN が 何ヲイウニスル?"
830 LOCATE 10,8:COLOR 3:PRINT "Push (Y) or (N) key"
840 K$=INKEY$
850 IF K$="Y" OR K$="y" THEN POKE&HE019,&HA7:GOTO 880
860 IF K$="N" OR K$="n" THEN 880
870 GOTO 840
880 LOCATE5,10:COLOR12:PRINT "2: ハジメル ヲ イハ`ヌル。"
890 LOCATE 8,11:COLOR 2:PRINT "(タダシ 1メウケ ハジメ`ンテ` クリアルコト)"
900 LOCATE 10,13:COLOR 3:PRINT "Input NO. (1-50) "
910 N=1:LOCATE 30,13:INPUT N
920 IF N<1 OR N>50 THEN LOCATE 30,13:PRINT " ":GOTO 910
925 IF N=1 THEN 960
930 POKE&HE021,1
940 REM POKE&HE029,&H09
950 POKE&HE031,N-1:REM POKE&HE039,N-1
960 GOTO 110
1000 REM -- sound stop & JP set selec -
1010 RESTORE 1060
1020 FOR I=&HE080 TO &HE09F
1030 READ D$:POKE I,VAL("&H"+D$)
1040 NEXT
1050 RETURN
1060 DATA CD,90,E0,CD,B3,1B,00,00
1070 DATA C3,00,E0,00,00,00,00,00
1080 DATA F3,3E,74,32,06,FA,3E,0F
1090 DATA 32,07,FA,FB,C9,00,00,00
1100 REM - bload M3,M0 & JP sound stop-
1110 RESTORE 1160
1120 FOR I=&HE0A0 TO &HE0EF
1130 READ D$:POKE I,VAL("&H"+D$)
1140 NEXT
1150 RETURN
1160 DATA 21,D0,E0,CD,C0,E0,00,00
1170 DATA 3E,01,CD,ED,13,21,E0,E0
1180 DATA CD,C0,E0,3E,02,CD,ED,13
1190 DATA C3,80,E0,00,00,00,00,00
1200 DATA CD,3A,51,DD,36,03,00,DD
1210 DATA 36,19,01,CD,46,5F,C9,00

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1220 DATA 22,44,6F,6F,72,4D,33,50
1230 DATA 52,47,22,00,00,00,00,00
1240 DATA 22,44,6F,6F,72,4D,30,43
1250 DATA 48,52,00,00,00,00,00,00
1300 REM -- title display sub ----
1310 RESTORE 1350
1320 FOR I=&HC000 TO &HC08F
1330 READ A$:POKE I,VAL("&H"+A$)
1340 NEXT I:RETURN
1350 DATA 01,00,20,00,00,00,00,00
1360 DATA 2A,80,C0,CD,8D,FE,23,23
1370 DATA 22,80,C0,00,2A,82,C0,77
1380 DATA 23,23,22,82,C0,00,00,00
1390 DATA 2A,84,C0,CD,8D,FE,23,23
1400 DATA 22,84,C0,00,2A,86,C0,77
1410 DATA 23,23,22,86,C0,00,00,00
1420 DATA 2A,88,C0,CD,8D,FE,2B,2B
1430 DATA 22,88,C0,00,2A,8A,C0,77
1440 DATA 2B,2B,22,8A,C0,00,00,00
1450 DATA 2A,8C,C0,CD,8D,FE,2B,2B
1460 DATA 22,8C,C0,00,2A,8E,C0,77
1470 DATA 2B,2B,22,8E,C0,00,00,00
1480 DATA 11,00,02,1B,7A,B3,C2,6B
1490 DATA C0,00,0B,0B,78,B1,C2,08
1500 DATA C0,C9,00,00,00,00,00,00
1510 DATA 00,40,00,00,00,60,00,20
1520 DATA FF,5F,FF,1F,FF,7F,FF,3F
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