

[illegible]

[illegible]

```

590 POKE646,Q(X):PRINTSPC(11)"JOYSTICK PORT #'A
600 PRINT"";FOR T=1 TO 80:NEXT:TMS=1
610 GETAS$:IF AS$="" THEN GOTO 650
620 IF AS$=" " THEN LV=1:LI=4:MS=1:GOTO 660
630 IF AS$="R" THEN A=A+1:IFA=3 THEN A=1
640 NEXT:GOTO 585
650 POKE53269,:PRINT"";FOR X=1 TO 500:NEXT:POKEW,:FOR X=3 TO 15:POKE54296,X:NEXT
660 IFA=1 THEN JK=56321
670 IFA=2 THEN JK=56320
680 POKE53265,11:BS=200:IF LV>10 THEN TL=INT(10*RND(1))+1:GOTO 680
690 TL=LV
700 PRINT"";POKE646,LV(TL,5)
710 PRINT""
720 PRINT""
730 PRINT""
740 PRINT""
750 PRINT""
760 PRINT""
770 PRINT""
780 PRINT""
790 PRINT""
800 PRINT""
810 PRINT""
820 PRINT""
830 PRINT""
840 PRINT""
850 POKE1183,19:POKE55455,2
860 GOSUB 870:GOTO 890
870 PRINT"";RIGHT$(STR$(HI),2),6);
880 PRINT"";RIGHT$(STR$(SC),2),6);
890 PRINT"";RIGHT$(STR$(BS),2),3):RETURN
900 PRINT"";RIGHT$(STR$(LV),2),3)
910 REM*PRINT"";RIGHT$(STR$(JK),2),3)
920 FOR X=1 TO 5:FOR C=1 TO 9:A=GC(X,C):IFA=0 THEN NEXT:NEXT:GOTO 940
930 B=LV(TL,6):POKEA,B:POKEA+1,B:POKEA+40,B:POKEA+41,B:NEXT:NEXT
940 POKE53249,0:POKE53248,156:POKE53287,2:POKE2040,13:POKE2041,33:POKE2042,33
950 POKE53271,0:POKE53276,6:POKE53249,63:POKE53269,7:POKE53294,1
960 POKE53250,60:POKE53251,127:POKE53252,252:POKE53253,127:GOSUB 970:GOTO 1000
970 IFLI>4 THEN RETURN
980 PRINT"";

```

```

972 IFLI<2THENPRINTSPC(34)"          Q          Q          Q          ":RETURN
973 FORX=1TOLI-1
974 PRINTSPC(34)"          "
975 PRINTSPC(34)"          "          ":PRINTSPC(34)"          "          ":PRINTSPC(34)"          ":NEXT
976 IFLI=4THENRETURN
977 PRINTSPC(34)"          Q          Q          Q          ":RETURN
1000 CX=0:CY=0:SA=1:CI=-1:GI=-1:CC=0:BS=200:IFLU(TL,1)>2THEN1030
1001 IFLU(TL,2)=-1THENC1=-1
1010 H(1)=-1:H(2)=-1:D(1)=-1:D(2)=-1:HT(1)=-1:HT(2)=-1:CH=5
1020 CI=INT(5+(15-5+1)*RND(1)):CD=INT(2+(4-2+1)*RND(1))
1025 GI=INT(12+(20-12+1)*RND(1)):FORX=1TO4:H(X)=-1:GOTO1040
1030 FORX=1TO2:H(X)=INT(4+(20-4+1)*RND(1)):D(X)=INT(2+(4-2+1)*RND(1)):HT(X)=5
1035 NEXT
1040 :
1041 :
1042 FORX=3TO4:H(X)=INT(4+(20-4+1)*RND(1)):D(X)=INT(2+(4-2+1)*RND(1)):HT(X)=5
1045 NEXT:IFLU(TL,4)=-1THENH(4)=-1
1046 FORX=1TO4:IFLU(TL,X)>3THEND(X)=6
1047 NEXT
1050 FORX=1TO4:IFLU(TL,X)<0THEN1100
1051 ONLU(TL,X)GOTO1060,1070,1080,1081,1082
1060 POKE53289+X,5:POKE2042+X,15:GOTO11100
1070 POKE53289+X,4:POKE2042+X,15:GOTO11100
1080 POKE53289+X,7:POKE2042+X,15:GOTO11100
1081 POKE53289+X,14:POKE2042+X,15:GOTO11100
1082 POKE53289+X,2:POKE2042+X,15
1100 NEXT:POKE53288,0:POKE53289,0:POKE53285,0
1101 POKE53277,128
1110 REM*****END OF SETUP*****
1120 REM*****
1130 SA=1:POKE53249,0:POKE53265,27:FORX=1TO300:NEXT:POKE54277,0:POKE54278,240
1135 IFMS=1THENGOSUB1140:GOTO11190
1136 GOTO11190
1140 MS=0:FORX=0TO10:POKEW,,:IFMU(X)=0THENFORC=1TO100:NEXT:NEXT:GOTO11190
1150 POKEI,MU(X):POKEW,21:FORC=1TO80:NEXT:POKEW,,:NEXT:FORX=1TO300:NEXT:RETURN
1160 POKE53248,156:POKEI,,:POKEW,23:Y=53249:FORX=0TO63STEP1.8:POKEI,(63-X)
1170 POKEY,X:NEXT:POKEW,,:POKEI,7:POKEW,33:FORX=1TO40:NEXT:POKEW,
1180 POKEY,56:FORX=1TO45:NEXT:POKEY,63:POKEI,9:POKEW,33:FORX=1TO35:NEXT:POKEW,
1185 RETURN
1190 GOSUB1160:C(1)=53285:C(2)=53288:C(3)=53289:LP=1:HP=5:LS=0
1191 QX=53248:QY=53249:U=53269:M=2040
1200 FORX=1TO3:POKEC(X),15*RND(1)+1:NEXT:A=PEEK(JK):J=15-(AAND15):FR=AAND16:DR=
1201 BS=BS-1:GOSUB870:IFBS=.THENGOSUB4000:BS=200:POKEQY,255:GOTO2290
1202 IFJ=.THEN3000

```

```

1210 IF J=1 THEN DNR=1:LP=LP-1:HP=HP-1
1220 IF J=8 THEN DNR=2:LP=LP-1:HP=HP+1
1230 IF J=4 THEN DNR=3:LP=LP+1:HP=HP-1
1240 IF J=2 THEN DNR=4:LP=LP+1:HP=HP+1
1250 IF DNR=1 AND LP=2 AND HP=2 THEN DNR=3:LP=3:HP=3:GOTO 1390
1255 IF DNR=2 AND LP=2 AND HP=8 THEN DNR=4:LP=3:HP=7:GOTO 1390
1256 IF DNR=. THEN 3000
1260 IF LP=0 OR LP=6 THEN 2210
1270 IF HP<10 OR HP>9 THEN 2210
1280 IF MID$(P$(LP),HP,1)="0" THEN 2210
1290 ON DNR GOSUB 1300,1310,1320,1330:GOTO 1340
1300 POKE M,13:POKE U,FNA(.):POKE QX,PEEK(QY)-12:POKE QY,PEEK(QY)-12:POKE U,FNA(.)+1
1301 FOR X=1 TO 10:NEXT:POKE U,FNA(.):POKE QY,PEEK(QY)-24:POKE QX,PEEK(QX)-12
1302 POKE U,FNA(.)+1:FOR X=1 TO 10
1303 NEXT:POKE U,FNA(.):POKE QY,PEEK(QY)+12:POKE U,FNA(.)+1:RETURN
1310 POKE M,14:POKE U,FNA(.):POKE QX,PEEK(QX)+12:POKE QY,PEEK(QY)-12:POKE U,FNA(.)+1
1311 FOR X=1 TO 10:NEXT:POKE U,FNA(.):POKE QY,PEEK(QY)-24:POKE QX,PEEK(QX)+12
1312 POKE U,FNA(.)+1:FOR X=1 TO 10
1313 NEXT:POKE U,FNA(.):POKE QY,PEEK(QY)+12:POKE U,FNA(.)+1:RETURN
1320 POKE M,13:POKE U,FNA(.):POKE QX,PEEK(QX)-12:POKE QY,PEEK(QY)+12:POKE U,FNA(.)+1
1321 FOR X=1 TO 10:NEXT:POKE U,FNA(.):POKE QY,PEEK(QY)+6:POKE QX,PEEK(QX)-12
1322 POKE U,FNA(.)+1:FOR X=1 TO 10
1323 NEXT:POKE U,FNA(.):POKE QY,PEEK(QY)+6:POKE U,FNA(.)+1:RETURN
1330 POKE M,14:POKE U,FNA(.):POKE QX,PEEK(QX)+12:POKE QY,PEEK(QY)+12:POKE U,FNA(.)+1
1331 FOR X=1 TO 10:NEXT:POKE U,FNA(.):POKE QY,PEEK(QY)+6:POKE QX,PEEK(QX)+12
1332 POKE U,FNA(.)+1:FOR X=1 TO 10
1333 NEXT:POKE U,FNA(.):POKE QY,PEEK(QY)+6:POKE U,FNA(.)+1:RETURN
1340 A=GC(LP,HP):B=LV(TL,7):IF (PEEK(A) AND 15)=B THEN 1360
1350 POKE A,B:POKE A+1,B:POKE A+40,B:POKE A+41,B:LS=LS+1:SC=SC+4+TL:GOSUB 870
1360 POKE L,7:POKE W,33:FOR X=1 TO 60:NEXT:POKE L,10:FOR X=1 TO 30:NEXT:POKE W,.
1370 IF LS=15 THEN 2230
1380 GOTO 3000
1390 :
1400 :
1410 :
1420 :
1430 :REM**CREATURE MOV**
1440 ON DNR GOTO 1450,2000,2040,2070
1450 POKE L,:POKE W,17:A=PEEK(QY)-24:FOR X=PEEK(QY) TO A STEP -2:POKE L,X-A
1460 POKE QY,X:NEXT:POKE W,:FOR X=1 TO 50:NEXT:POKE W,17:GOSUB 2190
1470 GOTO 2290
1480 :
1490 :REM***SPLAT***
1500 POKE L,:POKE W,129:FOR X=1 TO 17:POKE L,INT(5+(15-5+1)*RND(1))+X

```

```

1510 NEXT:POKEW,.:RETURN
2000 POKE1,.:POKEW,17:A=PEEK(QY)+24:FORX=PEEK(QY)TOASTEP2:POKE1,X
2010 POKEQY,X:NEXT:POKEW,.:FORX=1TO60:NEXT:POKEW,17:GOSUB2190
2020 GOTO2290
2030 :
2040 POKEM,13
2041 A=PEEK(QX):POKEW,17:FORX=ATOA-24STEP-2:POKEQX,X:POKEQY,PEEK(QY)-1
2042 POKE1,X*2/3
2050 NEXT:A=PEEK(QX):FORX=ATOA-24STEP-2:POKEQX,X:POKEQY,PEEK(QY)+1:POKE1,X:NEXT
2060 POKEW,.:GOTO2110
2070 POKEM,14
2071 IFLP=5ANDHP=9THEN2120
2072 A=PEEK(QX):POKEW,17:FORX=ATOA+24STEP2:POKEQX,X:POKEQY,PEEK(QY)-1
2073 POKE1,X*2/3:NEXT:IFLP=4ANDHP=8THENPOKEW,.:GOTO2120
2080 A=PEEK(QX):FORX=ATOA+24STEP2:POKEQX,X:POKEQY,PEEK(QY)+1:POKE1,X:NEXT
2090 POKEW,.
2110 IFCX=4ANDCY=2THENIFHP=3ANDLP=3THENX1=L(2,0):Y1=L(2,1):GOSUB3310:GOSUB4100
2111 IFCX=6ANDCY=2THENIFHP=7ANDLP=3THENX1=L(2,0):Y1=L(2,1):GOSUB3350:GOSUB4100
2120 IFLP=3ANDHP=3ANDDR=3THENNR=1:GOTO2140
2121 IFLP=3ANDHP=7ANDDR=4THENNR=2:GOTO2140
2130 GOSUB2190:GOTO2290
2140 POKE1,.:ONRGOTO2141,2142
2141 S=53250:D=53251:O=53288:P=2:I=2:GOTO2145
2142 S=53252:D=53253:O=53289:P=4:I=-2
2145 IF(PEEK(U)ANDP)=0THEN2130
2146 POKEW,33:A=PEEK(QX):FORX=AT0156STEP1:POKEQX,X:POKE5,X
2150 POKEQY,PEEK(QY)-2:POKEO,PEEK(D)-2
2161 POKEC(3),16*RND(1)+1:POKEO,16*RND(1)+1
2170 POKE1,20+(XAND20):NEXT:POKEW,.:LP=1:HP=5:POKEU,PEEK(U)AND(255-P)
2180 GOSUB1160:GOTO1200
2190 POKE53275,1:POKE1,.:POKEW,17
2191 FORX=PEEK(QY)TO255STEP4:POKE1,255-X:POKEQY,X:NEXT:POKE1,.:POKE53275,0
2200 GOSUB1500:RETURN
2210 IF(LP=6ANDHP=10)OR(LP=4ANDHP=10)THEN2220
2211 ONDRGOSUB1300,1310,1320,1330
2220 GOSUB2190:GOTO2290
2230 FORX=15TO6STEP-1:POKE54296,X:NEXT:A=49152
2231 FORX=1TO30:NEXT:POKE1,.:POKEW,129:FORX=1TO3:FORC=1TO15STEP1.5:POKECF,C
2240 SYSA:POKE1,C*4:FORT=1TO30:NEXT:NEXT:POKEW,.:FORT=1TO30:NEXT:POKE1,.
2250 POKEW,129:SC=SC+5*TL:NEXT:POKECF,2:SYSA:GOSUB870:FORX=3TO8:POKE54296,X:NEXT
2260 FORX=10TO0STEP-1:POKEW,.:IFMU(X)=0THENFORC=1TO100:NEXT:NEXT:GOTO2280
2270 POKE1,MU(X):POKEW,21:FORC=1TO80:NEXT:POKEW,.:NEXT:FORX=1TO100:NEXT
2280 LV=LV+1:MS=0:FORX=1TO200:NEXT:SC=SC+BS:BS=0:GOSUB870
2285 POKEW,129:FORX=0TO255STEP15:POKE1,X:NEXT:POKEW,.:GOTO660

```

```

2900 :
3000 :
3002 IF CC=1 AND PEEK(QY)<>255 THEN 3400
3005 LI=LI-1:GOSUB 970
3010 MS=1:IF PEEK(QY)=255 THEN 2330
3015 FOR X=20 TO 15 STEP -1:POKEW,33:POKEL,X:POKEW,33:POKEL,X-2:NEXT:POKEW,.
3020 GOTO 3600
3030 IF LI=. THEN 2340
3031 LP=1:HP=5:POKEM,13:FOR X=1 TO 500:NEXT:GOSUB 970:GOSUB 1140:GOSUB 1160:SA=1
3032 GOSUB 870:GOTO 1200
3040 PRINT "SUUUUUUUUUUUUUUUUUUUUUUUUUUUU";
3050 PRINT "          GAME OVER::";
3060 PRINT "          ";
3070 PRINT "          ";
3080 FOR X=1 TO 3000:NEXT:GOTO 410
3000 REM ***CREATURES*****
3010 IF LP=2 AND SATHEN SA=0
3020 IF SATHEN 1200
3030 IF CI=-1 AND GI=-1 THEN 3400
3040 IF CH=0 THEN 3200
3041 IF CI=-2 THEN 3080
3050 CI=CI-1:IF CI>. THEN 3400
3060 POKE L(2,0),156:POKE L(2,1),0:POKEU,FNB(. )OR 16
3070 FOR X=. TO 63 STEP 2:POKE L(2,1),X:NEXT:POKE L,25:POKEW,33:FOR X=1 TO 70:NEXT
3075 POKEW,.:CI=-2:CX=5:CY=1:GOTO 3400
3080 IF CD=. THEN 3130
3090 X1=L(2,0):Y1=L(2,1):E1=239:D1=16:ON 2*RND(1)+1 GOSUB 3100,3110:GOTO 3120
3100 POKEU,FNB(. )AND E1:POKEY X1,PEEK(X1)-12:POKEY Y1,PEEK(Y1)+12:POKEU,FNB(. )ORD 1
3101 POKEU,FNB(. )AND E1:POKEY Y1,PEEK(Y1)+6:POKEY X1,PEEK(X1)-12
3102 POKEU,FNB(. )ORD 1
3103 POKEU,FNB(. )AND E1:POKEY Y1,PEEK(Y1)+6:POKEU,FNB(. )ORD 1:CX=CX-1:CY=CY+1
3104 RETURN
3110 POKEU,FNB(. )AND E1:POKEY X1,PEEK(X1)+12:POKEY Y1,PEEK(Y1)+12:POKEU,FNB(. )ORD 1
3111 POKEU,FNB(. )AND E1:POKEY Y1,PEEK(Y1)+6:POKEY X1,PEEK(X1)+12
3112 POKEU,FNB(. )ORD 1
3113 POKEU,FNB(. )AND E1:POKEY Y1,PEEK(Y1)+6:POKEU,FNB(. )ORD 1:CX=CX+1:CY=CY+1
3114 RETURN
3120 POKE L,15:POKEW,33:FOR X=1 TO 30:NEXT:POKEW,.:CD=CD-1:GOTO 3400
3130 Y1=L(2,1)
3131 IF CH>. THEN CH=CH-1:IF CH=. THEN POKE 2044,11:POKEY Y1,PEEK(Y1)-6:GOTO 3133
3132 GOTO 3400
3133 POKEW,21:FOR X=1 TO 9:POKE L,INT(7+(25-7+1)*RND(1)):FOR C=1 TO 50*RND(1)+10:NEXT
3140 NEXT:POKEY Y1,PEEK(Y1)+6:POKEW,.:GOTO 3400
3200 IF CY>LP THEN A1=1

```

```

3000 IF CY<LP THEN NA1=2
3001 IF CX>HP THEN NB1=1
3002 IF CX<HP THEN NB1=2
3003 IF A1=0 THEN N3400
3004 IF CX=5 THEN NB1=INT(2*RND(1))+1
3005 IF CY=1 THEN NB1=INT(2*RND(1))+1
3006 IF CY=5 THEN NA1=1
3007 IF CX=40 OR CX=30 OR CX=20 OR CX=1 THEN NB1=2
3008 IF CX=60 OR CX=70 OR CX=80 OR CX=9 THEN NB1=1
3009 X1=L(2,0):Y1=L(2,1)
3010 IF CX=HP AND CY=LP THEN N2300
3011 Q1=0:IF(CX=4 AND CY=2)OR(CX=3 AND CY=3)OR(CX=2 AND CY=4)OR(CX=1 AND CY=5) THEN Q1=1
3012 IF(CX=6 AND CY=2)OR(CX=7 AND CY=3)OR(CX=8 AND CY=4)OR(CX=9 AND CY=5) THEN Q1=1
3013 IF Q1=1 AND CC=1 THEN GOSUB 3250:ON Q1 GOSUB 3310,3350:GOSUB 4100:GOTO 3400
3014 IF CX=1 AND CY=5 THEN NB1=2
3015 IF CX=9 AND CY=5 THEN NB1=1
3016 ON A1 GOSUB 3250,3270:GOTO 3300
3017 POKEY1,PEEK(Y1)-12
3018 POKEY1,PEEK(Y1)-24:CY=CY-1:RETURN
3019 POKEY1,PEEK(Y1)+6
3020 POKEY1,PEEK(Y1)+6:CY=CY+1:RETURN
3021 ON B1 GOSUB 3310,3350:GOTO 3390
3022 POKEU,FNB(. )AND 239:POKEX1,PEEK(X1)-12:POKEY1,PEEK(Y1)+6:POKEU,FNB(. )OR 16
3023 POKEU,FNB(. )AND 239:POKEX1,PEEK(X1)-12:POKEY1,PEEK(Y1)+6:POKEU,FNB(. )OR 16
3024 CX=CX-1:RETURN
3025 POKEU,FNB(. )AND 239:POKEX1,PEEK(X1)+12:POKEY1,PEEK(Y1)+6:POKEU,FNB(. )OR 16
3026 POKEU,FNB(. )AND 239:POKEX1,PEEK(X1)+12:POKEY1,PEEK(Y1)+6:POKEU,FNB(. )OR 16
3027 CX=CX+1:RETURN
3028 POKEL,20:POKEW,21:FOR X=1 TO 40:NEXT:POKEL,22:FOR X=1 TO 20:NEXT:POKEW,.
3029 IF HP=CX AND LP=CY THEN N2300
3030 GOTO 3400
3031 REM***** GREEN BALL ****
3032 IF GI=-1 THEN 4200
3033 IF GI=. THEN 3470
3034 GI=GI-1:IF GI>. THEN 4200
3035 POKEL(1,0),156:POKEL(1,1),0:POKEU,FNB(. )OR 8
3036 FOR X=. TO 63 STEP 2:POKEL(1,1),X:NEXT:POKEL,8:POKEW,33:FOR X=1 TO 40:NEXT
3037 POKEW,.:GX=5:GY=1:GOTO 4200
3038 A=INT(2*RND(1))+1:T1=CX:T2=CY:CX=GX:CY=GY:X1=L(1,0):Y1=L(1,1):D1=8:E1=247
3039 IF GY=5 AND GX=9 AND A=2 THEN 3510
3040 ON AGO SUB 3100,3110:GX=CX:GY=CY:CX=T1:CY=T2:POKEL,5:POKEW,33:FOR X=1 TO 40:NEXT
3041 POKEW,.
3042 IF GY=LP AND GX=HP THEN GOSUB 3800:GI=-1:GOTO 4200
3043 IF GY<6 THEN 4200

```



```

3510 GI=-1:GX=0:GY=0:FORX=1TO30:NEXT:POKEL,, :POKEW,17:FORX=PEEK(Y1)TO255STEP2
3520 POKEY1,X:POKEL,255-X:NEXT:GOSUB1500:GOTO4200
3600 REM*****CREATURE LANDS ON Q-BERT**
3610 FORX=1TO200:NEXT:IFPEEK(M)=13THEN3630
3620 IFHP=9THENPOKEM,13:GOTO3630
3621 POKE53262,PEEK(QX)+24:POKE53263,PEEK(QY)-13:GOTO3640
3630 POKE53262,PEEK(QX):POKE53263,PEEK(QY)-13
3640 POKEU,PEEK(U)OR128
3642 FORX=1TO100:NEXT:POKEL,27:POKEW,33:FORX=1TO70:NEXT:POKEW,, :FORX=1TO100
3650 NEXT:POKEW,33:FORX=26TO10STEP-2:POKEL,X+INT(7*RND(1)):FORT=1TO70:NEXT
3670 NEXT:POKEW,, :FORX=1TO400:NEXT:POKEU,PEEK(U)AND127:IFLI=. THEN2340
3675 IFCI=-1THEN3720
3680 SA=0:CX=INT(9*RND(1))+1:IFLP<3THENCY=INT(4+(5-4+1)*RND(1)):GOTO3690
3681 IFLP>3THENCY=INT(2*RND(1))+1:GOTO3690
3682 IFINT(2*RND(1))+1=1THENCY=1:GOTO3690
3683 CY=5
3690 POKEU,FNB(. )AND239:IFMID$(P$(CY),CX,1)=""0"THEN3680
3700 IFCX=HPANDCY=LPTHEN3680
3710 X1=L(2,0):Y1=L(2,1):POKEX1,36+24*CX:POKEY1,39+24*CY
3720 MS=1:POKEU,FNB(. )OR16:GOSUB1140:GOTO1200
3800 REM***CATCH GREEN BALL*****
3810 FORX=1TO15:POKE53290,X:POKEL,X*5:POKEW,129:POKEW,21:NEXT:POKEW,.
3815 SC=SC+25:GOSUB870
3820 POKEU,FNB(. )AND247:FORX=1TO100:NEXT:FORX=50TO56STEP2:POKEL,X:POKEW,21
3830 FORC=1TO80:NEXT:POKEW,, :FORC=1TO30:NEXT:NEXT:CC=1:RETURN
4000 REM***OUT OF TIME*****
4010 POKEW,21:Z1=PEEK(QX)
4011 Z2=PEEK(QY):FORX=1TO10:POKEQX,INT(Z1-12+((Z1+12)-(Z1-12))*RND(1))
4012 POKEL,PEEK(QX)
4020 POKEQY,INT(Z2-12+((Z2+12)-(Z2-12))*RND(1))
4030 POKEL,PEEK(QY):NEXT:FORX=1TO30:NEXT:GOSUB2190:RETURN
4100 REM***COILY FALL OFF PYRAMID*****
4110 X1=L(2,0):Y1=L(2,1)
4130 CI=-1:CX=.:CY=.:FORX=1TO30:NEXT:POKEL,, :POKEW,17:FORX=PEEK(Y1)TO255STEP2
4140 POKEY1,X:POKEL,255-X:NEXT:GOSUB1500:RETURN
4200 :
4201 REM*****SKY-FALLING OBJECTS*****
4210 :
4220 FORE=1TO4
4230 IFH(E)=-1THENNEXT:GOTO1200
4240 IFHT(E)=. THEN4600
4241 IFH(E)=-2THEN4280
4250 H(E)=H(E)-1:IFH(E)>. THENNEXT:GOTO1200
4260 D1=2+(2+E):E1=255-D1:X1=L(E,0):Y1=L(E,1):POKEX1,156:POKEY1,.

```

```

4261 POKEU, PEEK(U)ORD1
4270 FORX=. TO63STEP2:POKEL(E,1),X:NEXT:POKEL,25:POKEW,33:FORX=1TO10:NEXT
4275 POKEW,.:H(E)=-2:BX(E)=5:BY(E)=1:NEXT:GOTO1200
4280 IFD(E)=. THEN4310
4285 X1=L(E,0):Y1=L(E,1):D1=2+(2+E):E1=255-D1
4290 T1=CX:↑2=CY: CX=BX(E):CY=BY(E):ON2*RND(1)+1GOSUB3100,3110
4295 BX(E)=CX:BY(E)=CY: CX=T1:CY=T2
4300 POKEL,26:POKEW,33:FORX=1TO25:NEXT:POKEW,.:D(E)=D(E)-1
4301 IFLU(↑L,E)>3THEN4500
4302 NEXT:GOTO1200
4310 Y1=L(E,1)
4320 IFHT(E)>. THENHT(E)=HT(E)-1:IFHT(E)=. THENPOKE2042+E,34:GOTO4340
4330 NEXT:GOTO1200
4340 IFRND(1)>. THENPOKE53289+E,5:GOTO4342
4341 POKE53289+E,13
4342 POKEY1, PEEK(Y1)-6:POKEW,21:FORX=20TO40STEP2:POKEL,X:NEXT:POKEW,.
4350 POKEY1, PEEK(Y1)+6:POKEW,.:NEXT:GOTO1200
4400 REM*****BLUE OR RED BALL FALL*****
4410 Y1=L(E,1):H(E)=INT(6*RND(1))+1:D(E)=6
4420 BX(E)=.:BY(E)=.:POKEL,.:POKEW,17
4430 FORX=PEEK(Y1)TO255STEP4:POKEY1,X:POKEL,255-X:NEXT:POKEW,129
4440 FORX=40TO30STEP-1.7:POKEL,X:POKEL,10*RND(1)+X:NEXT:POKEW,.:RETURN
4500 REM*****FALLING BALL**
4510 IFBY(E)=5ANDBX(E)=9THENGOSUB4400:GOTO1200
4520 IFBY(E)=6THENGOSUB4400:GOTO1200
4530 IFBY(E)=LPANDBX(E)=HPTHEN2305
4540 NEXT:GOTO1200
4600 REM*****MOVE HATCHLING*****
4650 X1=L(E,0):Y1=L(E,1):A1=INT(2*RND(1))+1:B1=INT(2*RND(1))+1
4660 C1=BX(E):C2=BY(E):IFB2=1THENB1=INT(2*RND(1))+1:A1=2
4670 IFC2=5THENA1=1
4671 IF(C2>1ANDC2<5)ANDA1=2THENB1=INT(2*RND(1))+1:GOTO4680
4672 IFC2=4ANDC1=2THENB1=2:GOTO4680
4673 IFC2=4ANDC1=8THENB1=1:GOTO4680
4674 IFC2=3ANDC1=3THENB1=2:GOTO4680
4675 IFC2=3ANDC1=7THENB1=1:GOTO4680
4676 IFC2=2ANDC1=4THENB1=2:GOTO4680
4677 IFC2=2ANDC1=6THENB1=1
4680 :
4685 IFC1=9THENPOKEY1, PEEK(Y1)-24:POKEX1, PEEK(X1)-24:GOTO4830
4690 ONA1GOSUB4700,4720:GOTO4740
4700 IFBY(E)=1THEN4720
4701 POKEY1, PEEK(Y1)-12
4710 POKEY1, PEEK(Y1)-24:BY(E)=BY(E)-1:RETURN

```

```

4720 POKEY1, PEEK(Y1)+6
4730 POKEY1, PEEK(Y1)+6: BY(E)=BY(E)+1: RETURN
4740 D1=2↑(E+2): E1=255-D1
4742 ONB1GOSUB4750, 4790: GOTO4830
4750 POKEU, PEEK(U)AND E1: POKE X1, PEEK(X1)-12: POKEY1, PEEK(Y1)+6: POKEU, FNB(.)ORD1
4770 POKEU, FNB(.)AND E1: POKE X1, PEEK(X1)-12: POKEY1, PEEK(Y1)+6: POKEU, FNB(.)ORD1
4780 BX(E)=BX(E)-1: RETURN
4790 POKEU, FNB(.)AND E1: POKE X1, PEEK(X1)+12: POKEY1, PEEK(Y1)+6: POKEU, FNB(.)ORD1
4810 POKEU, FNB(.)AND E1: POKE X1, PEEK(X1)+12: POKEY1, PEEK(Y1)+6: POKEU, FNB(.)ORD1
4820 BX(E)=BX(E)+1: RETURN
4830 POKEL, 30+5*E: POKEW, 33: FORX=1TO20: NEXT: POKEL, 20+5*E: FORX=1TO15: NEXT: POKEW, .
4840 GOSUB5000: IFHP=BX(E)ANDLP=BY(E)THEN4900
4850 NEXTE: GOTO1200
4900 POKEL, .: POKEW, 33: FORX=20TO40STEP2: POKEL, X: POKEL, X: POKEL, X: NEXT
4910 FORX=40TO20STEP-2: POKEL, X: POKEL, X: POKEL, X: NEXT
4920 POKEW, .: POKEU, PEEK(U)AND(255-2↑(2+E)): H(E)=-1: GOTO4850
5000 REM***CHANGE BACK COLOR*****
5010 A=GC(BY(E), BX(E)): B=LV(TL, 6): IF(PEEK(A)AND15)=BTHENRETURN
5020 POKEA, B: POKEA+1, B: POKEA+40, B: POKEA+41, B: LS=LS-1: SC=SC-(4+TL): GOSUB870
5030 RETURN

```