

```

10 DEFINT a-z:ENV 1,10,-1,2:ENT 1,10,-60
,2:r=160:s=r/2:DEG:PLOT 1000,1000,1
20 MODE 1:BORDER 26:INK 0,26:INK 1,0:INK
 2,6:INK 3,15:ORIGIN 200,200
30 z=4:GOSUB 90:PLOT 1000,1000,2:ORIGIN
160,238:z=2:GOSUB 90:PLOT 1000,1000,3
40 FOR i=16 TO 160 STEP 24:GOSUB 100:NEXT
i:xd=1:yd=1:x=35:y=28
50 WHILE 1:OUT &BC00,2:CALL &BD19:OUT &B
000,x:OUT &BC00,7:OUT &BD00,y
60 y=y+yd:IF y=21 OR y=35 THEN yd=-yd:z=
RND*800+600:SOUND 129,z,0,15,1,1:SOUND 1
32,z+10,0,15,1,1:GOTO 60
70 x=x+xd:IF x=22 OR x=50 THEN xd=-xd:S0
UND 129,z,0,15,1,1:SOUND 132,z+10,0,15,1
,1:GOTO 70
80 WEND
90 FOR y=0 TO r STEP z:x=SQR(s-y*y):MOVE
  x,y:DRAWR -2*x,0:MOVE x,-y:DRAWR -2*x,0
:NEXT:RETURN
100 MOVE i,0:FOR a=0 TO 360 STEP 10:DRAW
  i*COS(a),r*SIN(a):NEXT:RETURN

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