```
10 RESTORE 20:SYMBOL AFTER 123:FOR i=124 TO 137:READ a$,b$,c
$,d$,e$,f$,g$,h$:SYMBOL i,VAL("&"+a$),VAL("&"+b$),VAL("&"+c$
),VAL("&"+d$),VAL("&"+e$),VAL("&"+f$),VAL("&"+g$),VAL("&"+h$
):NEXT i
20 DATA 3,3,3,F,1F,1C,F8,F8
30 DATA F8,F8,1C,1F,F,3,3,3
40 DATA C0,C0,C0,F0,F8,38,1F,1F
50 DATA 1F,1F,38,F8,F0,C0,C0,C0
60 DATA 0,0,4,C,1C,38,0,0
70 DATA 0,0,38,1C,C,4,0,0
80 DATA 0,0,20,30,38,1C,0,0
90 DATA 0,0,1C,38,30,20,0,0
100 DATA 0,0,0,0,1F,3F,7F,FF
110 DATA 0,0,0,0,FF,FF,FF,FF
120 DATA 0,0,0,0,E0,C0,80,0
130 DATA 0,0,0,0,10,30,70,F0
140 DATA F0,F0,F0,F0,F0,F0,F0,F0
150 DATA f0,f0,f0,f0,F0,E0,C0,80
160 ENT -1,1,1,4,2,-1,4,1,1,5:ENV 1,5,3,1,4,-1,5,1,0,50,11,-
1,10
170 red$=CHR$(124)+CHR$(126)+CHR$(125)+CHR$(127)
180 green$=CHR$(128)+CHR$(130)+CHR$(129)+CHR$(131)
190 along$=CHR$(132)+CHR$(133)+CHR$(134):down$=CHR$(135)+CHR
$(136)+CHR$(137)
200 MODE 0:CALL &BC02:INK 5,9:INK 7,18:INK 8,16:INK 12,9:INK
 14,15:INK 15,3:DIM grid(6,7):RANDOMIZE TIME
210 GOTO 260
220 REM draw grid
230 ORIGIN 0,0:PLOT -10,-10,1:MOVE 60,398:TAG:PRINT "1 2 3
 4 5 6";:TAGOFF:LOCATE 1,24:PEN 1:PRINT "***C O N N E C T
!***";
240 FOR y=42 TO 600 STEP 96:MOVE y,398:DRAW y,52,6:NEXT y:FO
R y=112 TO 640 STEP 96:MOVE y,398:DRAW y,52,6:NEXT y
250 FOR y=376 TO 50 STEP -48:MOVE 1,y:DRAW 640,y,6:NEXT y:FO
R y=340 TO 50 STEP -48:MOVE 1,y:DRAW 640,y,6:NEXT y:RETURN
260 GOSUB 230
270 RESTORE 320:FOR t%=1 TO 2:FOR i=2 TO 18 STEP 3:FOR y=3 T
O 23 STEP 3:WINDOW #1,i,i+1,y,y+1
280 READ co:IF co=0 THEN col=2 ELSE col=1
290 ON col GOSUB 330,350
300 NEXT y:NEXT i:FOR ty=1 TO 1000:NEXT ty:LOCATE 1,24:PEN 1
:PRINT "***      IN      ***";:NEXT t%
310 LOCATE 1,25:PEN 8:PRINT "******ANY KEY!******";:CALL &BB
03:CALL &BB17:GOTO 370
320 DATA 0,0,0,0,0,0,0,0,1,1,1,1,1,0,0,0,0,0,0,1,0,0,0,0,1,1,1,1
,1,0,0,0,0,1,1,0,0,0,0,0,0,0,0,0,0,0,1,0,1,0,1,0,1,0,1,0,1,0,1,0,
0,1,1,1,1,1,0,0,1,1,1,1,1,0,0,1,0,0,0,1,0,0,0,1,1,1,1,0,0
330 PEN #1,3:PAPER #1,4:PRINT #1,red$;:PRINT CHR$(22);CHR$(1
);:PEN 15:FOR t=1 TO 3:LOCATE i+2,(y-2)+t:PRINT USING"!";MID
$(down$,t,1):NEXT t:LOCATE i,y-1:PEN 14:PRINT along$;:
340 PRINT CHR$(22);CHR$(0);:RETURN
350 PEN #1,12:PAPER #1,13:PRINT #1,green$;:PRINT CHR$(22);CH
R$(1);:PEN 5:FOR t=1 TO 3:LOCATE i+2,(y-2)+t:PRINT USING"!";
MID$(down$,t,1):NEXT t:LOCATE i,y-1:PEN 7:PRINT along$;:
360 PRINT CHR$(22);CHR$(0);:RETURN
370 CLS:LOCATE 1,1:PEN 3:PRINT "NAME OF PLAYER 1":CALL &BB03
:INPUT player1$:IF LEN(player1$)<1 OR LEN(player1$)>5 THEN 3
70
380 player1$=UPPER$(player1$):LOCATE 1,3:PEN 13:PRINT "NAME
OF PLAYER 2":CALL &BB03:INPUT player2$:IF LEN(player2$)<1 OR
 LEN(player2$)>5 THEN 380
390 player2$=UPPER$(player2$):PRINT:PRINT:PRINT:PRINT:PEN 3:
PRINT player1$;" IS";:i=16:y=9:WINDOW #1,i,i+1,y,y+1:GOSUB 3
30
400 LOCATE 1,14:PEN 13:PRINT player2$;" IS";:i=16:y=14:WINDO
W#1,i,i+1,y,y+1:GOSUB 350
410 firstpl=CINT(RND(1)*10):IF firstpl<0.5 OR firstpl>2.5 TH
EN 410
420 LOCATE 1,20:PEN 6:PRINT "PLAYER";firstpl;"GOES FIRST";
430 LOCATE 1,24:PEN 1:PRINT "******ANY KEY!******";:CALL &BB
03:CALL &BB17:MODE 0:GOSUB 230:PEN 8:LOCATE 1,25:PRINT "****
**ANY KEY!******";:CALL &BB03:CALL &BB17:LOCATE 1,25:PRINT "
                    ";
440 LOCATE 1,24:PRINT "                    ";
450 dat=CINT(TIME/300):MINy=0:sec=0:moves=0
460 GOTO 480
470 CALL &BB03:IF firstpl=3 THEN firstpl=1
480 ON firstpl GOSUB 520,530:firstpl=firstpl+1:GOTO 470
490 REM
500 REM
510 REM
520 LOCATE 1,24:PEN 3:PRINT player1$;"'S GO!";"      ";:GOSU
B 540:GOSUB 330:SOUND 1,100,15,15,1,1,0:GOSUB 600:RETURN
530 LOCATE 1,24:PEN 13 :PRINT player2$;"'S GO!";"      ";:GO
SUB 540:GOSUB 350:SOUND 1,200,15,15,1,1,0:GOSUB 600:RETURN
540 ke$=INKEY$:IF ke$="" THEN 550 ELSE IF ASC(ke$)<49 OR ASC
(ke$)>54 THEN 550 ELSE xposy=(ASC(ke$))-48:u=7:GOTO 580
550 sec=CINT((TIME/300)-dat):IF sec>59 THEN MINy=MINy+1:dat=
CINT(TIME/300):sec=0
560 PEN 8:LOCATE 15,25:PRINT USING "###.##";MINy+(sec/100);
570 IF INKEY(58)=32 THEN MODE 0:CALL &BC02:PEN 1:CALL &BB03:
END ELSE 540
580 IF u=0 THEN 590 ELSE IF grid(xposy,u)=0 THEN i=(xposy*3)
-1:y=u*3:WINDOW #1,i,i+1,y,y+1:RETURN ELSE u=u-1:GOTO 580
590 LOCATE 1,24:PEN 1:PRINT "  COLUMN FULL UP! ";:FOR t=1 TO
 1000:NEXT t:LOCATE 1,24:PRINT "                    ";:GOTO 4
70
600 grid(xposy,u)=firstpl
610 IF xposy<4 THEN d=xposy ELSE d=3
620 not2=0:guess=0:FOR a=1 TO d:FOR b=a TO a+3:IF grid(b,u)=
0 THEN not2=1:ELSE guess=guess+grid(b,u)
630 NEXT b:IF not2=1 THEN 640 ELSE IF guess=4 OR guess=8 THE
N 800
640 not2=0:guess=0:NEXT a
650 not2=0:guess=0:FOR a=1 TO 4:FOR b=a TO a+3:IF grid(xposy
,b)=0 THEN not2=1:ELSE guess=guess+grid(xposy,b)
660 NEXT b:IF not2=1 THEN 670 ELSE IF guess=4 OR guess=8 THE
N 800
670 not2=0:guess=0:NEXT a:a=xposy:b=u:WHILE a<>1 AND b<>7:a=
a-1:b=b+1:WEND:IF a=1 AND b=7 OR a=1 AND b=6 THEN e=3 ELSE I
F b<6 THEN e=b-3 ELSE e=((7-a)+(8-b))/4
680 IF e<1.1 THEN 720
690 f=a:g=b:not2=0:guess=0:FOR c=1 TO CINT(e):FOR d=1 TO 4:I
F grid(a,b)=0 THEN not2=1:ELSE guess=guess+grid(a,b)
700 a=a+1:b=b-1:NEXT d:IF not2=1 THEN 710 ELSE IF guess=4 OR
 guess=8 THEN 800
710 not2=0:guess=0:f=f+1:g=g-1:a=f:b=g:NEXT c
720 a=xposy:b=u:WHILE a<>6 AND b<>7:a=a+1:b=b+1:WEND:IF a=6
AND b=7 OR a=6 AND b=6 THEN e=3 ELSE IF b<6 THEN e=b-3 ELSE
e=((a)+(8-b))/4
730 IF e<1.1 THEN 780
740 f=a:g=b:not2=0:guess=0:FOR c=1 TO CINT(e):FOR d=1 TO 4:I
F grid(a,b)=0 THEN not2=1:ELSE guess=guess+grid(a,b)
750 a=a-1:b=b-1:NEXT d:IF not2=1 THEN 760 ELSE IF guess=4 OR
 guess=8 THEN 800
760 not2=0:guess=0:f=f-1:g=g-1:a=f:b=g:NEXT c
770 REM
780 moves=moves+1:IF moves=42 THEN 900
790 RETURN
800 LOCATE 1,24:PEN 6:PRINT "PLAYER";firstpl;"CONNECTED 4";
810 FOR i=1 TO 10:ON firstpl GOSUB 820,830:NEXT i:GOTO 850
820 INK 3,1:INK 4,1:INK 14,1:INK 15,1:SOUND 1,50,15,15,1,1,0
:SOUND 2,100,25,15,1,1,0:SOUND 3,150,35,15,1,1,0:FOR s=1 TO
400:NEXT s:INK 3,6:INK 4,26:INK 14,15:INK 15,3:FOR s=1 TO 40
0:NEXT s:RETURN
830 INK 5,1:INK 7,1:INK 12,1:INK 13,1:SOUND 1,100,15,15,1,1,
0:SOUND 2,150,25,15,1,1,0:SOUND 3,200,35,15,1,1,0:FOR s=1 TO
 400:NEXT s:INK 5,9:INK 7,18:INK 12,9:INK 13,22:FOR s=1 TO 4
00:NEXT s:RETURN
840 FOR t=1 TO 6:FOR y=1 TO 7:grid(t,y)=0:NEXT y:NEXT t:RETU
RN
850 GOSUB 840:IF firstpl=1 THEN y$=player1$:pl1=3:pl2=13:z$=
player2$ ELSE y$=player2$:pl1=13:pl2=3:z$=player1$
860 MODE 0:PEN pl1:PRINT "WELL DONE ";Y$:PRINT:PRINT:PRINT:P
EN pl2:PRINT "YOU BEAT ";z$
870 PRINT:PRINT:PRINT:PEN 1:PRINT "IN A TIME OF ";:PEN 8:PRI
NT USING"###.##";miny+(sec/100)
880 PRINT:PRINT:PRINT:PEN 6:PRINT "   ANOTHER GAME?":PEN 7:P
RINT TAB(9);:CALL &BB03:INPUT ans$:ans$=UPPER$(ans$):IF ans$=
"Y" THEN 890 ELSE MODE 0:CALL &BC02:PEN 1:END
890 PRINT:PRINT:PRINT:PEN 4:PRINT "    SAME NAMES?":PRINT TA
B(9):PEN 14:CALL &BB03:INPUT ans$:ans$=UPPER$(ans$):IF ans$=
"Y" THEN 430 ELSE 370
900 LOCATE 1,24:PEN 6:PRINT "*****STALE MATE*****":FOR I=1 T
O 5:GOSUB 820:GOSUB 830:NEXT I:MODE 0:PEN 3:PRINT "    HARD
 LUCK!":PRINT:PRINT:PRINT:PEN 13:PRINT " WHY NOT TRY AGAIN?"
:GOSUB 840:GOTO 870
```