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IF J > 199 if	f the screen has finished drawing, and
EXIT ENDIF IF J <> 255 IF J > 199 if	
ENDIF  IF J <> 255  IF J > 199  if	
IF J <> 255 IF J > 199 if	
IF J > 199 if	
IF J = 253  if	f the indicator is at least 200, and f the indicator is 253, then
	elocate Bob's sprite
LET X 88 Te	elocate Boo's sprite
	ad nosat its image
LET FRAME 1	nd reset its image.
	RIGHT WHITE on BLUE
LET LINE 1	VIGHT MUTTE OIL DEGE
LET COLUMN 24	
	nitial score ("0000000").
ENDIF	illiai score ( 00000000 ).
	ncrement J indicator.
ENDIF	icrement J indicator.
ELSE	acot the item count indicates
	eset the item count indicator.
REPEAT 2	
	ncrement the item indicator.
	nis section gets a random position for
	ny sprite that may be spawned (in this case,
	ither the ammo box or the heart), and ensures
	t is safe so that the spawned sprite does not
·	opear on top of the maze wall
ENDIF	
IF N = 6	
ADD 1 TO N	
ENDIF	
IF N = 11	
SUBTRACT 1 TO N	
ENDIF	
IF N = 12	
ADD 1 TO N	
ENDIF	
IF N = 18	
SUBTRACT 1 TO N	
ENDIF	
IF N = 19	
ADD 1 TO N	
ENDIF	
IF N = 24	
SUBTRACT 1 TO N	
ENDIF	
IF N = 25	
ADD 1 TO N	
ENDIF	
GETRANDOM 17	
ADD 3 TO RND	
LET M RND	
IF M = 8	
SUBTRACT 1 TO M	
ENDIF	
IF M = 9	

ADD 1 TO M	
ENDIF	
IF M = 14	
SUBTRACT 1 TO M	
ENDIF	
IF M = 15	
ADD 1 TO M	
ENDIF	all done.
MULTIPLY M BY 8	Calculate screen X
MULTIPLY N BY 8	and Y co-ordinates.
LET F 0	Reset the sprite spawned indicator.
IF E = 1	
	If this is the ammo box, then
LET K PARAMA	
ADD PARAMB TO K	If the player has less bullets in their
IF C > K	pistol than the number of sprites on screen,
SPAWN 3 10	then spawn the ammo box (type 3, image 10)
LET F 1	Set the sprite spawned indicator.
ENDIF	
ENDIF	
IF E = 2	If this is the heart, then
IF LIVES <= 2	If the player does not have enough lives, then
SPAWN 4 8	spawn a heart (type 4, image 8).
SPAWNED	
LET FRAME 0	
LET PARAMB 0	
ORIGINAL	
LET F 1	Sat the annite answered indicator
	Set the sprite spawned indicator.
ENDIF	
ENDIF	
IF F = 1	If a sprite has been spawned, then
SPAWNED	
LET X M	move it to the already calculated safe random
LET Y N	position.
ORIGINAL	
ENDIF	
ENDREPEAT	
LET K 0	
LET J 0	Reset the screen draw indicator.
LET E C	Store number of sprites (for clearance bonus).
ENDIF	Seer & Hamber of Sprices (for elearance bonds).
IF KEY 5	If the PAUSE key ("H") has been pressed,
COLOUR 135	Flashing BLACK and WHITE
	I TASHTIR DEWCK GIR MUTTE
LET LINE 0	
LET COLUMN 0	(CDALICED Dragge AND Least)
MESSAGE 7	"PAUSED - Press ANY key"
WAITKEY	
COLOUR 78	WHITE
LET LINE 0	
LET COLUMN 0	
MESSAGE 10	"The Adventures of Bouncing Bob"
ENDIF	
IF KEY 6	If the RELOAD key ("R") has been pressed,
IF GOT 0	and if the Bob has the pistol,
IF PARAMA = 0	and if the pistol is empty,
IF PARAMB > 0	1
IF PARAMB > 6	and if the player has extra ammo, then:
	and it the project has exert a animo, enem

LET K 6	Pistol can only hold max 6 bullets.
ELSE	
LET K PARAMB	Pistol can hold all available bullets.
ENDIF	
ADD K TO PARAMA	Add K bullets to the pistol, and
SUBTRACT K FROM PARAMB	subtract K bullets from the ammo.
BEEP 100	
LET RND 26	Temporary column counter.
COLOUR 87	WHITE on RED
REPEAT PARAMA	Draw all available bullets on screen
LET COLUMN RND	
LET LINE 23	D.:11 - +
MESSAGE 12	Bullet.
ADD 1 TO RND	dana.
ENDREPEAT	done.
LET LINE 23	
LET COLUMN 21	
COLOUR 87	"Pullat v 00"
MESSAGE 13	"Bullet x 00"
IF PARAMB <= 9	
LET COLUMN 24	
ELSE	
LET COLUMN 23 ENDIF	
LET LINE 23	Display how much outpa ammo is available
DISPLAY PARAMB	Display how much extra ammo is available.
ENDIF ENDIF	
ENDIF ENDIF	
IF J = 0	If not drawing the maze
IF J = 0 IF IMAGE = 7	If not drawing the maze,  If Bob has been killed,
IF A = 0	If it is time to animate the sprite,
BEEP 2	IT IT IS CIME to animate the spirite,
ANIMATE	
ENDIF	
IF FRAME = 12	If the Bob dying animation has completed,
IF LIVES > 0	and if Bob has more lives, then
LET IMAGE 0	reset Bob's sprite image and
LET FRAME 0	frame number.
ELSE	unc number :
KILL	Otherwise execute the Kill event.
ENDIF	CO.C. WISE CACCACC CHE RIII CVCHE.
ENDIF	
ELSE	Otherwise, if Bob is still alive
DETECTOBJ	5 N.150, 1. 500 15 SCIII GIIV
IF OBJ <> 255	
BEEP 60	
GET OBJ	
IF OBJ = 0	If the pistol has been collected,
LET LINE 23	
LET COLUMN 21	
COLOUR 87	WHITE on RED
MESSAGE 13	"Bullet x 00"
LET RND 26	Temporary column counter.
REPEAT 6	Draw all available bullets on screen
REI EAT V	D. G. GII GVGIIGOIC DGIICCO OII DCI CCII

LET LINE 22	
LET LINE 23 LET COLUMN RND	
	D11 a.t
MESSAGE 12	Bullet.
ADD 1 TO RND	Jan
ENDREPEAT	done.
LET PARAMA 6	Update the ammo counter.
ENDIF	
LET LINE 23	
LET COLUMN 21	
COLOUR 87	
MESSAGE 13	"Bullet x 00"
IF PARAMB <= 9	
LET COLUMN 24	
ELSE	
LET COLUMN 23	
ENDIF	
LET LINE 23	
DISPLAY PARAMB	Display how much extra ammo is available.
ENDIF	
LET R 1	Assume sprite will be animated.
IF KEY 0	If the RIGHT key ('P') has been pressed,
IF CANGORIGHT	
SPRITERIGHT	
LET IMAGE 2	Change sprite to Bob moving right.
LET DIRECTION 2	Right!
ENDIF	
IF Y > 238	If Bob is at the right hand edge of the screen,
ADD 1 TO O	move to the next screen on the right.
IF 0 = 129	If this is the last screen, then
LET 0 1	cycle round to the first screen on the left.
ENDIF	
LET Y 10	Position Bob on the left of the next screen.
LET J 10	Draw the next screen.
ENDIF	
ENDIF	
IF KEY 1	If the LEFT key ('0') has been pressed,
IF CANGOLEFT	
SPRITELEFT	
LET IMAGE 1	Change sprite to Bob moving left.
LET DIRECTION 4	Left!
ENDIF	
IF Y = 0	If Bob is at the left hand edge of the screen,
SUBTRACT 1 TO 0	move to the next screen on the left.
IF 0 = 0	If this is the first screen, then
LET 0 128	cycle round to the last screen on the right.
ENDIF	2000 000 000 000 000
LET Y 228	Position Bob on the right of the next screen.
LET J 10	Draw the next screen.
ENDIF	
ENDIF	
IF KEY 3	If the UP key ('Q') has been pressed,
IF CANGOUP	
SPRITEUP	
LET IMAGE 3	Change sprite to Bob moving up.
LET FRAME 0	Show the middle sprite image.
LET R 0	Do not animate this sprite.
LLI II U	DO HOC GITTINGCO CITTO SPITECT

LET DIRECTION 1	Up!
ENDIF	
IF X <= 16	If Bob is at the top edge of the screen,
SUBTRACT 1 TO P	move to the next screen above.
IF P = 0	If this is the first screen, then
LET P 127	cycle round to the last screen at the bottom.
ENDIF	
LET X 160	Position Bob on the bottom of the next screen.
LET J 10	Draw the next screen.
ENDIF	
ENDIF	
IF KEY 2	If the DOWN key ('A') has been pressed,
IF CANGODOWN	
SPRITEDOWN	
LET IMAGE 0	Change sprite to Bob moving down.
LET FRAME 2	Show the middle sprite image.
LET R 0	Do not animate this sprite.
LET DIRECTION 3	Down!
ENDIF	TC Date do at the body
IF X > 166	If Bob is at the bottom edge of the screen,
ADD 1 TO P	move to the next screen below.
IF P = 128	If this is the last screen, then
LET P 1	cycle round to the first screen at the top.
ENDIF	
LET X 26	Position Bob on the top of the next screen.
LET J 10	Draw the next screen.
ENDIF	
ENDIF	TC the FIRE have ((CDACE)) has been supposed
IF KEY 4	If the FIRE key ('SPACE') has been pressed,
IF GOT 0	Does the player have the gun?
IF PARAMA > 0 IF D = 0	Is the gun loaded?
IF D = 0 IF C <= 11	Only fire if not already firing.
IF B = 0 LET B 5	
ENDIF	
IF B = 5	If Bob is firing the pistol,
IF DIRECTION = 1	and if Bob is moving up, and
IF CANGOUP	if there is space above Bob, then
SUBTRACT 8 TO X	Reposition for bullet.
SPAWN 1 4	Type 1, Image 4 (Bullet)
SPAWNED	Type 1; Image + (bullet)
LET FRAME 0	Set the frame for this bullet (up).
LET DIRECTION 1	Set the direction for this bullet (up).
ORIGINAL	
ADD 8 TO X	Reset Bob's x position.
LET B 4	ACCUSED ON POSTCEOM
ENDIF	
ENDIF	
IF DIRECTION = 2	If Bob is moving right, and

IF CANGORIGHT	if there is space to the right of Bob, then fire
	away
ADD 8 TO Y	Reposition for bullet.
SPAWN 1 4	Type 1, Image 4 (Bullet)
SPAWNED	
LET FRAME 1	Set the frame for this bullet (right).
LET DIRECTION 2	Set the direction for this bullet (right).
ORIGINAL	
SUBTRACT 8 TO Y	Reset Bob's y position.
LET B 4	
ENDIF	
ENDIF	
IF DIRECTION = 3	If Bob is moving down, and
IF CANGODOWN	if there is space to below Bob, then
ADD 8 TO X	Reposition for bullet.
SPAWN 1 4	Type 1, Image 4 (Bullet)
SPAWNED	
LET FRAME 2	Set the frame for this bullet (down).
LET DIRECTION 3	Set the direction for this bullet (down).
ORIGINAL	
SUBTRACT 8 TO X	Reset Bob's x position.
LET B 4	
ENDIF	
ENDIF	
IF DIRECTION = 4	If Bob is moving left, and
IF CANGOLEFT	if there is space to the left of Bob, then
SUBTRACT 8 TO Y	Reposition for bullet.
SPAWN 1 4	Type 1, Image 4 (Bullet)
SPAWNED	
LET FRAME 3	Set the frame for this bullet (left).
LET DIRECTION 4	Set the direction for this bullet (left).
ORIGINAL	
ADD 8 TO Y	Reset Bob's y position.
LET B 4	
ENDIF	
ENDIF	
ENDIF	
IF B = 4	
BEEP 40	
SUBTRACT 1 TO PARAMA	
LET K PARAMA	
ENDIF	
SPRITEINK 70	Bright YELLOW
IF A = 0	If it is time to animate,
IF R = 1	then animate Bob
ANIMATE	
ENDIF	
ENDIF	
ENDIF	done animating.
LET M X	Store Bob's X and Y positions to allow
LET N Y	the zombies to track Bob.
ENDIF	

Type 1 - Bullet		
SPRITEINK 4	GREEN	

LET PARAMB 0	Reset the remove bullet indicator.
IF COLLISION 2	If this bullet has hit a zombie, then
OTHER	
LET RND = IMAGE	Get the current zombie sprite image
ORIGINAL	
IF RND <> 9	If this zombie isn't currently dying,
	then kill it
OTHER	
LET IMAGE 9	Exploding head and melt down sprite.
LET FRAME 0	
ORIGINAL	
SCORE 1	Add 10 to the score.
COLOUR 79	Update the on screen score
LET LINE 1	
LET COLUMN 24	
SHOWSCORE	done.
LET PARAMB 1	Remove the bullet.
ENDIF	nemove the bullet.
ENDIF	
	If the hullet is to stay then
IF PARAMB = 0	If the bullet is to stay, then
IF J > 0	If the screen is redrawing, then
LET PARAMB 1	remove the bullet.
ENDIF	
IF DIRECTION = 1	If going up, and
IF CANGOUP	the sprite can go up, then
SUBTRACT 4 TO X	move it up 4 pixels.
ELSE	· · ·
LET PARAMB 1	Otherwise, remove it.
ENDIF	o and mass, i amove and
ENDIF	
IF DIRECTION = 2	If going night and
	If going right, and
IF CANGORIGHT	the sprite can go right, then
ADD 4 TO Y	move it right 4 pixels.
ELSE	
LET PARAMB 1	Otherwise, remove it.
ENDIF	
ENDIF	
IF DIRECTION = 3	If going down, and
IF CANGODOWN	the sprite can go down, then
ADD 4 TO X	move it down 4 pixels.
ELSE	participation of partic
LET PARAMB 1	Otherwise, remove it.
ENDIF	otherwise, remove it.
ENDIF	TC mainer lack and
IF DIRECTION = 4	If going left, and
IF CANGOLEFT	the sprite can go right, then
SUBTRACT 4 TO Y	move it right 4 pixels.
ELSE	
LET PARAMB 1	
ENDIF	Otherwise, remove it.
ENDIF	
IF Y > 238	If at the edge of the screen
LET PARAMB 1	remove it
ENDIF	TITLE CHOTE TELL
IF Y <= 0	
	nomovo it
LET PARAMB 1	remove it
ENDIF	

IF X <= 16	
LET PARAMB 1	remove it
ENDIF	
IF X > 176	
LET PARAMB 1	remove it
ENDIF	done edge check.
ENDIF	
IF PARAMB = 1	If the bullet is to be removed, then
SUBTRACT 1 TO C	Decrement the sprite counter.
SUBTRACT 1 TO D	Decrement the bullet counter.
REMOVE	Remove the sprite.
ENDIF	done.

Type 2 - Zombie	
IF IMAGE = 9	If the zombie is "dying", then
IF FRAME = 3	if this is frame 3 (head exploding), then
IF PARAMA = 0	The child is the dime of the date expressions, the child
IF C <= 11	if there is a free sprite, then
LET PARAMA 1	There is a free sprice; enem
LET RND PARAMB	Store this zombie's colour.
IF DIRECTION = 1	This section determines which side to
IF CANGOUP	fire off the mutated pathogen
SUBTRACT 8 TO X	The off the macacea pathogeners
SPAWN 5 11	
SPAWNED	
LET FRAME 0	
LET DIRECTION 1	
LET PARAMA RND	Assign same colour as the zombie.
ORIGINAL	7.155-8.1. Same colour as the lowerer
ADD 8 TO X	
ENDIF	
ENDIF	
IF DIRECTION = 2	
IF CANGORIGHT	
ADD 8 TO Y	
SPAWN 5 11	
LET FRAME 0	
LET DIRECTION 2	
LET PARAMA RND	Assign same colour as the zombie.
ORIGINAL	
SUBTRACT 8 TO Y	
ENDIF	
ENDIF	
IF DIRECTION = 3	
IF CANGODOWN	
ADD 8 TO X	
SPAWN 5 11	
SPAWNED	
LET FRAME 0	
LET DIRECTION 3	
LET PARAMA RND	Assign same colour as the zombie.
ORIGINAL	
SUBTRACT 8 TO X	
ENDIF	
ENDIF	

TE DIDECTION 4	
IF DIRECTION = 4	
IF CANGOLEFT	
SUBTRACT 8 TO Y	
SPAWN 5 11	
SPAWNED	
LET FRAME 0	
LET DIRECTION 4	
LET PARAMA RND	Assign same colour as the zombie.
ORIGINAL	
ADD 8 TO Y	
ENDIF	
ENDIF	done with the mutated pathogen.
ENDIF	
ENDIF	
ENDIF	
ENDIF	
SPRITEINK PARAMB	Assigned during sprite initialisation.
IF OPT = 0	If ok to move robot (movement counter),
IF IMAGE <> 9	If not dying
LET DIRECTION 0	Reset direction indicator.
IF M > X	This section is a simple tracker for
IF CANGODOWN	the player
SPRITEDOWN	
LET DIRECTION 3	
ENDIF	
ELSE	
IF M <> X	
IF CANGOUP	
SPRITEUP	
LET DIRECTION 1	
ENDIF	
ENDIF	
ENDIF	
IF N > Y	
IF CANGORIGHT	
SPRITERIGHT	
LET DIRECTION 2	
IF IMAGE <> 5	Right facing zombie.
LET IMAGE 5	
LET FRAME 0	
ENDIF	
ENDIF	
ELSE	
IF N <> Y	
IF CANGOLEFT	
SPRITELEFT	
LET DIRECTION 4	
IF IMAGE <> 6	
LET IMAGE 6	Left facing zombie.
LET FRAME 0	
ENDIF	
ENDIF	
ENDIF	
ENDIF	done tracking the player.
ELSE	wone crucking the prayer.
IF FRAME = 2	If the head is exploding
11 11VUIL - 4	I. the head is exproding

BEEP 30	BEEP!
ENDIF	
IF FRAME = 9	If this is the end of the animation, then
REMOVE	remove the sprite, and
SUBTRACT 1 TO C	decrement the sprite counter.
ENDIF	
ENDIF	
IF DIRECTION > 0	If moving, then
ANIMATE	animate.
ELSE	
LET FRAME 0	Otherwise, stand still.
ENDIF	
ENDIF	
IF COLLISION 0	
IF IMAGE <> 9	If the zombie is not already dying,
BEEP 60	
LET IMAGE 9	Set zombie to die.
LET FRAME 0	
OTHER	
LET RND IMAGE	
IF RND <> 7	
LET IMAGE 7	Set Bob to die.
LET FRAME 0	
SUBTRACT 1 TO LIVES	Decrement lives counter.
LET B 3	Update onscreen lives counter.
ENDIF	
ORIGINAL	
ENDIF	
ENDIF	

Type 3 - Ammo Box		
SPRITEINK 87		
IF OPT = 0	If it's ok to animate, then	
ANIMATE	animate.	
ENDIF		
IF COLLISION 0		
BEEP 60		
OTHER		
IF PARAMB <= 93	If the player has less than 93 extra bullets, then	
ADD 6 TO PARAMB	add another 6.	
ENDIF		
LET K PARAMB		
ORIGINAL		
REMOVE	Remove the ammo box.	
SUBTRACT 1 TO C	Decrement the sprite counter.	
LET LINE 23		
LET COLUMN 21		
COLOUR 87		
MESSAGE 13	"Bullet x 00"	
IF PARAMB <= 9		
LET COLUMN 24		
ELSE		
LET COLUMN 23		
ENDIF		
LET LINE 23		

DISPLAY K	Display the number of extra bullets.
ENDIF	

Type 4 - Heart		
SPRITEINK 2	RED	
IF A = 0	If it's time to animate, then	
LET FRAME 0	Reset current frame (smaller heart).	
IF PARAMB = 10	If the frame counter is 10, then	
LET FRAME 1	Set frame to 1 (larger heart), and	
BEEP 2	BEEP!	
ENDIF		
IF PARAMB = 12	If the frame counter is 12, then	
LET FRAME 1	Set frame to 1 (larger heart), and	
BEEP 2	BEEP!	
ENDIF		
ADD 1 TO PARAMB	Increment the frame counter	
IF PARAMB > 12	We only want 12 frames in the sequence,	
LET PARAMB 0	so reset if more than 12.	
ENDIF		
ENDIF		
IF COLLISION 0		
BEEP 60		
ADD 1 TO LIVES	Increment lives counter.	
LET B 3	Display lives on screen.	
REMOVE	Remove the heart.	
SUBTRACT 1 TO C	Decrement the sprite counter.	
ENDIF		

Type 5 - Virus (Zombie bullet)	
IF A = 0	If it's time to animate, then
ANIMATE	animate.
ENDIF	
SPRITEINK PARAMA	Colour from parent zombie.
LET PARAMB 0	Reset sprite removal indicator.
IF COLLISION 0	If collided with the player, then
BEEP 60	
OTHER	
IF IMAGE <> 7	If the player is not already dying, then
LET IMAGE 7	kill the player.
LET FRAME 0	
SUBTRACT 1 TO LIVES	Decrement lives counter.
ORIGINAL	
LET B 3	Display lives on screen.
ENDIF	
LET PARAMB 1	Remove the virus.
ENDIF	
IF COLLISION 2	If collided with a zombie, then
OTHER	
LET RND = IMAGE	Get the image of the zombie.
ORIGINAL	
IF RND <> 9	If the zombie is not already "dying",
OTHER	
LET IMAGE 9	Kill the zombie.
LET FRAME 0	

ODICINAL	
ORIGINAL SCORE 1	Add 10 to the score.
	Add 10 to the Score.
COLOUR 79	
LET LINE 1	
LET COLUMN 24	
SHOWSCORE	Update the onscreen score.
ENDIF	
ENDIF	
IF PARAMB = 0	If the virus is still in play, then
IF J > 0	if the screen is redrawing,
LET PARAMB 1	remove the sprite.
ENDIF	
IF DIRECTION = 1	If going up, and
IF CANGOUP	the sprite can go up, then
SUBTRACT 3 TO X	move it up 3 pixels.
ELSE	
LET PARAMB 1	Otherwise, remove it.
ENDIF	
ENDIF	
IF DIRECTION = 2	If going right, and
IF CANGORIGHT	the sprite can go right, then
ADD 3 TO Y	move it right 3 pixels.
ELSE	
LET PARAMB 1	Otherwise, remove it.
ENDIF	
ENDIF	
IF DIRECTION = 3	If going down, and
IF CANGODOWN	the sprite can go down, then
ADD 3 TO X	move it down 3 pixels.
ELSE	
LET PARAMB 1	Otherwise, remove it.
ENDIF	
ENDIF	
IF DIRECTION = 4	If going left, and
IF CANGOLEFT	the sprite can go right, then
SUBTRACT 3 TO Y	move it right 3 pixels.
ELSE	move re right 3 prices.
LET PRAMAB 1	
ENDIF	Otherwise, remove it.
ENDIF	otherwise, remove it.
IF Y > 238	If at the edge of the screen
LET PARAMB 1	remove it
ENDIF	· · · · · CIIIOVC IC· · ·
IF Y <= 0	
LET PARAMB 1	remove it
ENDIF	· · · I CIIIUVC IC· · ·
IF X <= 16	
LET PARAMB 1	remove it
ENDIF	· · · I CIIIUVC IC· · ·
IF X > 176	nomovo it
LET PARAMB 1	remove it
ENDIF	done edge check.
ENDIF	Tf the views is to be assumed that
IF PARAMB = 1	If the virus is to be removed, then
SUBTRACT 1 TO C	Decrement the sprite counter.
REMOVE	Remove the sprite.

...done.

Initialise sprite	
IF TYPE = 0	
LET PARAMA 0	Reset player variables
LET PARAMB 0	done.
ELSE	
ADD 1 TO C	Increment sprite counter.
IF TYPE = 1	If this is a bullet, then
ADD 1 TO D	increment the bullet counter.
ENDIF	
IF TYPE = 2	If this sprite is a zombie,
GETRANDOM 2	Decide to remove or keep the zombie.
IF RND = 1	If indicator is 1, then
REMOVE	remove the sprite, and
SUBTRACT 1 TO C	decrement sprite counter.
ELSE	Otherwise, keep the sprite.
GETRANDOM 2	Add a bit of variety
LET FRAME RND	to zombie animation.
GET RANDOM 6	Decide what colour to use
ADD 1 TO RND	Colours need to be between 1 and 7
IF RND = 6	If YELLOW (Bob's colour), then
LET RND = 7	change to WHITE.
ENDIF	
ADD 64 TO RND	Make the colour BRIGHT.
LET PARAMB RND	Store the sprite's colour.
LET PARAMA 0	
ENDIF	
ENDIF	
ENDIF	

Main loop 1	
IF SCREEN = 1	If this is the title screen, then
IF $A = 0$	If it's time to animate, then
IF OPT = 0	again, if it's time to animate, then
IF O = 0	if this is the first time here, then
LET 0 1	initialise variables. These control the
LET C 32	scrolling text.
LET R 3	
LET Q C	
COLOUR 69	
LET LINE 18	
LET COLUMN 1	
MESSAGE 33	"Q=Up, A=Down, O=Left, P=Right"
LET LINE 19	
LET COLUMN 1	
MESSAGE 34	"SPACE=Fire, R=Reload, H=Pause"
COLOUR 71	
LET LINE 20	
LET COLUMN 5	
MESSAGE 35	"Press SPACE to start"
ENDIF	
COLOUR 7	
REPEAT 12	12 visible lines of text. This section

LET LINE R LET COLUMN 14  IF Q < 31  MESSAGE Q  ELSE  MESSAGE 32  ENDIF  ADD 1 TO Q  IF Q > 43  LET Q 17  ENDIF  ADD 1 TO C  IF R > 14  LET R 3  ADD 1 TO C  IF C > 43  LET C 17  ENDIF  ELT B 0  IF KEY 4  LET SCAREN 0  COLOUR 87  LET COLUMN 0  MESSAGE 9  LET O 1  LET D 253  EXIT  ENDIF  EXIT  ENDIF  ENDIF  ENDIF  ENDIF  IF A = 0  ADD 1 TO A  ELSE  LET OT 0  ELSE  LET OT 0  ELSE  LET OTD 0  ENDIF  ENDIF  ENDIF  FN B > 0  Subract number of builets left.  COLOUR 80  LET Q 26  ERPEAT RND  Display empty builet for each builet  used  LET LINE 23  LET COLUMN Q  MESSAGE 12  Bullet.	LET LINE D	displays the sensitive took on the title
IF Q = 31  MESSAGE Q  ELSE  MESSAGE 32  ENDIF  ADD 1 TO Q  IF Q > 43  LET Q 17  ENDIF  ADD 1 TO C  IF C > 43  LET C 17  ENDIF  ADD 1 TO C  IF C > 43  LET C 17  ENDIF  LET Q C  ENDIF  ENDIF  LET SAGEN 0  COLOUR 87  LET LINE 23  LET COLUMN 0  MESSAGE 9 clear the copyright message, and  reset garden maze co-ordinates, and  LET D 1  LET D 253  EXIT  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENT 0 1  LET D 253  EXIT  ENDIF  EN	LET LINE R	displays the scrolling text on the title
MESSAGE Q ELSE  MESSAGE 32  ENDIF  ADD 1 TO Q IF Q > 43 LET Q 17  ENDIF  ADD 1 TO R IF R > 14 LET R 3 ADD 1 TO C IF C > 43 LET C 17  ENDIF  ADD 1 TO C IF C > 43 LET C 17  ENDIF  ELT B Ø IF KEY 4 If the start button ("SPACE") is pressed, change to the game screen, and  COLOUR 87 LET LINE 23 LET COLUMN 0  MESSAGE 9clear the copyright message, and LET D 1 LET D 2 LET COLUMN D LET LINE 23 LET COLUMN D		screen
ELSE  MESSAGE 32  ENDIF  ADD 1 TO Q  IF Q > 43  LET Q 17  ENDIF  ADD 1 TO R  IF R > 14  LET R 3  ADD 1 TO C  IF C > 43  LET C 17  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  LET Q C  ENDIF  ENDIF  LET SCREEN 0  COLOUR 87  LET LINE 23  LET COLUMN 0  MESSAGE 9 clear the copyright message, and LET P 1  LET D 1  LET D 2  EXIT  ENDIF  ENDI	Ţ.	
MESSAGE 32 ENDIF ADD 1 TO Q IF Q > 43 LET Q 17 ENDIF ADD 1 TO R IF R > 14 LET R 3 ADD 1 TO C IF C > 43 LET C 17 ENDIF ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDREPEAT ENDIF  ENDIF  ENDREPEAT  COLOUR 87 LET LINE 23 LET COLUMN Q ELET A 0 ENDIF  E		
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IF Q > 43  LET Q 17  ENDIF  ADD 1 TO R  IF R > 14  LET R 3  ADD 1 TO C  IF C > 43  LET C 17  ENDIF  IF EY 4  If the start button ("SPACE") is pressed, change to the game screen, and  Colour 87  LET LINE 23  LET COLUMN 0  MESSAGE 9 clear the copyright message, and  LET P 1  LET J 253  EXIT  ENDIF  ENDIF  ENDIF  ENDIF  IF A = 0  ADD 1 TO A  ELSE  LET A 0  ENDIF  IF OPT C = 3  ADD 1 TO OPT  ELSE  LET OPT 0  ENDIF  IF B > 0  B is a display indicator which does much:  Update bullet indicators:  IF B = 4  Update bullet indicators:  Subtract number of bullets left.  SUBTRACT K TO RND  COLOUR 80  LET Q 26  REPEAT RND  Display empty bullet for each bullet  LET LINE 23  LET COLUMN Q		
LET Q 17 ENDIF ADD 1 TO R IF R > 14 LET R 3 ADD 1 TO C IF C > 43 LET C 17 ENDIF LET Q C ENDIF ENDREPEAT ENDIF ENDREPEAT ENDIF ENDIF LET B 0 Reset B so nothing else happens. If KEY 4 LET SCREEN 0 COLOUR 87 LET LINE 23 LET COLUMN 0 MESSAGE 9clear the copyright message, and LET J 253 ENDIF ENDIF ENDIF ENDIF ENDIF ENDIF LET B 0 ADD 1 TO A ELSE LET A 0 ENDIF		
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LET Q C ENDIF ENDIF ENDIF ENDIF ENDIF ENDIF LET B 0  IF KEY 4  LET SCREEN 0 COLOUR 87  LET LINE 23 LET COLUMN 0  MESSAGE 9  LET J 253  EXIT ENDIF ENDIF ENDIF ENDIF ENDIF ENDIF ENDIF ENDIF ENDIF IF A = 0 ADD 1 TO A ELSE LET A 0 ENDIF IF OPT <= 3 ADD 1 TO OPT ELSE LET OPT 0 ENDIF IF B > 0 ENDIF IF B > 0 ENDIF IF B = 4 LET RND 6 SUBTRACT K TO RND COLOUR 80 LET Q 26 REPEAT RND LET LINE 23 LET COLUMN Q LET Q 6 REPEAT RND LET LINE 23 LET COLUMN Q LET OPT Q each bullet for each bullet LET LINE 23 LET COLUMN Q LET OPT Q each bullet for each bullet LET LINE 23 LET COLUMN Q LET COLUMN Q LET COLUMN Q LET COLUMN Q  Display empty bullet for each bullet LET COLUMN Q  LET COLUMN Q  LET COLUMN Q		
ENDIF ENDIF ENDIF ENDIF ENDIF  ENDIF  LET B 0		
ENDIF ENDIF ENDIF LET B 0  IF KEY 4  LET SCREEN 0  COLOUR 87  LET LINE 23  LET COLUMN 0  MESSAGE 9  LET D 1  LET D 253  EXIT  ENDIF ENDIF ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  IF A = 0  ADD 1 TO A  ELSE  LET A 0  ENDIF  ENDIF  IF B > 0  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ELET A 0  ENDIF  ENDIF  ENDIF  ELET A 0  ENDIF  ENDIF  ENDIF  ELET A 0  ENDIF  LET A 0  ENDIF  ENDIF  LET A 0  ENDIF  LET A 0  ENDIF  LET A 0  ENDIF  ENDIF  LET OPT 0  ENDIF  SUBTRACT K TO RND  COLOUR 80  LET Q 26  REPEAT RND  Display empty bullet for each bullet  LET LINE 23  LET COLUMN Q	-	
ENDIF  ENDIF  LET B 0  Reset B so nothing else happens.  If KEY 4  LET SCREEN 0  COLOUR 87  LET LINE 23  LET COLUMN 0  MESSAGE 9  LET D 1  LET D 1  LET D 253  EXIT  ENDIF  IF A = 0  ADD 1 TO A  ELSE  LET A 0  ENDIF  IF OPT <= 3  ADD 1 TO OPT  ELSE  LET OPT 0  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  IF B > 0  B is a display indicator which does much:  IF B = 4  LET RND 6  SUBTRACT K TO RND  COLOUR 80  ELET Q 26  REPEAT RND  Display empty bullet for each bullet  LET LINE 23  LET COLUMN Q  ELET COLUMN Q  Reset B so nothing else happens.  If the start button ("SPACE") is pressed, change to the game screen, and  FA pressed, change to the game screen, and  Factor of space and  Factor of space and  Factor of space and reset button ("SPACE") is pressed, change to the game screen, and  Tengue screen, and  Factor of space and  If the start button ("SPACE") is pressed, change to the game screen, and  Tengue screen, and  And  LET COLUMN Q  Display empty bullet for each bullet  LET LINE 23  LET COLUMN Q		done scrolling text.
LET B 0  IF KEY 4  LET SCREEN 0  COLOUR 87  LET LINE 23  LET COLUMN 0  MESSAGE 9  LET J 253  EXIT  ENDIF  ENDIF  ENDIF  IF A = 0  ADD 1 TO OPT  ELSE  LET A 0  ENDIF  ENDIF  IF B > 0  ENDIF  IF A = 0  ENDIF  ENDIF  ENDIF  ENDIF  IF B = 4  COLOUR 80  LET OT ORD  Display empty bullet for each bullet  LET Used  Display empty bullet for each bullet  LET LINE 23  LET LINE 23  LET LINE 23  LET LINE 23  LET COLUMN Q	ENDIF	
IF KEY 4  LET SCREEN 0  COLOUR 87  LET LINE 23  LET COLUMN 0  MESSAGE 9  LET 0 1  LET 0 1  LET J 253  EXIT  ENDIF  ENDIF  ENDIF  IF A = 0  ADD 1 TO A  ELSE  LET A 0  ENDIF  ET OPT <= 3  ADD 1 TO OPT  ELSE  LET OPT 0  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  ENDIF  LET OPT 0  SUBSTRACT K TO RND  COLOUR 80  LET Q 26  REPEAT RND  LET Q 26  REPEAT RND  COLOUN 0  change to the game screen, and  change the copyright message, and  change the copyright message, and  reset garden maze co-ordinates, and  change the copyright message, and  change th	ENDIF	
IF KEY 4 LET SCREEN 0 COLOUR 87 LET LINE 23 LET COLUMN 0 MESSAGE 9 LET 01 LET 01 LET 01 LET J 253 EXIT ENDIF ENDIF ENDIF  ENDIF IF A = 0 ADD 1 TO A ELSE LET A 0 ENDIF ET OPT 0 ENDIF  ET BP 1 ET OPT 0 ENDIF  ET BP 4 LET RND 6 SUBTRACT K TO RND SUBTRACT K TO RND COLOUR 80 LET Q 26 REPEAT RND LET LINE 23 LET COLUMN Q  LET SCAUCH CANAD COLOUR NO CO	LET B 0	Reset B so nothing else happens.
LET SCREEN 0 COLOUR 87  LET LINE 23 LET COLUMN 0  MESSAGE 9clear the copyright message, and reset garden maze co-ordinates, and LET 0 1 LET 0 1 LET J 253 EXIT ENDIF ENDIF ENDIF IF A = 0 ADD 1 TO A ELSE LET A 0 ENDIF IF OPT <= 3 ADD 1 TO OPT ELSE LET OPT 0 ENDIF  ENDIF  ENDIF  ELSE LET OPT 0 ENDIF  SUBTRACT K TO RND SUBTRACT K TO RND COLOUR 80 LET Q 26 REPEAT RND LET LINE 23 LET COLUMN Q  change to the game screen, and change to the counter, and change the condition of the counter of the c	IF KEY 4	
COLOUR 87  LET LINE 23  LET COLUMN 0  MESSAGE 9 clear the copyright message, and  LET 0 1  LET 0 1  LET 1 253  EXIT  ENDIF  ENDIF  IF A = 0  ADD 1 TO A  ELSE  LET A 0  ENDIF  ENDIF  ET OPT <= 3  ADD 1 TO OPT  ELSE  LET OPT 0  ENDIF  ET OPT 0  ENDIF  EXERCATE  EXERCATE  EXERCATE  EXERCATE  ADD 1 TO OPT  ELSE  LET OPT 0  ENDIF  IF B > 0  B is a display indicator which does much:  IF B = 4  Update bullet indicators:  LET RND 6  SUBTRACT K TO RND  COLOUR 80  LET Q 26  REPEAT RND  LET LINE 23  LET COLUMN Q clear the copyright message, and  reset garden maze co-ordinates, and  exit immediately.  Exit pluser  Exit immediately.  Exit immediately.  Exit immediately.  Exit immediately.  Exit immediately.  Exit immediately.  Exit pluser  Exit immediately.  Exit immediately	LET SCREEN 0	
LET COLUMN 0  MESSAGE 9  LET 0 1  LET 0 1  LET P 1  LET J 253  tell player event to reset Bob, etc.  EXIT  ENDIF  ENDIF  IF A = 0  ADD 1 TO A  ELSE  LET A 0  ENDIF  IF OPT <= 3  ADD 1 TO OPT  ELSE  LET OPT 0  ENDIF  IF B > 0  SUBTRACT K TO RND  COLOUR 80  LET Q 26  REPEAT RND  LET COLUMN Q clear the copyright message, and reset garden maze co-ordinates, and exit player event to reset Bob, etc. exit immediately.  End player event to reset Bob, etc. exit immediately.  Let of player event to reset Bob, etc. exit immediately.  Let of player event to reset Bob, etc. exit immediately.  End player event to reset Bob, etc. exit immediately.  End player event to reset Bob, etc. exit immediately.  End player event to reset Bob, etc. exit immediately.  End player event to reset Bob, etc. exit immediately.  End player event to reset Bob, etc. exit immediately.  End player event to reset Bob, etc. exit immediately.  End player event to reset Bob, etc. exit immediately.  End player event to reset Bob, etc. exit immediately.  End player event to reset Bob, etc. exit immediately.  End player event to reset Bob, exit immediately.  End player event to rest immediately.  End player event to exit immediately.  End player eve	COLOUR 87	
MESSAGE 9clear the copyright message, and LET 0 1 reset garden maze co-ordinates, and LET P 1 LET J 253 tell player event to reset Bob, etc. EXIT exit immediately.  ENDIF ENDIF  ENDIF  IF A = 0 Animate flip-flop  ADD 1 TO A ELSE  LET A 0 ENDIFdone.  IF OPT <= 3 Zombie animation indicator  ADD 1 TO OPT ELSE  LET OPT 0 ENDIFdone.  IF B > 0 B is a display indicator which does much:  IF B = 4 Update bullet indicators:  LET RND 6 Temp used bullet counter.  SUBTRACT K TO RND Subtract number of bullets left.  COLOUR 80 BLACK on RED.  LET Q 26  REPEAT RND Display empty bullet for each bullet  LET LINE 23 LET COLUMN Q	LET LINE 23	
LET 0 1 LET P 1 LET J 253 LET J 253 Let l player event to reset Bob, etc. EXIT ENDIF ENDIF  ENDIF  IF A = 0 ADD 1 TO A  ELSE LET A 0 ENDIF  IF OPT <= 3 ADD 1 TO OPT ELSE LET OPT 0 ENDIF  ENDIF  IF B > 0 B is a display indicator which does much: IF B = 4 Update bullet indicators: LET RND 6 SUBTRACT K TO RND Subtract number of bullets left. COLOUR 80 LET Q 26 REPEAT RND Display empty bullet for each bullet LET LINE 23 LET COLUMN Q  LET COLUMN Q  Tell player event to reset Bob, etc. exit immediates, and tell player event to reset Bob, etc. exit immediately.  Ex	LET COLUMN 0	
LET P 1  LET J 253  EXIT  ENDIF  ENDIF  ENDIF  ENDIF  IF A = 0  ADD 1 TO A  ELSE  LET A 0  ENDIF  IF OPT <= 3  ADD 1 TO OPT  ELSE  LET OPT 0  ENDIF  IF B > 0  SUBTRACT K TO RND  COLOUR 80  LET Q 26  REPEAT RND  Display empty bullet for each bullet  LET LINE 23  LET COLUMN Q  exit immediately.  Animate flip-flop	MESSAGE 9	clear the copyright message, and
LET J 253 EXIT ENDIF ENDIF  ENDIF  IF A = 0 Animate flip-flop  ADD 1 TO A  ELSE LET A 0  ENDIF  IF OPT <= 3 ADD 1 TO OPT  ELSE LET OPT 0  ENDIF  IF B > 0 B is a display indicator which does much: IF B = 4 Update bullet indicators: LET RND 6 SUBTRACT K TO RND SUBTRACT K TO RND COLOUR 80 LET Q 26 REPEAT RND LET COLUMN Q  TENDIF LET IND 23 LET COLUMN Q  Text immediately.  Animate flip-flop Animate flip-flop Animate flip-flop  Animate flip-flop  Animate flip-flop  Animate flip-flop  Animate flip-flop  Animate flip-flop  Let A 0  Endown  If Ddone.  B is a display indicator which does much: Update bullet indicators: Temp used bullet counter.  Subtract number of bullets left.  Display empty bullet for each bullet  LET LINE 23 LET COLUMN Q	LET 0 1	reset garden maze co-ordinates, and
EXIT ENDIF  ENDIF  ENDIF  IF A = 0	LET P 1	
ENDIF  ENDIF  IF A = 0	LET J 253	tell player event to reset Bob, etc.
ENDIF  IF A = 0  ADD 1 TO A  ELSE  LET A 0  ENDIF  IF OPT <= 3  ADD 1 TO OPT  ELSE  LET OPT 0  ENDIF  IF B > 0  ENDIF  IF B = 4  COLOUR 80  LET Q 26  REPEAT RND  Display empty bullet for each bullet  LET COLUMN Q  Animate flip-flop  Lodne.  I. done.  B is a display indicator which does much:  Temp used bullet indicators:  Temp used bullet counter.  Subtract number of bullets left.  Display empty bullet for each bullet  LET LINE 23  LET COLUMN Q	EXIT	exit immediately.
IF A = 0 ADD 1 TO A  ELSE LET A 0 ENDIF IF OPT <= 3 ADD 1 TO OPT  ELSE LET OPT 0 ENDIF IF B > 0 ENDIF IF B = 4 Update bullet indicators: LET RND 6 SUBTRACT K TO RND COLOUR 80 LET Q 26 REPEAT RND LET LINE 23 LET COLUMN Q  Animate flip-flop  Loue.  Loue.  Loue.  Animate flip-flop  Loue.  Loue.  Loue.  Animate flip-flop  Loue.  Loue.  Loue.  Animate flip-flop  Loue.  Loue.  Animate flip-flop  Loue.  Loue.  Animate flip-flop  Loue.  Loue.  Animate flip-flop  Loue.  Loue.  Display indicator which does much:  Temp used bullet counter.  Subtract number of bullets left.  Display empty bullet for each bullet  Let Line 23 Let Column Q	ENDIF	
ADD 1 TO A  ELSE  LET A 0  ENDIF  IF OPT <= 3  ADD 1 TO OPT  ELSE  LET OPT 0  ENDIF  IF B > 0  ENDIF  IF B > 0  ENDIF  SUBTRACT K TO RND  COLOUR 80  LET Q 26  REPEAT RND  REPEAT RND  ELSE  LET COLUMN Q  ENDIF  Display empty bullet for each bullet used	ENDIF	
ELSE  LET A 0  ENDIF done.  IF OPT <= 3  ADD 1 TO OPT  ELSE  LET OPT 0  ENDIF  IF B > 0  ENDIF  IF B = 4  Update bullet indicators:  LET RND 6  SUBTRACT K TO RND  COLOUR 80  LET Q 26  REPEAT RND  Display empty bullet for each bullet  LET LINE 23  LET COLUMN Q	IF A = 0	Animate flip-flop
ENDIF  IF OPT <= 3	ADD 1 TO A	
ENDIF  IF OPT <= 3	ELSE	
IF OPT <= 3 ADD 1 TO OPT  ELSE LET OPT 0  ENDIF  IF B > 0 B is a display indicator which does much: Update bullet indicators: LET RND 6 SUBTRACT K TO RND COLOUR 80 LET Q 26 REPEAT RND LET LINE 23 LET COLUMN Q  Zombie animation indicator  Zombie animation indicator  Add animation indicator  Let number of bullet counter.  Subtract number of bullets left.  Display empty bullet for each bullet	LET A 0	
ADD 1 TO OPT  ELSE  LET OPT 0  ENDIF  IF B > 0  B is a display indicator which does much:  Update bullet indicators:  LET RND 6  SUBTRACT K TO RND  COLOUR 80  LET Q 26  REPEAT RND  Display empty bullet for each bullet  LET LINE 23  LET COLUMN Q	ENDIF	done.
ELSE  LET OPT 0  ENDIF done.  IF B > 0  B is a display indicator which does much:  Update bullet indicators:  LET RND 6  SUBTRACT K TO RND  SUBTRACT K TO RND  COLOUR 80  LET Q 26  REPEAT RND  Display empty bullet for each bullet  LET LINE 23  LET COLUMN Q		Zombie animation indicator
LET OPT 0  ENDIF done.  IF B > 0  B is a display indicator which does much:  Update bullet indicators:  LET RND 6  SUBTRACT K TO RND  COLOUR 80  LET Q 26  REPEAT RND  Display empty bullet for each bullet  LET LINE 23  LET COLUMN Q	ADD 1 TO OPT	
ENDIF  IF B > 0  B is a display indicator which does much:  Update bullet indicators:  LET RND 6  SUBTRACT K TO RND  COLOUR 80  LET Q 26  REPEAT RND  Display empty bullet for each bullet  LET LINE 23  LET COLUMN Q		
<pre>IF B &gt; 0</pre>	LET OPT 0	
IF B = 4  LET RND 6  SUBTRACT K TO RND  COLOUR 80  LET Q 26  REPEAT RND  LET LINE 23  LET COLUMN Q  Update bullet indicators:  Temp used bullet counter.  Subtract number of bullets left.  BLACK on RED.  Display empty bullet for each bullet  used		
LET RND 6  SUBTRACT K TO RND  COLOUR 80  LET Q 26  REPEAT RND  LET LINE 23  LET COLUMN Q  Temp used bullet counter.  Subtract number of bullets left.  BLACK on RED.  Display empty bullet for each bullet  used		
SUBTRACT K TO RND  COLOUR 80  BLACK on RED.  LET Q 26  REPEAT RND  Display empty bullet for each bullet  LET LINE 23  LET COLUMN Q		•
COLOUR 80  LET Q 26  REPEAT RND  LET LINE 23  LET COLUMN Q  BLACK on RED.  Display empty bullet for each bullet  used		·
LET Q 26 REPEAT RND Display empty bullet for each bullet LET LINE 23 LET COLUMN Q		
REPEAT RND  LET LINE 23  LET COLUMN Q  Display empty bullet for each bullet  used		BLACK on RED.
LET LINE 23 used LET COLUMN Q	-	
LET COLUMN Q		
		used
MESSAGE 12 Bullet.		
	MESSAGE 12	Bullet.

ADD 4 TO 0	
ADD 1 TO Q	dana ahardan amatu bullata
ENDREPEAT	done showing empty bullets.
ENDIF	
IF B = 3	Update lives indicators
COLOUR 79	
LET LINE 1	
LET COLUMN LIVES	
MESSAGE 2	2 spaces.
IF LIVES > 0	
LET RND 0	
REPEAT LIVES	
LET COLUMN RND	
LET LINE 1	
MESSAGE 6	Mini Bob.
ADD 1 TO RND	
ENDREPEAT	
ENDIF	
LET B 1	
ENDIF	done showing lives.
IF B = 1	Update garden maze section co-ordinates
IF 0 > 0	
COLOUR 87	
LET LINE 23	
LET COLUMN 0	
MESSAGE 5	"     "
LET LINE 23	
IF 0 <= 9	
LET COLUMN 2	
ELSE	
IF 0 <= 99	
LET COLUMN 1	
ELSE	
LET COLUMN 0	
ENDIF	
ENDIF	
DISPLAY O	
LET LINE 23	
IF P <= 9	
LET COLUMN 6	
ELSE	
IF P <= 99	
LET COLUMN 5	
ELSE	
LET COLUMN 4	
ENDIF	
ENDIF	
DISPLAY P	
ENDIF	
ENDIF	done showing co-ordinates.
LET B 0	Reset indicator so nothing else happens.
ENDIF	
W. 1. 1	
Main loop 2	
IF J = 254	
LET LIVES 3	

LET D 0	
LET E 0	
LET OPT 4	
LET C 0	
LET K 0	
LET L 0	
LET M 0	
LET N 0	
LET J 10	
EXIT	
ENDIF	
IF J > 200	
EXIT	
ENDIF	
IF J > 0	If the screen is in redraw mode, and
IF J > 9	If the indicator is > 9 (ie. not a peg),
IF J = 10	and redrawing has not yet started, and
IF E > 0	there were some sprites on the screen,
IF C = 0	and all have been removed, then
COLOUR 120	Display the "clearance bonus" message
LET LINE 9	
LET COLUMN 8	
MESSAGE 16	Blank line.
LET LINE 10	
LET COLUMN 8	
MESSAGE 14	"Clearance Bonus"
LET LINE 11	
LET COLUMN 8	
MESSAGE 15	"? X 100"
LET LINE 11	
LET COLUMN 13	
DISPLAY E	
LET LINE 12	
LET COLUMN 8	
MESSAGE 16	Blank line.
DELAY 40	
COLOUR 79	
REPEAT E	
BEEP 60	
SCORE 1	
LET LINE 1	
LET COLUMN 24	
SHOWSCORE	
DELAY 10	
ENDREPEAT	
DELAY 40	
ENDIF	done with the clearance bonus.
ENDIF	done with the clearance bonds.
	Pasat the screen
LET SCREEN 0	Reset the screen.
ENDIF	Decrement the "near" counter
SUBTRACT 1 TO J	Decrement the "peg" counter.
IF J = 9	Hadaka sandan masa sa sadda d
LET B 1	Update garden maze co-ordinates.
ENDIF	
ELSE	CDEEN DI ACK
COLOUR 4	GREEN on BLACK.

IF M = 26	These sections basically block the exit
LET E 2	so that you are forced to go through the
LET F 13	next section and cannot quickly escape
REPEAT 6	a dire situation
	a uire situation
LET LINE E	
LET COLUMN F	
PUTBLOCK 1	1 hedge block.
LET LINE E	
LET COLUMN F	
MESSAGE 1	1 hedge block.
ADD 1 TO F	
ENDREPEAT	
ENDIF	
IF M = 160	
LET E 22	
LET F 13	
REPEAT 6	
LET LINE E	
LET COLUMN F	
PUTBLOCK 1	1 hedge block.
LET LINE E	I fleuge block.
LET COLUMN F	4 1-4 1-11-
MESSAGE 1	1 hedge block.
ADD 1 TO F	
ENDREPEAT	
ENDIF	
IF N = 10	
LET E 10	
LET F 0	
REPEAT 5	
LET LINE E	
LET COLUMN F	
PUTBLOCK 1	1 hedge block.
LET LINE E	
LET COLUMN F	
MESSAGE 1	1 hedge block.
ADD 1 TO E	I heage brocks
ENDREPEAT	
ENDIF	
IF N = 228	
LET E 10	
LET F 31	
REPEAT 5	
LET LINE E	
LET COLUMN F	
PUTBLOCK 1	1 hedge block.
LET LINE E	
LET COLUMN F	
MESSAGE 1	1 hedge block.
ADD 1 TO E	
ENDREPEAT	
ENDIF	done blocking exits.
LET J 1	Reset the current "peg" counter.
REPEAT 8	Repeat for each of the 8 "pegs".
LET K O	These lines are the formula used to
ADD P TO K	calculate the actual maze walls for each
ו שאו ו איי	carcarace the actual maze warrs for each

157.1.0	
LET L O	section of the maze. This is what allows
ADD P TO L	over 16,000 (mostly) unique screens.
MULTIPLY L BY J	
MULTIPLY L BY 3	
ADD L TO K	T and have that done a made and resturbant
IF K > 4	I could have just done a mod equivalent
DIVIDE K BY 3	here I suppose, but, what-the-hell
ENDIF	
IF K > 4	
DIVIDE K BY 3	
ENDIF	
IF K > 4	
DIVIDE K BY 3	
ENDIF	
IF K > 4	
DIVIDE K BY 3	
ENDIF	
IF K > 4	
DIVIDE K BY 3	dana nati wasina wa i
ENDIF	done not using mod.
IF J = 1	Store the direction of each "peg" in
LET E K	its associated variable for use later
ENDIF	on
IF J = 2	
LET F K	
ENDIF  IF J = 3	
LET G K	
ENDIF	
IF J = 4	
LET H K	
ENDIF	
IF J = 5	
LET I K	
ENDIF	
IF J = 6	
LET L K	
ENDIF	
IF J = 7	
LET Q K	
ENDIF	
IF J = 8	
LET R K	
ENDIF	all "pegs" stored.
ADD 1 TO J	Increment the "peg" counter.
ENDREPEAT	Repeat until all "pegs" are done.
LET K O	This section basically does a modulus
LET J K	division to find out the remainder. This
DIVIDE K BY 8	remainder is then used in the next
MULTIPLY K BY 8	section to "rotate" the "pegs" to reduce
SUBTRACT K FROM J	the chances of duplicate screens.
REPEAT J	the chances of aupticate streems.
LET K E	This section rotates the "pegs" to reduce
LET E F	the chances of duplicate screens which
LET F G	was an issue in the original Berzerk
LET G H	game. Duplicates may still occur, but
LLI U II	game. Dupticates may Still Occur, Dut

LET H I	this should reduce the likelihood quite
LET I L	substantially.
LET L Q	
LET Q R	
LET R K	
ENDREPEAT	done rotating.
LET J 1	Reset "peg" counter.
REPEAT 8	Repeat for all 8 "pegs".
IF J <= 4	Repeate for all o pegs .
LET M 9	Top row of pegs.
ELSE	Top Tow of pegs.
LET M 15	Dottom nous of nogs
	Bottom row of pegs.
ENDIF	
IF J = 1	
LET N 6	
LET K E	
ENDIF	
IF J = 2	
LET N 12	
LET K F	
ENDIF	
IF J = 3	
LET N 19	
LET K G	
ENDIF	
IF J = 4	
LET N 25	
LET K H	
ENDIF	
IF J = 5	
LET N 6	
LET K I	
ENDIF	
IF J = 6	
LET N 12	
LET K L	
ENDIF	
IF J = 7	
LET N 19	
LET K Q	
ENDIF	
IF J = 8	
LET N 25	
LET R	
ENDIF	
COLOUR 4	GREEN
IF K = 1	Up from the "peg".
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
SUBTRACT 1 TO M	
LET LINE M	
LET COLUMN N	

PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
SUBTRACT 1 TO M	Ŭ
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	i neage block.
LET COLUMN N	
MESSAGE 1	1 hedge block.
SUBTRACT 1 TO M	I heage block.
LET LINE M	
LET COLUMN N	
	1 hadaa blaak
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
SUBTRACT 1 TO M	
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
SUBTRACT 1 TO M	
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
SUBTRACT 1 TO M	
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	I heage block.
LET COLUMN N	
	1 hadaa blaak
MESSAGE 1	1 hedge block.
ENDIF	Dight from the "case"
IF K = 2	Right from the "peg".
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
ADD 1 TO N	
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
ADD 1 TO N	
LET LINE M	

LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	I heage block.
LET COLUMN N	1 hadaa blaak
MESSAGE 1	1 hedge block.
ADD 1 TO N	
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
ADD 1 TO N	
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
ADD 1 TO N	
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	- C
LET COLUMN N	
MESSAGE 1	1 hedge block.
ADD 1 TO N	I heage block.
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	I Heage block.
LET COLUMN N	
MESSAGE 1	1 hedge block.
ENDIF	I heuge block.
IF K = 3	Down from the "peg".
LET LINE M	bown from the peg.
LET COLUMN N	1 hadaa blaak
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
ADD 1 TO M	
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
ADD 1 TO M	
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
ADD 1 TO M	

LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
ADD 1 TO M	
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
ADD 1 TO M	
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	- C
LET COLUMN N	
MESSAGE 1	1 hedge block.
ADD 1 TO M	3-1-1-1
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	I heage block.
LET COLUMN N	
MESSAGE 1	1 hedge block.
ENDIF	I Heage block.
	Left from the "neg"
IF K = 4	Left from the "peg".
IF K = 4 LET LINE M	Left from the "peg".
IF K = 4  LET LINE M  LET COLUMN N	
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1	Left from the "peg".  1 hedge block.
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M	
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N	1 hedge block.
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1	
IF K = 4 LET LINE M LET COLUMN N PUTBLOCK 1 LET LINE M LET COLUMN N MESSAGE 1 SUBTRACT 1 TO N	1 hedge block.
IF K = 4 LET LINE M LET COLUMN N PUTBLOCK 1 LET LINE M LET COLUMN N MESSAGE 1 SUBTRACT 1 TO N LET LINE M	1 hedge block.
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N	1 hedge block.  1 hedge block.
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1	1 hedge block.
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M	1 hedge block.  1 hedge block.
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N	1 hedge block.  1 hedge block.  1 hedge block.
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1	1 hedge block.  1 hedge block.
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N	1 hedge block.  1 hedge block.  1 hedge block.
IF K = 4 LET LINE M LET COLUMN N PUTBLOCK 1 LET LINE M LET COLUMN N MESSAGE 1 SUBTRACT 1 TO N LET LINE M LET COLUMN N PUTBLOCK 1 LET LINE M LET COLUMN N SUBTRACT 1 TO N LET LINE M	1 hedge block.  1 hedge block.  1 hedge block.
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  SUBTRACT 1 TO N  LET LINE M  LET LINE M  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N	1 hedge block.  1 hedge block.  1 hedge block.  1 hedge block.
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1	1 hedge block.  1 hedge block.  1 hedge block.
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M	1 hedge block.  1 hedge block.  1 hedge block.  1 hedge block.
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N	<pre>1 hedge block.  1 hedge block.  1 hedge block.  1 hedge block.  1 hedge block.</pre>
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1	1 hedge block.  1 hedge block.  1 hedge block.  1 hedge block.
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N	<pre>1 hedge block.  1 hedge block.  1 hedge block.  1 hedge block.  1 hedge block.</pre>
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N	<pre>1 hedge block.  1 hedge block.  1 hedge block.  1 hedge block.  1 hedge block.</pre>
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N	<pre>1 hedge block.  1 hedge block.</pre>
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N	<pre>1 hedge block.  1 hedge block.  1 hedge block.  1 hedge block.  1 hedge block.</pre>
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N	<pre>1 hedge block.  1 hedge block.</pre>
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1	<pre>1 hedge block.  1 hedge block.</pre>
IF K = 4  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  PUTBLOCK 1  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1  SUBTRACT 1 TO N  LET LINE M  LET COLUMN N  MESSAGE 1	<pre>1 hedge block.  1 hedge block.</pre>

SUBTRACT 1 TO N	
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
SUBTRACT 1 TO N	
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	
LET COLUMN N	
MESSAGE 1	1 hedge block.
SUBTRACT 1 TO N	
LET LINE M	
LET COLUMN N	
PUTBLOCK 1	1 hedge block.
LET LINE M	_
LET COLUMN N	
MESSAGE 1	1 hedge block.
ENDIF	
ADD 1 TO J	Increment "peg" counter.
ENDREPEAT	Repeat for each "peg".
LET J 255	Turn off "peg" processing.
ENDIF	
ENDIF	

Game initialisation  LET LIVES 3  LET D 0  LET OPT 4  LET C 0  LET O 0  LET P 0  LET J 1  LET K 0  LET M 0  LET M 0  LET N 0  BORDER 0  COLOUR 71  CLS  COLOUR 78  LET LINE 0  LET COLUMN 0  MESSAGE 10  MESSAGE 9  Blank line.  LET COLUMN 9  MESSAGE 3  MESSAGE 8  "Lurching Dead"		
LET D 0  LET OPT 4  LET C 0  LET O 0  LET D 0  LET J 1  LET K 0  LET L 0  LET M 0  LET N 0  BORDER 0  COLOUR 71  CLS  COLOUR 78  LET LINE 0  LET LINE 0  LET LINE 0  LET COLUMN 0  MESSAGE 10  MESSAGE 9  LET LINE 1  LET COLUMN 9  MESSAGE 3  "Lurching Dead"	Game initialisation	
LET OPT 4  LET C 0  LET O 0  LET P 0  LET J 1  LET K 0  LET L 0  LET M 0  LET N 0  BORDER 0  COLOUR 71  CLS  COLOUR 78  LET LINE 0  LET COLUMN 0  MESSAGE 10  COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9  LET LINE 1  LET COLUMN 9  MESSAGE 3  "Lurching Dead"	LET LIVES 3	
LET C 0  LET O 0  LET P 0  LET J 1  LET K 0  LET L 0  LET M 0  LET N 0  BORDER 0  COLOUR 71  CLS  COLOUR 78  LET LINE 0  LET COLUMN 0  MESSAGE 10  COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9  Blank line.  MESSAGE 3  "Lurching Dead"	LET D 0	
LET 0 0  LET P 0  LET J 1  LET K 0  LET L 0  LET M 0  LET N 0  BORDER 0  COLOUR 71  CLS  COLOUR 78  LET LINE 0  LET COLUMN 0  MESSAGE 10  COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9  LET LINE 1  LET COLUMN 9  MESSAGE 3  "Lurching Dead"	LET OPT 4	
LET P 0  LET J 1  LET K 0  LET L 0  LET M 0  LET N 0  BORDER 0  COLOUR 71  CLS  COLOUR 78  LET LINE 0  LET COLUMN 0  MESSAGE 10  COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9  Blank line.  "Lurching Dead"	LET C 0	
LET J 1  LET K 0  LET L 0  LET M 0  LET N 0  BORDER 0  COLOUR 71  CLS  COLOUR 78  LET LINE 0  LET COLUMN 0  MESSAGE 10  COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9  Blank line.  LET COLUMN 9  MESSAGE 3  "Lurching Dead"	LET 0 0	
LET K 0  LET L 0  LET M 0  LET N 0  BORDER 0  COLOUR 71  CLS  COLOUR 78  LET LINE 0  LET COLUMN 0  MESSAGE 10 "The Adventures of Bouncing Bob"  COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9  Blank line.  LET LINE 1  LET COLUMN 9  MESSAGE 3 "Lurching Dead"	LET P 0	
LET L 0 LET M 0 LET N 0 BORDER 0 COLOUR 71 CLS COLOUR 78 LET LINE 0 LET COLUMN 0 MESSAGE 10 "The Adventures of Bouncing Bob" COLOUR 77 LET LINE 1 LET COLUMN 0 MESSAGE 9 Blank line. LET LINE 1 LET COLUMN 9 MESSAGE 3 "Lurching Dead"	LET J 1	
LET M 0  LET N 0  BORDER 0  COLOUR 71  CLS  COLOUR 78  LET LINE 0  LET COLUMN 0  MESSAGE 10  COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9  Blank line.  LET COLUMN 9  MESSAGE 3  "Lurching Dead"	LET K 0	
LET N 0  BORDER 0  COLOUR 71  CLS  COLOUR 78  LET LINE 0  LET COLUMN 0  MESSAGE 10 "The Adventures of Bouncing Bob"  COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9  Blank line.  LET LINE 1  LET COLUMN 9  MESSAGE 3 "Lurching Dead"	LET L 0	
BORDER 0  COLOUR 71  CLS  COLOUR 78  LET LINE 0  LET COLUMN 0  MESSAGE 10  COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9  LET LINE 1  LET COLUMN 9  MESSAGE 3  "Lurching Dead"	LET M 0	
COLOUR 71  CLS  COLOUR 78  LET LINE 0  LET COLUMN 0  MESSAGE 10 "The Adventures of Bouncing Bob"  COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9  Blank line.  LET LINE 1  LET COLUMN 9  MESSAGE 3 "Lurching Dead"	LET N 0	
CLS COLOUR 78 LET LINE 0 LET COLUMN 0 MESSAGE 10 "The Adventures of Bouncing Bob" COLOUR 77 LET LINE 1 LET COLUMN 0 MESSAGE 9 Blank line. LET LINE 1 LET COLUMN 9 MESSAGE 3 "Lurching Dead"	BORDER 0	
COLOUR 78  LET LINE 0  LET COLUMN 0  MESSAGE 10 "The Adventures of Bouncing Bob"  COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9  Blank line.  LET LINE 1  LET COLUMN 9  MESSAGE 3 "Lurching Dead"	COLOUR 71	
LET LINE 0  LET COLUMN 0  MESSAGE 10 "The Adventures of Bouncing Bob"  COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9 Blank line.  LET LINE 1  LET COLUMN 9  MESSAGE 3 "Lurching Dead"	CLS	
LET COLUMN 0  MESSAGE 10 "The Adventures of Bouncing Bob"  COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9 Blank line.  LET LINE 1  LET COLUMN 9  MESSAGE 3 "Lurching Dead"	COLOUR 78	
MESSAGE 10 "The Adventures of Bouncing Bob"  COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9 Blank line.  LET LINE 1  LET COLUMN 9  MESSAGE 3 "Lurching Dead"	LET LINE 0	
COLOUR 77  LET LINE 1  LET COLUMN 0  MESSAGE 9  Blank line.  LET LINE 1  LET COLUMN 9  MESSAGE 3  "Lurching Dead"	LET COLUMN 0	
LET LINE 1 LET COLUMN 0  MESSAGE 9  Blank line.  LET LINE 1  LET COLUMN 9  MESSAGE 3  "Lurching Dead"	MESSAGE 10	"The Adventures of Bouncing Bob"
LET COLUMN 0  MESSAGE 9  LET LINE 1  LET COLUMN 9  MESSAGE 3  "Lurching Dead"	COLOUR 77	
MESSAGE 9  LET LINE 1  LET COLUMN 9  MESSAGE 3  "Lurching Dead"	LET LINE 1	
LET LINE 1  LET COLUMN 9  MESSAGE 3 "Lurching Dead"	LET COLUMN 0	
LET COLUMN 9 MESSAGE 3 "Lurching Dead"	MESSAGE 9	Blank line.
MESSAGE 3 "Lurching Dead"	LET LINE 1	
	LET COLUMN 9	
MESSAGE 8	MESSAGE 3	"Lurching Dead"
	MESSAGE 8	

COLOUR 87	
LET LINE 23	
LET COLUMN 0	
MESSAGE 9	Blank line.
LET B 1	
LET LINE 23	
LET COLUMN 6	
MESSAGE 4	"@2015 retrific.com"

Restart screen	
LET C 0	Reset sprite counter.
LET D 0	Reset bullet counter.
LET B 3	
LET E 0	Reset clearance bonus counter.