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10 ROM and Life are
20 ROM By R.A. Madsen
30 ROM:Computing with the Neural
40 BASIC ROM:ROM Initialize
50 DEFINT a-z
60 BASIC ROM:ROM Instructions
70 WHILE 1
80 BASIC ROM:ROM screen
90 BASIC ROM:ROM editor
100 gosub 1
110 WHILE (NOT(1)=1)
120 CALL 140000
130 gosub 140000 IF (PRINT) gos
140 GOTO
150 BASIC ROM:ROM Alter rules
160 GOTO
170 END
180 :

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190 ROM --- Upper Rules ---
200 CL:RANDOM 0,40,0,20:LOC 1,20:LOC
3,6
210 FOR 1:PRINT"Change the rules?"
220 FOR 2:PRINT:PRINT:PRINT"1. Normal
rules of life."
230 PRINT:PRINT"2. New cell born if 3
neighbours."
240 PRINT:PRINT"3. Overcrowding if >
4 neighbours."
250 PRINT:PRINT"4. Starvation if no
neighbours."
260 FOR 3:PRINT:PRINT:PRINT:PRINT"Press a 1's
number..."
270 WHILE (NOT(1)="" )GOTO
280 G:=(NOT(1) OF (NOT(1) 1,2,3,4,10)=1
THEN 100

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