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10 ' -----
20 ' -      (C)89 Amstrad Magazine      -
30 ' -      Se bem me lembro...      -
40 ' -----
50 '
60 '
70 RANDOMIZE TIME
80 MODE 0:WINDOW 1,20,1,1:WINDOW#1,1,20
2,25:GOSUB 370:LOCATE 1,1:PRINT "SE BEM
ME LEMBRO...";
90 WHILE INKEY$<>"":WEND:LOCATE #1,1,23:
PRINT #1,"RAPIDO/LENTO(R/L)";
100 S$=INKEY$:IF S$="" THEN 100
110 S$=UPPER$(S$):IF S$="R" THEN S=250 E
LSE IF S$="L" THEN S=500 ELSE 90
120 GL=3
130 WHILE INKEY$<>"":WEND:DIM M(GL)
140 ' JOGO
150 GOSUB 350
160 LOCATE #1,7,6:PRINT #1,"NIVEL";GL-2
170 LOCATE #1,1,23:PRINT #1,"<ESPACO>: P
/COMECAR"
180 IF INKEY$="" THEN 180
190 GOSUB 400: ' VIRA O DISCO
200 GOSUB 210:GOTO 260
210 ' MUDA O ECRAN
220 FOR G=1 TO GL
230 INK M(G)+1,0:SOUND 1,M(G)*100
240 GOSUB 520:GOSUB 370
250 NEXT G:RETURN
260 ' INPUT DO JOGADOR
270 FOR G=1 TO GL
280 A=VAL(INKEY$)
290 IF A<1 OR A>4 THEN 280
300 IF A<>M(G) THEN 440
310 INK M(G)+1,0:SOUND 1,M(G)*100
320 GOSUB 520:GOSUB 370
330 NEXT G:CLS:LOCATE 7,8:PRINT "CORRECT
O":GOSUB 520:GOSUB 370
340 ERASE M:GL=GL+1:GOTO 130
350 ' DESENHA O ECRAN
360 CLS:GOSUB 370:LOCATE #0,1,1:PRINT "S
E BEM ME LEMBRO...":GOTO 380
370 BORDER 0:INK 0,0:INK 1,26:INK 2,6:IN
K 3,24:INK 4,18:INK 5,2:MOVE 0,0,1:RETUR
N
380 FOR D=1 TO 4:MOVE D*100,250:DRAWR 75
,0:DRAWR 0,-75:DRAWR -75,0:DRAWR 0,75:MO
VER 10,-10:FILL D+1
390 MOVE D*100+20,170:TAG:PRINT MID$(STR
$(D),2):TAGOFF:NEXT D
400 ' VIRA O DISCO
410 FOR R=1 TO GL
420 M(R)=INT(RND*4)+1
430 NEXT R:RETURN
440 ' Ooooh

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450 LOCATE #1,7,8:PRINT "Ooooh!":SOUND 1
,1000
460 FOR N=1 TO 1500:NEXT N:LOCATE #0,7,8
:PRINT "ERA..."
470 GOSUB 210
480 LOCATE #1,2,8:PRINT #1,"OUTRA VEZ (S
/N)?"
490 IF INKEY(60)<>-1 THEN ERASE M:RUN
500 IF INKEY(46)<>-1 THEN MODE 2:END
510 GOTO 480
520 ' PAUSA
530 FOR T=1 TO S:NEXT T
540 RETURN
```