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10 REM Rebounder by Robert Surridge -
   Hit 0 with X to score - beware the b
ounce!
20 MODE 1:WINDOW#1,2,39,2,22:FOR f=0
TO 999:PRINT CHR$(206);:NEXT:LOCATE 2
,24:PRINT"SCORE          HI-SCORE 'h'  T
IME":CLS#1:y=4:x=4:t=9:u=9:c=999:s=0:
w=1:z=1
30 IF x>38 THEN w=-INT(RND*2) ELSE IF
x<3 THEN w=INT(RND*2)
40 IF y>21 THEN z=-INT(RND*2) ELSE IF
y<3 THEN z=INT(RND*2)
50 LOCATE x,y:PRINT" ":x=x+w:y=y+z:LO
CATE x,y:PRINT CHR$(230):FOR r=0 TO 9
:NEXT:LOCATE u,t:PRINT" ":IF x=u AND
y=t THEN s=s+10:SOUND 1,40:LOCATE 8,2

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4:PRINT s
60 IF JOY(0)=2 THEN t=t+1 ELSE IF JOY
(0)=1 THEN t=t-1 ELSE IF JOY(0)=4 THE
N u=u-1 ELSE IF JOY(0)=8 THEN u=u+1
70 IF t=2 THEN t=t+1 ELSE IF t=22 THE
N t=t-1 ELSE IF u=2 THEN u=u+1 ELSE I
F u=39 THEN u=u-1
80 LOCATE u,t:PRINT CHR$(203):LOCATE
35,24:PRINT c:c=c-1:SOUND 1,c+9,9:IF
c>0 THEN 30
90 SOUND 1,99,65:LOCATE 16,9:PRINT"GA
ME OVER":LOCATE 16,16:PRINT"Fire to p
lay":IF s>h THEN h=s:LOCATE 23,24:PRI
NT h
100 IF JOY(0) = 16 THEN 20 ELSE 100

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