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10 REM The Sixty Starline
20 REM and the Moving Computers
30 REM
40 REM By
50 REM
60 REM S. Mitchell
70 REM
80 REM 1.1 Computing with
90 REM The Astral
100 REM
110 REM * Set up variables *
120 REM
130 DEFINT a-c:DEF square(AR,JI),check
140 DEF symbol AFTER 240
150 SYMBOL 240, B, 40, 200, 50, 40, 40, 4
160
170 SYMBOL 241, B, 10, 200, 100, 10, 240, 1
2, 40
180 SYMBOL 250, S, 10, 50, 10, 10, 10, 1

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170 SYMBOL 251, 10, 240, 240, 240, 240, 24
0, 240, 10
180 width=CHAR(240)+CHAR(241)+planet$
+CHAR(250)+CHAR(251)
190 DIM I, J, IA, Jmax I, B, J, A: DIM I, J
0, -1, Jmax I, I, B, 40, 44, -1, J
200 grid=Imax+Jmax+16
210 FOR i=0 TO 4: square(, I): grid=
width, J: square(, J): i
220 grid=grid+Imax+3: IF INT(grid/16)
i=0 THEN grid=I: grid=0: Imax=Jmax+
-1
230 NEXT
240 FOR i=1 TO 4: READ check, I: READ
I: RESTORE I: I=0
250 FOR i=1 TO 4: FOR b=2 TO check,
I+1: READ check, J: NEXT: NEXT
260 REM
270 REM * Calling Main *

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280 REM
290 BORDER 3: BOUND 1: BOUND 1: FOR 2:
LOCATE 2, 2
300 PRINT "SIXTY STARLINE & THE MOVING
& COMPUTERS": PRINT STRING(57, "-")
310 FOR 2: LOCATE 2, 2: PRINT "Press num
ber alongside your choice:"
320 FOR 2: PRINT: PRINT, "1) To see the
instructions"
330 PRINT: PRINT, "2) To play a game"
340 PRINT: PRINT, "3) To watch the comp
uter play"
350 PRINT: PRINT, "4) End the program"
360 FOR 0, 10: DIM 1, 2: DIM 2, 0: DIM 3, 1
: BOUND 1: 40
370 opt=INKEY: IF opt="" OR INSTR("
1234", opt) = 0 GOTO 370 ELSE opt=VAL(
opt)
380 IF opt=4 THEN MODE 3: CALL 2: BOUND

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