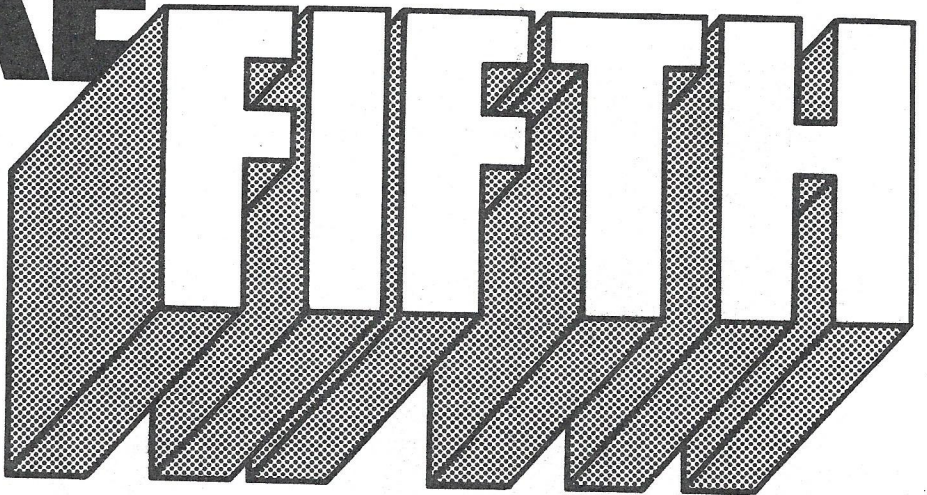


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incredible
extension
to basic**



BY RICHARD TAYLOR

**that lets you write fast moving
Arcade games**

***FIFTH has the following NEW Commands & functions**

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***Personal Computer News said:**

"Fifth provides an excellent set of commands for programming arcade type games and makes it easy for you to write fast moving games in Basic."

The packages come with an extensive manual, a demonstration program and the fifth interpreter. The commands are entered as words into your program and give you INTERRUPT, driven, fast, high resolution SPRITE graphics without losing the simplicity of Basic.

Buy FIFTH and get a City Bomber FREE!

Just TYPE in this program by Richard Taylor with your Fifth Interpreter.

```

1000 REM ***** BOMBER *****
1001 REM ***** By RICHARD TAYLOR *****
1002 REM ***** © CRL September '83 *****
1003 REM ***** *****
1004 REM *****
1005 RANDOMIZE 1000
1006 RANDOMIZE USA 51030
1007 RANDOMIZE BORDER 6
1008 OVER 0: INVERSE 0: FLASH 0
1009 BRIGHT 0: INK 0: PAPER 7
1010 CLS
1011 GO SUB 9000
1012 GO SUB 8000
1013 LET HI=0: LET Z=1: LET SCOR
1014 CLS: PRINT " HI: "; HI: TAB
1015 SCORE: SCORE
1016 PLOT 0,150: DRAW 255,0
1017 LET a=4000: REM LIMIT a
1018 LET c=5000: REM INTERACT a
1019 GO SUB 3000
1020 LET x=0: LET y=50: REM MOVE
1021 plane,x,y
1022 LET x=255: LET a=30: REM MO
1023 VE Enemy,x,a
1024 GO SUB 2000: GO TO 170
1025 LET a=0: LET b=175
1026 REM MOVE plane,a,b,ENABLE P
1027 lane
1028 REM ALL Bomb\MOVE Bomb,a,b
1029 ENABLE Bomb
1030 REM MOVE Enemy,a,b,ENABLE E
1031 neay
1032 CLS
1033 FOR a=0 TO 7
1034 PRINT PAPER a: REM FILL
1035 BEEP 1,a: NEXT a
1036 PAUSE 25: FOR a=0 TO 0 STE
1037 P -1: BEEP .005,a: NEXT a
1038 FOR c=0 TO 1000 STEP 20
1039 LET a=10: LET b=3: LET d=50
1040 REM SOUND a,b,c,d
1041 NEXT c
1042 LET a$="SCORE: "+STR$ Score
1043 LET x=0: LET y=50: LET t=2:
1044 LET w=3
1045 REM TEMPS\LARGE
1046 IF HI>Score THEN GO TO 1200
1047 PRINT "HI: Score: LET a$="A New
1048 HIGH SCORE"
1049 LET x=60: LET y=100: LET t=
1050 2: LET w=1: PRINT INK 1: REM LA
1051 RGE
1052 PRINT #0: FLASH 1: " A
1053 1054 IF INKEY$="y" THEN GO TO 12
1054 1055 IF INKEY$="n" OR INKEY$="N"
1055 N GO TO 1500
1056 IF INKEY$="y" AND INKEY$("<
1057 ") THEN GO TO 1220
1058 INPUT "New Level? ";Level
1059 IF Level<0 OR Level>3 OR Le
1060 vel<>INT Level THEN GO TO 1240
1061 GO TO 90
1062 INPUT INKEY$: PRINT #0: FLA
1063 SH 1: " Another Game? (y/n)
1064 1065 IF INKEY$("<
1065 1066 IF INKEY$="y" OR INKEY$="Y"
1066 THEN LET Score=0: LET Z=1: GO T
1067 0 1000
1068 IF INKEY$("<
1068 1069 IF INKEY$="n" AND INKEY$("<
1069 1070 LET a$="OK": LET w=16: LET
1070 t=22
1071 CLS
1072 LET x=0: LET y=0: REM TEMPS
1073 \LARGE
1074 LET a=21: LET b=31: REM GET
1075 y,a,b,a$
1076 FOR a=0 TO 21: LET b=a+.607
1077 1078 REM PUT a,b,a$
1078 1079 PAUSE 5: NEXT a
1079 1080 LET a=INT (RAND*8): PAPER a:
1080 BORDER 0: CLS: BEEP 1,-10
1081 GO TO 1610
1082 LET a$=INKEY$: IF a$="" THE
1082 N RETURN
1083 IF a$="6" THEN LET y=y+1+(L
1083 evel<2): LET Score=Score-2
1084 IF a$="7" THEN LET y=y-1-(L
1084 evel<2): LET Score=Score-10

```

```

2025 PRINT AT 0,26;Score: " "
2026 IF y<20 THEN LET y=20
2027 IF y>160 THEN LET y=160
2028 REM MOVE plane,COLUMN Plane
2029 y
2030 IF a$("<
2030 2031 THEN RETURN
2032 REM USE Bomb,z
2033 LET z=z+1: IF z=4 THEN LET
2034 z=1
2035 REM LET a=LINE plane,LET b=
2035 COLUMN plane,LET c=LINE Bomb
2036 IF c=175 THEN RETURN
2037 LET a=a+10: LET c=(INT ((c+
2038 4)/8))-32*(c>250): REM MOVE Bomb
2039 b,a
2040 RETURN
2041 FOR a=2 TO 31: LET b=INT (R
2041 ND*10)+1: IF AND>.0 THEN GO TO 3
2042 040 LET d=INT (RAND*5): FOR c=21
2042 TO 21-b STEP -1
2043 PRINT AT c,a: INK d: BRIGHT
2043 AND: "0: BEEP .005,c+25: NEXT c
2044 PRINT AT c,a: INK d: "0"
2045 NEXT a: RETURN
2046 REM LMTPARAM
2047 IF h$="plane" THEN GO TO 50
2048 040 IF h$="enemy" THEN GO TO 45
2048 040 LET o=175: REM LET p=CURREN
2049 T h$USE h$,h$MOVE h$,COLUMN h$,
2049 \ENABLE h$USE h$,p
2050 CONTINUE
2051 REM LET o=LINE enemy
2052 LET o=o+1+INT (RAND*6): IF
2052 o>150 THEN LET o=150
2053 IF o<20 THEN LET o=20
2054 LET p=255: REM MOVE enemy,p
2055 ENABLE enemy
2056 CONTINUE
2057 REM LET y=LINE plane
2058 LET p=0: LET y=y+4: IF y>=1
2058 60 THEN GO TO 5500
2059 REM MOVE plane,p,y,ENABLE P
2060 lane
2061 LET Score=Score+1: PRINT AT
2061 0,26;Score: " "
2062 BEEP .005,60: CONTINUE
2063 LET a=175: LET b=0: REM MOV
2063 E plane,b,ENABLE plane
2064 REM MOVE Enemy,b,ENABLE E
2065 neay
2066 REM ALL Bomb\MOVE Bomb,b,a,
2066 ENABLE Bomb
2067 POKE 23681,0: CLS
2068 LET a$="YOU HAVE LANDED"
2069 LET w=2: LET t=1: LET x=0:
2070 LET y=0
2071 PRINT INK 2: REM LARGE
2072 LET Score=Score+200
2073 GO TO 1000
2074 REM INTPARAM
2075 IF INKEY$="bomb" OR i$="bomb" T
2075 HEN GO TO 7000
2076 IF h$="plane" OR i$="plane"
2076 THEN POKE 23681,0: GO TO 1000
2077 IF h$="bomb" OR i$="bomb"
2077 THEN LET p=CURREN
2078 T h$USE h$,h$MOVE h$,COLUMN h$,CO
2078 LUMN Bomb,o,ENABLE Bomb,USE Bomb
2079 p
2080 LET q=INT (q/8): LET r=INT
2080 (r/3): IF r<31 THEN LET r=31
2081 IF q<21 THEN LET q=21
2082 THEN LET p=21
2083 FOR o=q TO 10 STEP -1: PRIN
2083 T AT o,r-1+(r=0): " ": AT o,r:
2084 AT o,r+1-(r=31): " ": BEEP .01,o+
2084 30: NEXT o
2085 FOR o=q TO p: PRINT AT o,r-
2085 1+(r=0): " ": AT o,r: AT o,r+1-
2086 (r=31): " ": BEEP .01,o+30: NEXT
2086 o
2087 LET Score=Score+0-(Level<2)
2087 : PRINT AT 0,26;Score: " "
2088 CONTINUE
2089 LET o=50: REM MOVE Enemy,CO
2089 LUMN Enemy,o,ENABLE Enemy
2090 IF h$="bomb" THEN LET i=h
2090 $
2091 REM LET p=CURREN
2091 T h$USE Bomb,h$MOVE Bomb,COLUMN Bomb,o,
2091 \ENABLE Bomb,USE Bomb,p
2092 CONTINUE
2093 LET a$="BOMBER": LET x=0
2094 LET y=0: LET t=2: LET w=0
2095 PRINT PAPER 5: BRIGHT 1:

```

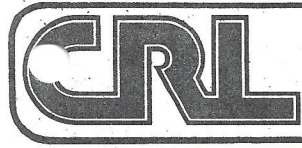
```

8030 REM LARGE
8031 PLOT 0,150: DRAW 255,0
8032 LET x=0: LET y=50
8033 LET x=1: LET y=2
8034 REM TEMPS\LARGE
8035 PLOT 0,0: DRAW 255,0
8036 DRAW 0,175: DRAW -255,0
8037 DRAW 0,-175: LET t=3
8038 LET w=4: LET x=0
8039 LET y=35: LET a$="FIFTH"
8040 PRINT INK 2: REM LARGE
8041 LET t=2: LET w=1
8042 LET x=55: LET y=65
8043 LET a$="By RICHARD TAYLOR"
8044 PRINT INK 1: REM LARGE
8045 PRINT AT 12,5: "Key 6 to mov
8045 e down"
8046 PRINT AT 14,5: "Key 7 to mov
8046 e up"
8047 PRINT AT 16,5: "Key 0 to dro
8047 p"
8048 PRINT AT 18,3: " You must c
8048 lear a path to: AT 19,3: "land on
8049 8050 LET a=3: REM OBJECT Bomb,a
8051 LET a=1: REM OBJECT plane,a
8052 REM PRINT Bomb,a
8053 REM PRINT plane,a,PRINT Ene
8053 my
8054 LET a=1: LET d=2: LET b=3:
8055 8056 REM SPEED Bomb,b,c
8057 REM SPEED plane,a,a
8058 REM SPEED Enemy,e,a
8059 PRINT INK 2: REM COLOUR 50
8060 8061 PRINT INK 1: REM COLOUR En
8061 eay
8062 LET a=7: REM VECTOR Bomb,a
8063 LET a=4: REM VECTOR plane,a
8064 LET a=12: REM VECTOR Enemy,
8064 a
8065 FOR c=3 TO 13 STEP 10
8066 FOR a=0 TO 800 STEP 10
8067 LET b=5: LET d=0
8068 REM SOUND b,c,d,a
8069 NEXT a: NEXT c
8070 REM SOUND 100
8071 BEEP .2,-12: BEEP .2,-10: B
8072 EEP .2,-8: BEEP .2,-12: BEEP .2
8073 -12: BEEP .2,-10: BEEP .2,-8: BE
8074 EP .2,-7: BEEP .2,-5: BEEP .2,-5
8075 BEEP .2,-8: BEEP .2,-7: BEEP .
8076 2,-4: BEEP .2,-5
8077 8078 FOR a=0 TO 7: PAPER a
8079 INK 9: PRINT PAPER a-1+0+(a
8080 =0): INK 0: REM REPLACE
8081 LET b=40: LET c=5: LET d=0:
8082 REM SOUND b,c,d,e
8083 NEXT a: PAPER 7: INK 0
8084 LET a$=" Press any key to
8084 continue"
8085 PRINT #0: AT 1,0: BRIGHT 1: a
8086 8087 PAUSE 5: LET a$=a$ (2 TO )+a
8088 (1)
8089 IF INKEY$="" THEN GO TO 851
8090 8091 CLS
8092 PRINT AT 17,0: FLASH 1: BRI
8093 GHT 1: "SELECT LEVEL: "
8094 PRINT "0 - Easy"
8095 PRINT "1 - Medium"
8096 PRINT "2 - Hard"
8097 PRINT "3 - Very Hard"
8098 INPUT "Please Select: ";Leve
8099 8100 IF Level<0 OR Level>3 OR Le
8100 vel<>INT Level THEN GO TO 8500
8101 REM ERASE plane
8102 RETURN
8103 RESTORE
8104 FOR a=USA "a" TO USA "a"+47
8105 READ b: POKE a,b: NEXT a
8106 RETURN
8107 DATA 0,0,0,0,55,124,124,55
8108 DATA 255,153,153,255,255,15
8109 3,153,255
8110 DATA 24,60,126,255,255,153,
8111 153,255
8112 DATA 0,152,145,150,223,153,
8113 153,255
8114 DATA 0,0,249,35,255,255,15,
8115 0
8116 DATA 0,0,159,195,255,255,4,
8117 0
8118 SAVE "Bomber" LINE 8990: SA
8119 VE "Data" CODE 61030,4330
8120 CLEAR 61029: LOAD "CODE"
8121 8999 RUN

```

Just an example of the power of FIFTH CRL, 140 Whitechapel Road, LONDON E1 1EJ.

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```

30 REM *****
31 REM *
4 REM *          BOMBER          *
5 REM *
6 REM *****
10 RANDOMIZE 1000
20 RANDOMIZE USA 61030
30 RANDOMIZE : BORDER 6
40 OVER 0: INVERSE 0: FLASH 0
50 BRIGHT 0: INK 0: PAPER 7
60 CLS
70 GO SUB 9000
80 GO SUB 8000
90 LET HI=0: LET Z=1: LET SCORE=0
100 CLS : PRINT " HI: "; HI; TAB
20: " SCORE: "; SCORE
110 PLOT 0,100: DRAW 255,0
120 LET a=4000: REM LIMIT a
130 LET a=5000: REM INTERACT a
140 GO SUB 3000
150 LET x=0: LET y=50: REM MOVE
Plane,x,y
160 LET x=255: LET a=30: REM MOVE
Enemy,x,a
170 GO SUB 2000: GO TO 170
1800 LET a=0: LET b=175
1810 REM MOVE Plane,a,b\ENABLE P
Plane
1820 REM ALL Bomb\MOVE Bomb,a,b
1830 REM ENABLE Bomb
1840 REM MOVE Enemy,a,b\ENABLE E
Enemy
1850 CLS
1860 FOR a=0 TO 7
1870 PRINT PAPER a: REM FILL
1880 BEEP .1,a*5: NEXT a
1890 PAUSE 25: FOR a=60 TO 0 STEP
P -1: BEEP .005,a: NEXT a
1100 FOR c=0 TO 1000 STEP 20
1110 LET a=10: LET b=3: LET d=50
1120 REM SOUND a,b,c,d
1130 NEXT c
1140 LET a$="SCORE: "+STR$ SCORE
1150 LET x=0: LET y=50: LET t=2:
LET w=3
1160 REM TEMPS\LARGE
1170 IF HI>SCORE THEN GO TO 1200
1180 LET HI=SCORE: LET a$="A New
HIGH SCORE"
1190 LET x=60: LET y=100: LET t=
2: LET w=1: PRINT INK 1: REM LAR
GE
1200 PRINT #0: FLASH 1: "          A
New Level? [y/n]"
1210 IF INKEY$("<>")="" THEN GO TO 12
20
1220 IF INKEY$="n" OR INKEY$="N"
THEN GO TO 1500
1230 IF INKEY$("<>")="y" AND INKEY$("<>")
"Y" THEN GO TO 1220
1240 INPUT "New Level? ";Level
1250 IF Level<0 OR Level>3 OR Le
vel("<>")INT Level THEN GO TO 1240
1260 GO TO 90

```

```

1500 > INPUT INKEY$: PRINT #0; FLASH 1; "
      " Another Game? [y/n]
1510 IF INKEY$ <> "" THEN GO TO 1510
1520 IF INKEY$="y" OR INKEY$="Y" THEN LET score=0: LET z=1: GO TO 1500
1530 IF INKEY$ <> "n" AND INKEY$ <> "N" THEN GO TO 1520
1540 LET a$="OK": LET w=15: LET t=22
1550 CLS
1560 LET x=0: LET y=0: REM TEMPS \LARGE
1570 LET a=21: LET b=31: REM GET x,y,a,b,a$
1580 FOR a=0 TO 21: LET b=a*.667
1590 REM PUT a,b,a$
1600 PAUSE 5: NEXT a
1610 LET a=INT (RAND*8): PAPER a: BORDER a: CLS: BEEP 1,-10
1620 GO TO 1510
2000 LET a$=INKEY$: IF a$="" THEN RETURN
2010 IF a$="6" THEN LET y=y+1+(L eye<2): LET score=score-2
2020 IF a$="7" THEN LET y=y-1-(L eye<2): LET score=score-10
2030 PRINT AT 0,25,;score;" "
2035 IF y<20 THEN LET y=20
2035 IF y>160 THEN LET y=160
2035 REM MOVE plane,COLUMN plane,y
2040 IF a$ <> "0" THEN RETURN
2050 REM USE Bomb,z
2060 LET z=z+1: IF z=4 THEN LET z=1
2070 REM LET a=LINE plane\LET b=COLUMN plane\LET c=LINE Bomb
2075 IF c <> 176 THEN RETURN
2080 LET a=a+10: LET c=(INT ((c+4)/8))-32*(c>250): REM MOVE Bomb,b,a
2090 RETURN
2099 REM ***** EDIFICI *****
3000 FOR a=2 TO 31: LET b=INT (RAND*10)+1: IF RAND>.8 THEN GO TO 3040
3010 LET d=INT (RAND*5): FOR c=21 TO 21-b STEP -1
3020 PRINT AT c,a: INK d: BRIGHT AND;"@": BEEP .005,c+25: NEXT c
3030 PRINT AT c,a: INK d;"@"
3040 NEXT a: RETURN
4000 REM LHTPARAM
4010 IF h$="plane" THEN GO TO 5000
4015 IF h$="enemy" THEN GO TO 4500
4020 LET o=176: REM LET p=CURRENT h$\USE h$,h\MOVE h$,COLUMN h$,o\ENABLE h$\USE h$,p
4030 CONTINUE
4500 REM LET o=LINE enemy

```



```

4510>LET o=0+11+INT (RND*5): IF
o>=150 THEN LET o=150
4520 IF o<20 THEN LET o=20
4530 LET p=255: REM MOVE enemy,p
,o\ENABLE enemy
4540 CONTINUE
5000 REM LET y=LINE Plane
5010 LET p=0: LET y=y+4: IF y>=2
60 THEN GO TO 5500
5020 REM MOVE Plane,p,y\ENABLE P
lane
5030 LET Score=Score-1: PRINT AT
0,26;Score;" "
5040 BEEP .005,50: CONTINUE
5500 LET a=176: LET b=0: REM MOV
E Plane,b,a\ENABLE Plane
5510 REM MOVE Enemy,b,a\ENABLE E
nemy
5520 REM ALL Bomb\MOVE Bomb,b,a\
ENABLE Bomb
5530 POKE 23681,0: CLS
5540 LET a$="YOU HAVE LANDED"
5550 LET w=2: LET t=1: LET x=0:
LET y=0
5560 PRINT INK 2: REM LARGE
5570 LET Score=Score+200
5580 GO TO 1000
5600 REM INTPARAM
6010 IF h$="bomb" OR i$="bomb" T
HEN GO TO 7000
6020 IF h$="plane" OR i$="plane"
THEN POKE 23681,0: GO TO 1000
6030 LET p=255: LET o=50: REM MO
VE enemy,p,o\ENABLE enemy
6040 CONTINUE
7000 IF h$="enemy" OR i$="enemy"
THEN GO TO 7500
7005 IF i$="bomb" THEN LET h=i
7010 LET o=176: REM LET p=CURREN
T Bomb\USE Bomb,h\LET q=LINE Bom
b\LET r=COLUMN Bomb\MOVE Bomb,CO
LUMN Bomb,o\ENABLE Bomb\USE Bomb
p
7020 LET q=INT (q/8): LET r=INT
(r/8): IF r>31 THEN LET r=31
7025 IF q>21 THEN LET q=21
7030 LET p=q+INT (RND*5)+1: IF p
>21 THEN LET p=21
7035 FOR o=q TO 10 STEP -1: PRIN
T AT o,r-1+(r=0);" ";AT o,r;" ";
AT o,r+1-(r=31);" ": BEEP .01,o+
30: NEXT o
7040 FOR o=q TO p: PRINT AT o,r-
1+(r=0);" ";AT o,r;" ";AT o,r+1-
(r=31);" ": BEEP .01,o+30: NEXT
o
7070 LET Score=Score+8-(Level*2)
: PRINT AT 0,26;Score;" "
7080 CONTINUE
7500 LET o=50: REM MOVE Enemy,CO
LUMN Enemy,o\ENABLE Enemy
7510 IF h$="bomb" THEN LET i=h
7520 REM LET p=CURRENT Bomb\USE
Bomb,i\MOVE Bomb,COLUMN Bomb,o\E
NABLE Bomb\USE Bomb,p
7530 CONTINUE
7999 REM ***** INTRODUC. *****
8000 LET a$="BOMBER": LET x=0
8010 LET y=0: LET t=2: LET w=5
8020 PRINT PAPER 5; BRIGHT 1;"

```



```

0510 PRINT #0; AT 1,0; BRIGHT 1; a
0520 PAUSE 5: LET a$=a$(2 TO )+a
0530 IF INKEY$="" THEN GO TO 051
0540 CLS
0550 PRINT AT 17,0; FLASH 1; BRI
GHT 1; "SELECT LEVEL:"
0560 PRINT "0 - Easy"
0570 PRINT "1 - Medium"
0580 PRINT "2 - Hard"
0590 PRINT "3 - Very Hard"
0600 INPUT "Please Select: "; Level
0610 IF Level < 0 OR Level > 3 OR Le
vel < > INT Level THEN GO TO 0600
0615 REM ERASE Plane
0620 RETURN
0699 REM ***** GRAFICA *****
0700 RESTORE
0710 FOR a=USR "a" TO USR "a"+47
0720 READ b: POKE a,b: NEXT a
0730 RETURN
0740 DATA 0,0,0,0,55,124,124,56
0750 DATA 255,153,153,255,255,15
3,153,255
0760 DATA 24,60,126,255,255,153,
153,255
0770 DATA 0,152,145,159,223,153,
153,255
0780 DATA 0,0,249,35,255,255,15,
0
0790 DATA 0,0,159,196,255,255,4,
0
0800 SAVE "Bomber" LINE 9990: SA
VE "data" CODE 61030,4338
0810 STOP
0820 CLEAR 61029: LOAD "" CODE
0830 RUN

```



```

400 LET c=0: LET d=4: REM Rmove
Invader, c, d
410 NEXT l
420 GO SUB 9600
430 FOR a=18 TO 21: PRINT AT a,
0; "
": NEXT a
440 PRINT #0; FLASH 1; " RAM
DOM SOUND EFFECTS
450 FOR a=1 TO 80: LET b=INT (R
ND*8)+3: LET c=INT (RND*5)+3: LE
T d=INT (RND*300): LET e=INT (RN
D*150)
460 FOR f=1 TO INT (RND*5)+2: R
EM Sound b, c, d, e
470 NEXT f: NEXT a: PAUSE 50
480 PRINT AT 15,0; "
"
490 LET a=1: LET b=8000: REM Ob
ject Pacman, a\Interact b
500 REM Print Pacman,
510 INPUT INKEY$: LET a=12: REM
Vector Pacman, a
520 LET a=570: LET b=1: LET c=1
: REM Limit a\Speed Pacman b, c
530 LET a=255: LET b=120: REM M
ove Pacman, a, b
540 PAUSE 10: REM Print Pacman,
550 PAUSE 10: REM Print Pacman,
560 GO TO 540
570 GO SUB 9600
580 REM Lmtparam
590 LET a=255: REM Move Pacman,
a, Line Pacman
600 PRINT INK 1;: REM Colour Pa
cman
610 POKE 23681,0: PAUSE 30: LET
a=650: REM Limit a\Enable Pacma
n
620 BEEP .005,45: PAUSE 10: REM
Print Pacman,
630 BEEP .005,60: PAUSE 10: REM
Print Pacman,
640 GO TO 620
650 REM Lmtparam
660 POKE 23681,0: GO SUB 9700
670 FOR a=7 TO 21: PRINT AT a,0
; "
": NEXT a
680 FOR a=0 TO 31
690 FOR b=15+INT (RND*6) TO 21:
PRINT AT b, a; BRIGHT 1; " ": NEX
T b
700 NEXT a
710 LET a=1: REM Object Plane, a
720 REM Object Bomb, a
730 REM Print Plane, \Print Bom
b
740 PRINT INK 1;: REM Colour Pl
ane
750 LET a=860: REM Interact a
760 LET a=8000: REM Limit a
770 LET a=12: REM Vector Plane,
a
780 LET a=255: LET b=60: LET c=
1: REM Move Plane a, b\Speed Plan
e, c, c\Speed Bomb, c, c
790 BEEP .1,30: BEEP .1,20: BEEP .1,10:
BEEP .1,0
800 LET a=0: REM Vector Bomb, a
810 REM Let a=Column Plane\Let
a=Line Plane
820 LET b=b+12
830 REM Move Bomb, a, b
840 LET a=RND
850 GO TO 840
860 REM Intparam
870 RANDOMIZE 1000: RANDOMIZE U
S
880 BORDER 2: PAPER 2: PRINT PA
PER 7;: REM Replace
890 LET a=10: LET b=10: LET c=5
900 LET d=85000: PRINT PAPER 7;
INK 1;: REM Replace
910 PAUSE 30: REM Sound a, b, c, d
920 PAPER 7: PRINT PAPER 2;: RE
M Replace
930 BORDER 6
940 FOR a=7 TO 21: PRINT AT a,0
; "
": NEXT a

```



```

1460 FOR a=0 TO 7: BORDER a: PRINT #0; AT 0,0; PAPER a;
": PRINT
PAPER a; INK 9); REM Fill
1470 PAUSE 60: NEXT a
1480 IF RND>.25 THEN CLS : GO TO
1430
1490 BORDER 6
1500 FOR a=0 TO 21: PRINT AT a,0
": BEEP .1,30-a: NEXT a
1510 LET score=0: LET Hiscore=0:
PRINT AT 2,0; "Dodge The Balloon"
1520 PRINT AT 4,0; INK 1; FLASH
1: "KEY CONTROLS:"
1540 PRINT AT 6,0; "Key 6 - Down"
1550 PRINT "Key 7 - Up" "Key 1 -
Speed up" "Key 2 - Slow down"
1560 PRINT #0; "Press any Key t
o continue"
1570 PAUSE 0
1580 CLS
1590 LET a=1: REM Object Plane,a
1600 LET a=10: REM Object Balloon,a
1610 LET a=10: FOR b=0 TO 255: P
LOT b,a: IF RND>.5 THEN LET a=a+
(a<20)
1620 IF RND>.5 THEN LET a=a-(a>0
)
1630 NEXT b
1640 REM print Plane,
1650 REM print Balloon,
1670 LET a=1: LET b=2: REM Speed
Plane,a,a\Speed Balloon,a,b
1680 PRINT INK 1;: REM Colour Ba
lloon
1700 LET a=12: REM Vector Plane,
a
1710 LET z=1: LET y=60: LET a=25
0: REM Erase Plane\Move Plane,a,
y
1720 LET a=5000: REM Limit a
1730 LET a=6000: REM Interact a
1740 REM Use Balloon,z
1750 LET a=INT (RND*230): LET b=
140
1755 GO SUB 4000
1760 IF y<175 THEN PRINT #0; AT 1
,0; "Score=";score
1760 REM Move Balloon,a,b
1770 LET z=z+1: IF z>10 THEN LET
z=1
1775 IF y>175 THEN GO TO 1740
1776 REM Let k=Velocity Plane
1778 IF k>6 THEN INPUT INKEY$: P
RINT #0; FLASH 1; BRIGHT 1; "
ENGINE STALLED! ": L
ET k=10: LET y=175: REM Vector P
lane,k
1780 GO TO 1740
1790 RANDOMIZE 1000
1800 RANDOMIZE USR 61030
1810 CLS
1820 LET a=15: LET b=5: LET c=30
00: LET d=3000: REM Sound a,b,c,d
1830 IF score>Hiscore THEN LET H
iscore=score: PRINT AT 2,0; "You
Have the High Score."
1840 PRINT AT 10,5; FLASH 1; "You
r score was ";score
1850 PRINT #0; "Another Game? (y/n
)"
1860 IF INKEY$<>" " THEN GO TO 18
00
1870 IF INKEY$="y" OR INKEY$="Y"
THEN LET score=0: GO TO 1580
1880 IF INKEY$<>"n" AND INKEY$<>
"N" THEN GO TO 1870
1890 PRINT #0; "Re-run Demo? (y/n
)"
1900 IF INKEY$<>" " THEN GO TO 19
00
1910 IF INKEY$="y" OR INKEY$="Y"
THEN RUN 60
1920 IF INKEY$<>"n" AND INKEY$<>
"N" THEN GO TO 1910
1930 LET a=RND*7: BORDER a: PAPER
a: CLS
1940 BEEP 1,INT (RND*55): GO TO
1930

```



```

4000 IF y>175 THEN RETURN
4003 LET a#=INKEY#
4005 IF a#="" THEN RETURN
4010 IF a#="6" THEN LET y=y+4*(y
<100)
4020 IF a#="7" THEN LET y=y-4*(y
>4)
4025 GO SUB 4500
4030 REM Enable Plane\Move Plane
,COLUMN Plane,y
4040 BEEP .005,50: BEEP .005,30
4050 RETURN
4500 REM Let e=Velocity Plane
4510 IF a#="2" THEN LET e=e+(e<1
0)
4520 IF a#="1" THEN LET e=e-(e>1
)
4530 REM Speed Plane,e,Jumps Pla
ne
4540 RETURN
5000 REM Lmtparam
5010 IF h#="plane" THEN GO TO 51
00
5020 LET r=175: REM Let s=Curren
t h#\Use h#,h\Move h#,COLUMN h#,
r\Enable h#\Use h#,s
5030 CONTINUE
5100 LET s=255: REM Move h#,s,Li
ne h#
5110 REM Enable h#
5115 LET score=score+10
5120 CONTINUE
6000 REM Intparam
6020 POKE 23681,0: GO TO 1790
6030 REM Intparam
6040 BEEP .005,60: REM Enable h#
6050 CONTINUE
8100 LET a=175: REM Let s=Curren
t Phasor
8110 REM Use Phasor,h\Move Phaso
r,COLUMN Phasor,a
8120 REM Enable Phasor\Use Phaso
r,s
8130 CONTINUE
8200 REM Lmtparam
8210 IF h#="bomb" THEN GO TO 83
00
8220 REM Let y=Line Plane
8230 LET y=y+4: LET x=255: REM M
ove Plane,x,y
8240 REM Enable Plane
8250 CONTINUE
8300 REM Let x=Column Plane\Let
Line Plane
8310 LET y=y+12: REM Move Bomb,x
,y
8320 REM Enable Bomb
8330 CONTINUE
8400 REM Lmtparam
8410 IF h#="phasor" THEN GO TO 8
500
8420 LET a=200: REM LET b=Line S
huttle
8430 LET b=b+5: REM Move Shuttle
,a,b\Enable Shuttle
8435 IF b>175 THEN POKE 23681,0:
GO TO 1140
8440 CONTINUE
8500 REM Lmtparam
8510 LET z=INT (RND*3)+(7 AND i=
0)+(11 AND i=1)+(0 AND i=2)+(3 A
ND i=3)
8520 REM Use h#,h\Vector h#,z\En
able h#
8530 CONTINUE
8600 PLOT 37,80: DRAW 50,0: DRAW
2,10: DRAW -40,0: DRAW 8,40: DR
AW 40,0: DRAW 2,10: DRAW -50,0:
DRAW -12,-50
8610 PLOT 97,80: DRAW 12,60: DR
AW 50,0: DRAW -6,-30: DRAW -30,0:
DRAW 30,-30: DRAW -10,0: DRAW -
30,30: DRAW -6,-30: DRAW -10,0:
PLOT 115,120: DRAW 2,10: DRAW 30
,0: DRAW -2,-10: DRAW -30,0
8620 PLOT 155,80: DRAW 12,60: DR
AW 10,0: DRAW -10,-50: DRAW 40,0
: DRAW -2,-10: DRAW -50,0
8630 RETURN

```



```

30 REM *****
40 REM * 40K Demonstration *
50 REM * By Richard M Taylor *
60 REM * © CRL Ver 1.0 1983 *
70 REM *****
80 SAVE "Demo" LINE NO: SAVE
90 CODE 61000,4500
100 POKE 23693,56: POKE 23694,0
: OVER 0: INVERSE 0: BORDER 6: C
LEARN 61029: POKE 23675,68: POKE
23676,255
30 PRINT AT 10,4: FLASH 1: INK
1:"DEMONSTRATION PROGRAM"
40 PRINT AT 14,10: INK 2:"Plea
se Wait": AT 20,0:
50 LOAD "CODE 61030,4500
60 CLS: GO SUB 9000
70 PRINT AT 1,4: INK 1:"This i
s Software From:"
80 PRINT AT 13,5:"Computer Ren
tals Ltd."
90 PLOT 0,56: DRAW 255,0: DRAW
0,119: DRAW -255,0: DRAW 0,-119
100 FOR a=0 TO 5: PRINT AT a+10
,0: PAPER 6;"
: NEXT a
110 RANDOMIZE 1000: RANDOMIZE U
SR 61000
120 LET x=35: LET y=120
130 LET t=2: LET n=4: LET a$="F
IFTH"
140 PRINT PAPER 6;: REM Large
150 PRINT AT 10,0;" An Easy to
Use Games Writing Extension to
BASIC allowing Smooth, Realis
tic Graphics and Amazing Soun
d Effects."
160 LET a$="press any key to co
ntinue"
170 BEEP .05,INT (RND*50): PRIN
T a$: AT 1,0:a$
180 LET a$=a$(2 TO )+a$(1): IF
INKEY$a$="" THEN GO TO 170
190 CLS
200 FOR a=0 TO 5: PRINT AT a,0;
PAPER 5;"
DRAW 255,0: DRAW 0,-48: DRAW -2
55,0: DRAW 0,48
210 LET x=30: LET y=3: LET t=2:
LET n=2: LET a$="FIFTH": PRINT
PAPER 5;: REM Large
220 PRINT AT 3,5: PAPER 6;"By R
ICHARD M TAYLOR"
230 PRINT AT 5,1: PAPER 5;"© C
OMPUTER RENTALS LTD. 1983"
235 PRINT AT 10,0;" This Demo
Program is written entirely in
BASIC, with the FIFTH extension."
240 PAUSE 60: FOR a=1 TO 10: LE
T b=12: LET c=5: LET d=100: LET
a=50: REM Sound b,c,d,e
250 NEXT a
260 PAUSE 50: GO SUB 9500
265 PRINT AT 10,0;"

270 LET b=5: FOR a=0 TO 255: PL
OT a,0: DRAW 0,b: LET b=b+SGN (R
ND-.5)
280 IF b<0 THEN LET b=0
290 IF b>10 THEN LET b=10
300 NEXT a
310 LET a=10: REM Object Inva
der
320 REM Print Invader.
330 PRINT INK 2;: REM Colour In
vader\Disable Invader
340 LET y=55: FOR a=1 TO 10: LE
T x=(a-1)*100+4: REM Use Invader,
a\Move Invader,x,y
350 NEXT a: REM All Invader
360 FOR l=55 TO 150 STEP 4: FOR
a=4 TO 50 STEP 4: LET b=4: LET
c=0: BEEP .005,50: REM Move Inv
ader,b,c
370 NEXT a
380 FOR a=4 TO 50 STEP 4: LET b
=250: LET c=0: BEEP .005,50: PAU
SE 1: REM Move Invader,b,c
390 NEXT a

```



```

400 LET c=0: LET d=4: REM Rmove
Invader, c, d
410 NEXT l
420 GO SUB 9600
430 FOR a=18 TO 21: PRINT AT a,
0; "
": NEXT a
440 PRINT #0: FLASH 1; "
"
DOM SOUND EFFECTS
450 FOR a=1 TO 80: LET b=INT (R
ND*5)+3: LET c=INT (RND*5)+3: LE
T d=INT (RND*300): LET e=INT (RN
D*150)
460 FOR f=1 TO INT (RND*5)+2: R
EM Sound b, c, d, e
470 NEXT f: NEXT a: PAUSE 50
480 PRINT AT 15, 0; "
"

490 LET a=1: LET b=8000: REM Ob
ject Pacman, a, Interact b
500 REM Print Pacman,
510 INPUT INKEY$: LET a=12: REM
Vector Pacman, a
520 LET a=570: LET b=1: LET c=1
: REM Limit a\Speed Pacman b, c
530 LET a=255: LET b=120: REM M
ove Pacman, a, b
540 PAUSE 10: REM Print Pacman,
550 PAUSE 10: REM Print Pacman,
560 GO TO 540
570 GO SUB 9600
580 REM Lmtparam
590 LET a=255: REM Move Pacman,
a, Line Pacman
600 PRINT INK 1;: REM Colour Pa
cman
610 POKE 23681, 0: PAUSE 30: LET
a=650: REM Limit a\Enable Pacma
n
620 BEEP .005, 45: PAUSE 10: REM
Print Pacman,
630 BEEP .005, 60: PAUSE 10: REM
Print Pacman,
640 GO TO 620
650 REM Lmtparam
660 POKE 23681, 0: GO SUB 9700
670 FOR a=7 TO 21: PRINT AT a, 0
; "
": NEXT a
680 FOR a=0 TO 31
690 FOR b=15+INT (RND*6) TO 21:
PRINT AT b, a; BRIGHT 1; "
": NEX
T b
700 NEXT a
710 LET a=1: REM Object Plane, a
720 REM Object Bomb, a
730 REM Print Plane, \Print Bom
b
740 PRINT INK 1;: REM Colour Pl
ane
750 LET a=660: REM Interact a
760 LET a=8200: REM Limit a
770 LET a=12: REM Vector Plane,
a
780 LET a=255: LET b=60: LET c=
1: REM Move Plane a, b\Speed Plan
e, c, c\Speed Bomb, c, c
790 BEEP .1, 50: BEEP .1, 40: BEE
P .1, 30: BEEP .1, 20: BEEP .1, 10:
BEEP .1, 0
800 LET a=0: REM Vector Bomb, a
810 REM Let a=Column Plane\Let
b=Line Plane
820 LET b=b+12
830 REM Move Bomb, a, b
840 LET a=RND
850 GO TO 840
860 REM Intparam
870 RANDOMIZE 1000: RANDOMIZE U
SR 61030
880 BORDER 2: PAPER 2: PRINT PA
PER 7;: REM Replace
890 LET a=10: LET b=10: LET c=5
900 LET d=65000: PRINT PAPER 7;
INK 1;: REM Replace
910 PAUSE 30: REM Sound a, b, c, d
920 PAPER 7: PRINT PAPER 2;: RE
M Replace
930 BORDER 6
940 FOR a=7 TO 21: PRINT AT a, 0
; "
": NEXT a

```



```

040 FOR a=0 TO 50
050 BEEP .05,a: BEEP .05,50-a
060 NEXT a
070 LET a=1: REM Object Shuttle
080 LET a=5: REM Object Phasor,
090 REM Print Shuttle, \Print P
1000 LET a=1: LET b=2: REM Speed
1010 LET a=8400: REM Limit a
1020 PAUSE 50: BEEP .5,0: BEEP
.7: BEEP .2,5,0: BEEP .2,0,0: B
.2,1.5: BEEP .5,10.1: BEEP .
3,5: BEEP .2,5,0: BEEP .2,0,0: B
.2,1.5: BEEP .5,10.1: BEEP .
0,0
1030 BEEP .2,5: BEEP .2,4: BEEP
.2,5: BEEP .7,1.5
1040 PAUSE 10
1050 LET a=12: REM Vector shuttl
1060 LET a=9: REM Vector Phasor,
1070 LET a=255: LET b=65: REM Mo
ve Shuttle,a,b
1080 LET z=1
1090 REM Use Phasor,z
1100 LET z=z+1: IF z>5 THEN LET
z=1
1110 REM Let d=Column Shuttle\Le
t e=Line Shuttle
1120 LET e=e+12: REM Move Phasor
,d,e
1130 PAUSE 10: GO TO 1090
1140 LET a=10: LET b=5: LET c=16
00: LET d=65390
1150 FOR z=1 TO 25: REM Sound a,
b,c,d
1160 NEXT z
1170 FOR a=0 TO 7: PAPER a: INK
0
1180 PRINT INK 0; PAPER a-1+(6 A
ND a=0);: REM Replace
1190 PAUSE 30: NEXT a: INK 0: CL
S
1200 LET a=16: REM Object Ball,a
1210 REM Print Ball,
1220 LET a=1: REM Speed Ball,a,a
1230 LET a=8500: REM Limit a
1250 LET a=120: LET b=50: REM Mo
ve Ball,a,b
1260 PRINT #0; BRIGHT 1;"Press a
ny key when you are ready"
1270 LET a=RND
1280 IF INKEY#="" THEN GO TO 127
0
1285 RANDOMIZE 1000: RANDOMIZE U
SR 61030
1290 CLS : LET w=10: LET t=22: L
ET x=0: LET y=0: LET a$="CAL": R
EM Temps\Large
1300 LET a=21: LET b=31: REM Get
x,y,a,b,a$
1310 LET b=0: FOR a=0 TO 21: LET
b=b+1: REM Put a,b,a$
1320 BEEP .1,30: BEEP .05,10: NE
XT a
1330 OVER 1
1340 FOR a=0 TO 255: PLOT a,0: D
RAW 255-2*a,175: NEXT a
1350 FOR a=0 TO 175: PLOT 0,a: D
RAW 255,175-2*a: NEXT a: OVER 0
1360 FOR z=1 TO 40
1360 LET a=INT (RND*22): LET b=I
NT (RND*32): LET c=a+INT (RND*10
): IF c>21 THEN GO TO 1360
1370 LET d=b+INT (RND*12): IF d>
31 THEN GO TO 1360
1380 REM Get a,b,c,d,a$
1390 LET a=INT (RND*22): LET b=I
NT (RND*32): PRINT PAPER RND*7;
INK 9;: REM Fill\Put a,b,a$
1400 LET a=10: LET b=3: LET c=IN
T (RND*200): LET d=INT (RND*150)
: REM Sound a,b,c,d
1410 PAUSE 30: NEXT z
1420 CLS
1430 FOR a=-175 TO 0 STEP RND*3+
1
1440 PLOT 200,0: DRAW a,175+a: P
LOT 24,175: DRAW 175+a,a
1450 NEXT a

```



```

1450 FOR a=0 TO 7: BORDER a: PRI
NT #0;AT 0,0; PAPER a;"
": PRINT
PAPER a; INK 9;: REM Fill
1470 PAUSE 60: NEXT a
1480 IF RND>.25 THEN CLS : GO TO
1430
1490 BORDER 6
1500 FOR a=0 TO 21: PRINT AT a,0
": BEEP .1,30-a: NEXT a
1510 LET score=0: LET Hiscore=0:
PRINT AT 2,0;" Dodge The Balloo
n:"
1520 PRINT AT 4,0; INK 1; FLASH
1;"KEY CONTROLS:"
1540 PRINT AT 6,0;"Key 6 - Down"
1550 PRINT "Key 7 - Up""Key 1 -
Speed up""Key 2 - Slow down"
1560 PRINT #0;" Press any Key t
o Continue"
1570 PAUSE 0
1580 CLS
1590 LET a=1: REM Object Plane,a
1600 LET a=10: REM Object Balloo
n,a
1610 LET a=10: FOR b=0 TO 255: P
LOT b,a: IF RND>.5 THEN LET a=a+
(a<20)
1620 IF RND>.5 THEN LET a=a-(a>0
)
1630 NEXT b
1640 REM Print Plane,
1650 REM Print Balloon,
1670 LET a=1: LET b=2: REM Speed
Plane,a,a\Speed Balloon,a,b
1690 PRINT INK 1;: REM Colour Ba
lloon
1700 LET a=12: REM Vector Plane,
a
1710 LET z=1: LET y=50: LET a=25
5: REM Erase Plane\Move Plane,a,
y
1720 LET a=5000: REM Limit a
1730 LET a=5000: REM Interact a
1740 REM Use Balloon,z
1750 LET a=INT (RND*230): LET b=
140
1755 GO SUB 4000
1760 IF y<175 THEN PRINT #0;AT 1
,0;"Score=";score
1760 REM Move Balloon,a,b
1770 LET z=z+1: IF z>10 THEN LET
z=1
1775 IF y>175 THEN GO TO 1740
1776 REM Let k=Velocity Plane
1778 IF k>5 THEN INPUT INKEY$: P
RINT #0; FLASH 1; BRIGHT 1;"
ENGINE STALLED!" : L
ET k=10: LET y=175: REM Vector P
lane,k
1780 GO TO 1740
1790 RANDOMIZE 1000
1800 RANDOMIZE USR 61030
1810 CLS
1820 LET a=15: LET b=5: LET c=30
00: LET d=300: REM Sound a,b,c,d
1830 IF score>Hiscore THEN LET H
iscore=score: PRINT AT 2,0;"You
Have the High Score."
1840 PRINT AT 10,5; FLASH 1;"You
r SCORE was ";score
1850 PRINT #0;"Another Game? (y/
n)"
1860 IF INKEY$<>" " THEN GO TO 18
60
1870 IF INKEY$="y" OR INKEY$="Y"
THEN LET score=0: GO TO 1580
1880 IF INKEY$<>"n" AND INKEY$<>
"N" THEN GO TO 1870
1890 PRINT #0;"Re-run Demo? (y/n
)"
1900 IF INKEY$<>" " THEN GO TO 19
00
1910 IF INKEY$="y" OR INKEY$="Y"
THEN RUN 60
1920 IF INKEY$<>"n" AND INKEY$<>
"N" THEN GO TO 1910
1930 LET a=RND*7: BORDER a: PAPE
R a: CLS
1940 BEEP 1,INT (RND*55): GO TO
1930

```



```

4000 IF y>175 THEN RETURN
4003 LET a$=INKEY$
4005 IF a$="" THEN RETURN
4010 IF a$="6" THEN LET y=y+4*(y
<135)
4020 IF a$="7" THEN LET y=y-4*(y
>4)
4025 GO SUB 4500
4030 REM Enable Plane\Move Plane
,Column Plane,y
4040 BEEP .005,50: BEEP .005,30
4050 RETURN
4500 REM Let e=Velocity Plane
4510 IF a$="2" THEN LET e=e+(e<1
0)
4520 IF a$="1" THEN LET e=e-(e>1
)
4530 REM Speed Plane,e,Jumps Pla
ne
4540 RETURN
5000 REM Lmtparam
5010 IF h$="plane" THEN GO TO 51
00
5020 LET r=176: REM Let s=Curren
t h$\Use h$,h\Move h$,Column h$,
r\Enable h$\Use h$,s
5030 CONTINUE
5100 LET s=255: REM Move h$,s,Li
ne h$
5110 REM Enable h$
5115 LET score=score+10
5120 CONTINUE
5000 REM Intparam
5020 POKE 23681,0: GO TO 1790
5000 REM Intparam
5010 BEEP .005,50: REM Enable h$
5020 CONTINUE
5100 LET a=176: REM Let s=Curren
t Phasor
5110 REM Use Phasor,h\Move Phaso
r,Column Phasor,a
5120 REM Enable Phasor\Use Phaso
r,s
5130 CONTINUE
5200 REM Lmtparam
5210 IF h$="bomb" THEN GO TO 530
0
5220 REM Let y=Line Plane
5230 LET y=y+4: LET x=255: REM M
ove Plane,x,y
5240 REM Enable Plane
5250 CONTINUE
5300 REM Let x=Column Plane\Let
y=Line Plane
5310 LET y=y+12: REM Move Bomb,x
,y
5320 REM Enable Bomb
5330 CONTINUE
5400 REM Lmtparam
5410 IF h$="shuttle" THEN GO TO 5
420
5420 LET a=400: REM LET b=LINE S
huttle
5430 LET b=b+5: REM Move Shuttle
,a,b\Enable Shuttle
5435 IF b>175 THEN POKE 23681,0:
GO TO 1140
5440 CONTINUE
5500 REM Lmtparam
5510 LET z=INT (RND*3)+(7 AND i=
0)+(11 AND i=1)+(0 AND i=2)+(3 A
ND i=3)
5520 REM Use h$,h\Vector h$,z\En
able h$
5530 CONTINUE
5000 PLOT 37,80: DRAW 50,0: DRAW
2,10: DRAW -40,0: DRAW 0,40: DR
AW 40,0: DRAW 2,10: DRAW -50,0:
DRAW -12,-80
5010 PLOT 97,80: DRAW 12,60: DRA
W 50,0: DRAW -6,-30: DRAW -30,0:
DRAW 30,-30: DRAW -10,0: DRAW -
30,30: DRAW -6,-30: DRAW -10,0:
PLOT 115,120: DRAW 2,10: DRAW 30
,0: DRAW -2,-10: DRAW -30,0
5020 PLOT 158,80: DRAW 12,60: DR
AW 10,0: DRAW -10,-50: DRAW 40,0
: DRAW -2,-10: DRAW -50,0
5030 RETURN

```



```
9500 FOR a=0 TO 1: RESTORE 9510:
FOR c=1 TO 20: READ a,b: BEEP a
,b: NEXT c: PAUSE 30: NEXT a: RE
TURN
9510 DATA .2,0,.1,5,.1,5,.2,0,.2
,.5,.2,1,.1,5,.1,5,.2,1,.2,0,.2,0
,.1,5,.1,5,.5,0,.0,5,.4,1,.1,0,.
1,3,.1,4,.1,5
9600 RESTORE 9610: FOR c=1 TO 10
: READ a,b: BEEP a,b: NEXT c: RE
TURN
9610 DATA .3,1,.1,1,.3,1,.1,1,.1
,1,.2,3,.4,4,.2,3,.1,3,.1,3,.1,3
,.2,4,.3,0
9700 FOR a=0 TO 10 STEP 8: RESTO
RE 9710: FOR b=0 TO 7: READ c,d:
BEEP c*2,a+d: NEXT b: NEXT a: R
ETURN
9710 DATA .1,0,.05,0,.05,0,.05,5
,.05,0,.05,9,.25,9,.25,5
```