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100 REM *****
110 REM *****
120 REM * STAR WARS TRENCH PROGRAM *
130 REM *****
140 REM *****
150 GOSUB 410
160 GOSUB 250
170 z$=INKEY$
180 IF z$="" THEN 170
190 IF ASC(z$)=241 THEN GOSUB 800
200 IF ASC(z$)=240 THEN GOSUB 590
210 rep=INT(delay/10) : IF rep<10
    THEN rep=10
220 SOUND 1,INT(delay*10),rep,15,15,15,5
230 FOR l=1 TO delay : NEXT l
240 GOTO 170
250 REM *****
260 REM * DRAW TRENCH *
270 REM *****
280 CLS
290 FOR xc=10 TO 320
300 c=INT(colour+0.5)
310 PLOT xc+320,yc1,c
320 DRAW xc+320,yc2,c
330 DRAW 318-xc,yc2,c
340 DRAW 318-xc,yc1,c
350 yc1=yc1+0.6
360 yc2=yc2-0.6
370 colour=colour+((318-xc)/640)/4
380 IF colour+0.5>=4 THEN colour=colour-3
390 NEXT
400 RETURN
410 REM *****
420 REM * INITIALISE *
430 REM *****
440 colour=1
450 yc1=200
460 yc2=210
470 PAPER 0
480 BORDER 0
490 delay=400
500 INK 0,0
510 c1=24 : INK 1,c1
520 c2=24 : INK 2,c2
530 c3=2 : INK 3,c3
540 accel=0.95
550 KEY DEF 72,1,240
560 KEY DEF 73,1,241
570 RETURN
580 REM *****
590 REM * ROTATE FORWARDS *
600 REM *****
610 ON r GOSUB 670,710,750
620 r=r+1
630 IF r>3 THEN r=1
640 IF dir=1 THEN delay=delay*accel :
    GOTO 660
650 dir=1 : delay=400
660 RETURN

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670 INK 1,c1
680 INK 2,c2
690 INK 3,c3
700 RETURN
710 INK 1,c3
720 INK 2,c1
730 INK 3,c2
740 RETURN
750 INK 1,c2
760 INK 2,c3
770 INK 3,c1
780 RETURN
790 REM *****
800 REM * ROTATE BACKWARDS *
810 REM *****
820 ON r GOSUB 880,920,960
830 r=r+1
840 IF r>3 THEN r=1
850 IF dir=2 THEN delay=delay*accel :
    GOTO 870
860 dir=2 : delay=400
870 RETURN
880 INK 1,c1
890 INK 2,c2
900 INK 3,c3
910 RETURN
920 INK 1,c2
930 INK 2,c3
940 INK 3,c1
950 RETURN
960 INK 1,c3
970 INK 2,c1
980 INK 3,c2
990 RETURN

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