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10 REM Dickson's Revenge
20 REM By B.L.Law
30 REM Calculating with the Rebrad
40 SYMBOL 0F000 00
50 SYMBOL 00,00,100,00,00,100,00,00,0
60 SYMBOL 100,0,00,00,00,00,00,00
68 SYMBOL 00,000,100,100,000,100,100,
000,000
70 SYMBOL 00,00,00,100,00,000,000,000
,000:SYMBOL 00,00,000,000,00,000,0
,000:SYMBOL 00,00,100,100,000,000,00
0,000,00
80 SYMBOL 000,000,000,000,000,000,000
,100,00:SYMBOL 000,00,000,000,000,000
,000,000,000
90 SYMBOL 000,000,000,100,100,000,100
,100,000:SYMBOL 000,000,00,00,00,00,0
0,00,000:SYMBOL 000,000,000,00,00,00,0
0,00,000
100 DEFINT a-c
100 DEFINT a-c

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110 DIM 1,100,2,2:DIM 1,100,-3,4:DIM
2,50,4,3:DIM 1,50,-3,2:DIM -3,50,20,3
120 DIM 4,200,-2,10:DIM 4,20,4,4:DIM
5,50,2,3:DIM 4,10,-1,4
130 DIM a(20,20),a(0),a(0),a(0),a(20
,20)
140 a0="REBRAD":GOTO 150
150 REM ===== Initiation =====
160 FOR i=1 TO 20:LOCATE 1,20:PRINT C
HR$(i):SOUND 1,1+7,1,2:GOTO 160:GOTO 16
170 FOR i=1 TO 20:FOR q=1 TO 20:a(i,q
)=a(i,q-1):GOTO 170:GOTO 170
180 REM ===== set screen =====
190 ON SCREEN SOUND 2000,2000,2000,20
00,2000
200 FOR i=3 TO 17 STEP 2:a(i,1)=a(i-2)
:GOTO 200
210 SOUND 220:GOTO 200
220 LOCATE 1,1:FOR i=0 PRINT STR$(a(i)

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0,CHR$(140)),LOCATE 1,2:PRINT STR$(a(0
),CHR$(140)):LOCATE 1,3:PRINT STR$(a
(0),CHR$(140))
230 PRINT CHR$(20)+CHR$(1):LOCATE 1,1
:FOR i=1:PRINT STR$(a(i),CHR$(140)):G
OTO 230:PRINT STR$(a(i),CHR$(140))
240 FOR i=1 TO 20:LOCATE 1,2:PRINT C
HR$(i):GOTO 240
250 PRINT CHR$(20)+CHR$(0):FOR i=3 TO
10 STEP 2:FOR q=1:LOCATE 1,3:PRINT C
HR$(q):GOTO 250
260 RETURN
270 REM ===== print screen =====
280 PRINT CHR$(20)+CHR$(1)
290 FOR i=1 TO 20:FOR q=1 TO 20:IF a(i
,q)=0 THEN FOR 2:LOCATE 1,q:PRINT C
HR$(140):FOR 3:LOCATE 1,q:PRINT CHR$(
20):GOTO 290
300 IF a(i,q)=1 THEN FOR 1:LOCATE 1,q
:PRINT CHR$(0):FOR 4:LOCATE 1,q:PRINT

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1 CHR=CHR
200 NEXT NEXT
205 REM ***** start pass *****
210 PRINT CHR$(20)+CHR$(8)+CHR$(10)
215 FOR I=20:FOR J=14:PRINT CHR$(33);I;J;
220 I=I+10:4
230 LOCATE 1,1:PER 2:PRINT"HOSTS KILL
LEB #";
240 PER 12:LOCATE 1,25:PRINT"0";LOCATE
25,25:PRINT "00";LOCATE 1,30:PER 1;
PRINT STRING(20,"-");
260 LOCATE 4,25:PER 3:PRINT "1";LOCATE
12,25:PRINT "2";LOCATE 2,2
270 PER 4:PER 1:PER 12:LOCATE 27,25:PER
17:STRING(21,"0");
280 a=11:b=111:c=101:d=111:e=111:f=101:g=101:h=101
111:2:2:2:4
290 a=10:PER 2:LOCATE a,1:PER 1:PRINT"
1";LOCATE a+11,b+111:PER 8:PRINT"0";LO
CATE a+121,b+121:PER 8:PRINT"0"

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400 IF CHR$(20)+8 OR JOR(8) AND 8 TH
EN SOUND 570
410 ON p0 SOUND 1700,1050,1940,2000
420 IF CHR$(27)+8 OR JOR(8) AND 4 TH
EN SOUND 640:GOTO 430
430 IF CHR$(14)+8 OR JOR(8) AND 1 TH
EN SOUND 740:GOTO 430
440 IF CHR$(17)+8 OR JOR(8) AND 2 TH
EN SOUND 820
450 ON p0 SOUND 1700,1050,1940,2000
460 IF CHR$(27)+8 OR JOR(8) AND 14
AND p0# THEN ON q0 SOUND 1400,1700,1
700,2010
470 ON INT (RND*(300+300) OR 1) SOUND
700,1070,1240,1400
480 IF INT (RND*(200+200) THEN b=(a+1) MOD
200+111:INT (RND*(200+40) IF a=111 OR
1100 AND p=1 THEN 490 ELSE SOUND 1,2
50,30,5,5:a=111:2:LOCATE b,1:PER 2:P
RINT CHR$(14):PRINT CHR$(20)+CHR$(11)

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1:FOR 3:LOCATE b,1:PRINT CHR$(20);PER
17:CHR$(20)+CHR$(8)
400 IF CHR$(20)+8 OR JOR(8) AND 8 TH
EN SOUND 570
410 ON p0 SOUND 1700,1050,1940,2000
420 IF CHR$(27)+8 OR JOR(8) AND 4 TH
EN SOUND 640:GOTO 430
430 IF CHR$(14)+8 OR JOR(8) AND 1 TH
EN SOUND 740:GOTO 430
440 IF CHR$(17)+8 OR JOR(8) AND 2 TH
EN SOUND 820
450 ON p0 SOUND 1700,1050,1940,2000
460 IF CHR$(27)+8 OR JOR(8) AND 14
AND p0# THEN ON q0 SOUND 1400,1700,1
700,2010
470 ON INT (RND*(300+300) OR 1) SOUND
700,1070,1240,1400
480 GOTO 490
490 REM ***** gas right *****
500 LOCATE a,1:PER 1:PRINT"1";PER 2
510 IF a=20 THEN RETURN
460 IF a=111:PER 2 THEN RETURN
460 IF a=111:PER 1 THEN GOTO

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