

```
10 REM #####
20 REM %%      'WORM'      %%
30 REM %%      Realizado por  %%
40 REM %%      Isabel Luna G.  %%
50 REM #####
60 REM %%      Zaragoza.- 1988 %%
70 REM #####
80 REM
90 REM *****
100 REM *** Record ***
110 REM *****
120 p(1)=900:n$(1)="Genial"
130 p(2)=700:n$(2)="Guay"
140 p(3)=500:n$(3)="Bien"
150 p(4)=400:n$(4)="Psche"
160 p(5)=300:n$(5)="Prtzzz"
170 REM *****
180 REM **** Simbolos ****
190 REM *****
200 SYMBOL AFTER 230
210 SYMBOL 230,0,32,0,4,0,0,0,0
220 SYMBOL 231,0,32,18,84,42,188,189,90
230 SYMBOL 232,24,36,102,153,153,102,36,
24 24
240 SYMBOL 233,60,126,219,255,189,195,90
,60
250 SYMBOL 234,16,8,20,36,38,78,78,60
260 SYMBOL 235,56,84,56,16,124,186,40,10
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8

270 SYMBOL 236,4,8,126,249,241,225,114,6
0

280 SYMBOL 237,0,0,0,6,14,30,12,0

290 SYMBOL 238,20,15,60,126,254,252,248,
112

300 SYMBOL 239,20,15,0,40,84,40,80,0

310 SYMBOL 240,254,129,65,129,5,225,177,
254

320 SYMBOL 241,60,126,255,255,255,255,12
6,60

330 SYMBOL 242,99,20,62,65,85,34,28,20

340 SYMBOL 243,65,62,65,20,0,34,28,0

350 SYMBOL 244,12,2,3,15,29,5,74,60

360 SYMBOL 245,0,0,8,24,24,48,48,0

370 SYMBOL 246,60,86,60,24,60,102,165,16
5

380 SYMBOL 247,8,211,52,126,153,52,82,82

390 SYMBOL 248,24,60,126,255,255,126,60,
24

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400 SYMBOL 249,0,64,224,191,191,229,65,0
410 SYMBOL 250,60,126,86,127,231,219,255
,126
420 SYMBOL 251,195,189,189,90,126,66,90,
60
430 SYMBOL 254,0,12,10,12,72,232,184,16
440 SYMBOL 252,0,48,80,48,18,23,29,8
450 SYMBOL 253,0,0,96,160,96,50,31,13
460 SYMBOL 255,0,0,6,5,6,76,248,176
470 REM *****
480 REM *** Menu ***
490 REM *****
500 t=0:pun=0:obj=0:erez=0:erew=0:tes=0:
com=0:bi1=0:bi2=0
510 ENV 1,65,95,3:ENV 2,10,120,6:ENT 1,1
0,-10,1
520 MODE 0:DATA 0,4,21,6,26,0,15,15,3,9,
8,26,11,16,25,1:BORDER 0:LOCATE 1,3
530 FOR c=0 TO 15:READ i:INK c,i:NEXT c
540 FOR n=1 TO 47
550 READ a,b
560 IF n=1 OR n=14 OR n=23 OR n=35 THEN
MOVE a,b
570 DRAW a,b,2:so=so+10:SOUND 1,so,1,15
580 NEXT n
590 MOVE 68,382:FILL 15:MOVE 228,334:FIL
L 15:MOVE 356,334:FILL 15:MOVE 484,334:F
ILL 15
600 DATA 64,384,64,288,96,288,128,304,16
0,288,192,288,192,384,160,384,160,320,12
8,336,96,320,96,384,64,384
610 DATA 256,352,288,352,320,336,320,304
,288,288,256,288,224,304,224,336,256,352
620 DATA 384,352,416,352,448,336,448,320
,416,304,448,288,416,288,384,304,384,288
,352,288,352,336,384,352
630 DATA 512,352,528,336,544,352,576,336
,576,288,544,288,544,320,528,304,512,320
,512,288,480,288,480,336,512,352
640 so=0:PEN 6:fr$=STRING$(11,240)
650 FOR a=11 TO 21:LOCATE 5,a:PRINT CHR$
(240):LOCATE 16,a:PRINT CHR$(240):NEXT a
:LOCATE 5,11:PRINT fr$:LOCATE 5,17:PRINT
fr$:LOCATE 5,21:PRINT fr$
660 LOCATE 7,13:PEN 12:PRINT"K";:PEN 3:P
RINT"EYBOARD":LOCATE 7,15:PEN 12:PRINT"J
";:PEN 3:PRINT"OYSTICK"
670 a=6:q=0
680 IF a=15 THEN q=1:SOUND 1,200,1,15,0,
0,1
690 IF a=6 AND q=1 THEN q=0:SOUND 1,200,
1,15,0,0,1
700 b=a
710 FOR r=1 TO 175:NEXT r
720 IF q=0 THEN a=a+1:IF INT(a/2)=a/2 TH
EN g$=CHR$(254) ELSE g$=CHR$(255)
730 IF q=1 THEN a=a-1:IF INT(a/2)=a/2 TH
EN g$=CHR$(253) ELSE g$=CHR$(252)
740 PEN 14:LOCATE b,20:PRINT CHR$(32):LO
CATE a,20:PRINT g$
750 IF INKEY(45)=0 THEN de=75:iz=74:ar=7
2:ab=73:GOTO 810
760 IF INKEY(37)=0 THEN de=1:iz=8:ar=0:a

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b=2:GOTO 810
770 GOTO 680
780 REM *****
790 REM *** Variables Iniciales ***
800 REM *****
810 xd=542:p=1
820 x1=2:y1=9:x2=5:y2=7:x3=8:y3=7:z1=0:m
1=0:z2=0:m2=0:z3=0:m3=0:IF p=13 THEN GOS
UB 3020:GOTO 1920
830 ON p GOSUB 2260,2310,2360,2410,2460,
2510,2560,2610,2660,2710,2760,2810
840 erew=0:erez=0
850 REM *****
860 REM *** Dibuja Pantalla ***
870 REM *****
880 MODE 0
890 INK 6,0:INK 7,0:INK 15,0:INK 3,0
900 WINDOW #1,1,19,21,25
910 PAPER #1,15:CLS#1
920 PEN 6:LOCATE 1,1:PRINT STRING$(19,24
0):LOCATE 1,20:PRINT STRING$(19,240)
930 PEN #1,7:PRINT #1," Ptos Pant Energ
"
940 LOCATE 1,25:PEN 6:PRINT STRING$(19,2
40)
950 INK 3,6
960 IF finy=19 AND finx=19 THEN FOR col=
1 TO 19:LOCATE col,nifx-1:PRINT CHR$(240
):NEXT col
970 IF finy=19 AND finx<>19 THEN FOR lin
=2 TO 19:LOCATE finx+1,lin:PRINT CHR$(24
0):NEXT lin
980 IF finx=19 AND finy<>19 THEN FOR col
=1 TO 19:LOCATE col,finy+1:PRINT CHR$(24
0):NEXT col
990 FOR h=fx1 TO fx2:FOR v=fy1 TO fy2:LO
CATE h,v:PRINT CHR$(240):NEXT v:NEXT h
1000 FOR h=fx3 TO fx4:FOR v=fy3 TO fy4:L

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OCATE h,v:PRINT CHR$(240):NEXT v:NEXT h
1010 INK 6,13:INK 15,1:INK 7,15
1020 LOCATE cx,cy:PEN 11:PRINT CHR$(232)
1030 FOR d=382 TO xd STEP 4:MOVE d,34:DR
AW d,46,3:NEXT d
1040 PRINT CHR$(22)CHR$(1):LOCATE 3,23:P
EN 15:PRINT pun:LOCATE 9,23:PRINT p:LOCA
TE 3,23:PEN 3:PRINT pun:LOCATE 8,23:PRIN
T p:PRINT CHR$(22)CHR$(0)
1050 FOR var=1 TO 8:READ w,q
1060 PRINT CHR$(22)CHR$(1):LOCATE w,q:PE
N pc2:PRINT cosa1$:LOCATE w,q:PEN pc1:PR
INT cosa2$:PRINT CHR$(22)CHR$(0)
1070 NEXT var
1080 REM *****
1090 REM ** Mueve Worm **
1100 REM *****
1110 rz=z1:ry=m1
1120 z1=x1:m1=y1
1130 IF INKEY(de)=0 THEN x1=x1+1:gus=0
1140 IF INKEY(iz)=0 THEN x1=x1-1:gus=1
1150 IF INKEY(ar)=0 THEN y1=y1-1
1160 IF INKEY(ab)=0 THEN y1=y1+1
1170 IF TEST((x1-1)*32,408-y1*16)=6 THEN
rz=z1:x1=z1:ry=m1:y1=m1
1180 IF x1>finx THEN x1=finx
1190 IF x1<1 THEN x1=1
1200 IF y1>finy THEN y1=finy
1210 IF y1<nifx THEN y1=nifx
1220 cu=cu+1
1230 IF INT(cu/2)=cu/2 AND gus=0 THEN wo
rm$=CHR$(254) ELSE IF INT(cu/2)<>cu/2 AN
D gus=0 THEN worm$=CHR$(255)
1240 IF INT(cu/2)=cu/2 AND gus=1 THEN wo
rm$=CHR$(252) ELSE IF INT(cu/2)<>cu/2 AN
D gus=1 THEN worm$=CHR$(253)
1250 IF cu=2 THEN cu=0
1260 IF TEST((x1-0.5)*32,408-y1*16)=pc1

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THEN com=1
1270 LOCATE z1,m1:PRINT CHR$(32):PEN 14:
LOCATE x1,y1:PRINT worm$
1280 IF com=1 THEN 1290 ELSE 1310
1290 com=0:SOUND 1,100,30,15,1,1,0:obj=obj+1:PRINT CHR$(22)CHR$(1):LOCATE 3,23:PEN 15:PRINT pun:pun=pun+10:LOCATE 3,23:PEN 3:PRINT pun:PRINT CHR$(22)CHR$(0)
1300 IF obj=8 THEN obj=0:tes=1:LOCATE lx,ly:PEN 4:PRINT CHR$(249)
1310 IF x1=x3 AND y1=y3 OR z1=z3 AND m1=m3 OR x1=x2 AND y1=y2 OR z1=z2 AND m1=m2 OR x1=z3 AND y1=m3 OR z1=x3 AND m1=y3 OR x1=z2 AND y1=m2 OR z1=x2 AND m1=y2 THEN GOSUB 1860
1320 REM *****
1330 REM ** Mueve Bicho 1 **
1340 REM *****
1350 vec=vec+1
1360 IF vec=2 THEN vec=0:GOSUB 1730
1370 z2=x2:m2=y2
1380 RANDOMIZE TIME
1390 a=INT(4*RND(1)+1)
1400 IF a=1 THEN x2=x2+1
1410 IF a=2 THEN x2=x2-1
1420 IF a=3 THEN y2=y2+1
1430 IF a=4 THEN y2=y2-1
1440 IF x2>finx THEN x2=finx
1450 IF x2<1 THEN x2=1
1460 IF y2>finy THEN y2=finy
1470 IF y2<nifx THEN y2=nifx
1480 IF TEST((x2-0.5)*32,408-y2*16)=pci THEN GOTO 1380
1490 IF erez=1 THEN LOCATE z2,m2:PEN 6:PRINT CHR$(240):LOCATE x2,y2:PEN pp:PRINT en$:erez=0:GOTO 1510
1500 PEN pp:LOCATE x2,y2:PRINT en$:LOCATE z2,m2:PRINT CHR$(32)
1510 IF x2>=fx1 AND x2<=fx2 AND y2>=fy1 AND y2<=fy2 OR x2>=fx3 AND x2<=fx4 AND y2>=fy3 AND y2<=fy4 THEN erez=1
1520 REM *****
1530 REM *** Comparaciones ***
1540 REM *****
1550 IF x1=lx AND y1=ly AND tes=1 THEN tes=0:SOUND 1,200,30,15,3,1,0:ELSE 1680
1560 IF finy=19 AND finx=19 THEN 1570 ELSE 1600
1570 FOR col=1 TO 19:IF col>=fx1 AND col<=fx2 AND finy>fy1 AND finy<fy2 THEN 1580 ELSE LOCATE col,nifx-1:PRINT CHR$(32)
1580 NEXT col
1590 nifx=2
1600 IF finy=19 AND finx<>19 THEN 1610 ELSE 1640
1610 FOR lin=2 TO 19:IF lin>=fy1 AND lin<=fy2 AND finx+1>fx1 AND finx+1<fx2 THEN 1620 ELSE LOCATE finx+1,lin:PRINT CHR$(32)
1620 NEXT lin
1630 finx=19
1640 IF finx=19 AND finy<>19 THEN 1650 ELSE 1680

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1650 FOR col=1 TO 19:IF col>=fx1 AND col
<=fx2 AND finy>fy1 AND finy<fy2 THEN 166
0 ELSE LOCATE col,finy+1:PRINT CHR$(32)
1660 NEXT col
1670 finy=19
1680 IF x1=cx AND y1=cy THEN SOUND 1,300
,30,15,2,0,0:erev=0:p=p+1:GOTO 820
1690 IF TEST(1x-0.5*32,408-ly*16)=0 AND
tes=1 THEN LOCATE 1x,ly:PEN 4:PRINT CHR$(
249)
1700 IF TEST(cx-0.5*32,408-cy*16)=0 THEN
LOCATE cx,cy:PEN 11:PRINT CHR$(232)
1710 GOTO 1120
1720 REM *****
1730 REM ** Mueva bicho 2 **
1740 REM *****
1750 z3=x3:m3=y3
1760 IF x1<x3 THEN x3=x3-1
1770 IF x1>x3 THEN x3=x3+1
1780 IF y1>y3 THEN y3=y3+1
1790 IF y1<y3 THEN y3=y3-1
1800 IF erew=1 THEN LOCATE z3,m3:PEN 6:P
RINT CHR$(240):LOCATE x3,y3:PEN pp:PRINT
en$:erew=0:GOTO 1830
1810 IF TEST((x3-0.5)*32,408-y3*16)=pc1
THEN 1760
1820 PEN pp:LOCATE x3,y3:PRINT en$:LOCAT
E z3,m3:PRINT CHR$(32)
1830 IF x3=fx1 AND x3<=fx2 AND y3=fy1
AND y3<=fy2 OR x3=fx3 AND x3<=fx4 AND y
3=fy3 AND y3<=fy4 THEN erew=1
1840 RETURN
1850 REM *****
1860 REM *** Baja Energia ***
1870 REM *****
1880 xd=xd-15:SOUND 2,1000,2,15,1,0,15:F
OR sd=15 TO 1 STEP -1:MOVE xd+sd,34:DRAW
xd+sd,47,15:NEXT sd
1890 IF xd<=382 THEN INK 14,6:FOR n=300
TO 500 STEP 2:SOUND 1,n,1,15:NEXT n:GOTO
1920
1900 RETURN

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1910 REM *****
1920 REM ** Fin juego **
1930 REM *****
1940 MODE 0:INK 15,2:PRINT CHR$(22)CHR$(
1)
1950 WINDOW #1,5,15,8,10:PAPER #1,15:CLS
#1
1960 LOCATE 6,9:PEN 11:PRINT "GAME OVER"
:RESTORE
1970 MOVE 128,240:DRAW 480,240,3:DRAW 48
0,288:DRAW 128,288:DRAW 128,240
1980 PRINT CHR$(22)CHR$(0)
1990 nom$=""
2000 FOR r=1 TO 1740:NEXT r:p(0)=2000
2010 CLS:IF pun<p(5) THEN GOTO 2150 ELSE
2020
2020 LOCATE 8,7:INK 1,0,26:PEN 1:PRINT "
RECORD"
2030 LOCATE 4,10:PEN 2:PRINT "NOMBRE:...
...."
2040 LOCATE 11,10:CLEAR INPUT
2050 a$=INKEY$:IF a$<>"" THEN 2060 ELSE
2050
2060 IF INKEY(18)=0 THEN 2110
2070 IF ASC(a$)<65 OR ASC(a$)>122 THEN G
OTO 2050 ELSE SOUND 1,200,5,15,0,0,5
2080 nom$=nom$+a$:PRINT a$;
2090 t=t+1:IF t=7 THEN GOTO 2110
2100 GOTO 2050
2110 INK 2,18,15:FOR r=1 TO 2000:NEXT r
2120 FOR n=0 TO 4:IF pun<=p(n) AND pun>=
p(n+1) THEN p(6)=pun:n$(6)=nom$:GOTO 213
0:ELSE NEXT n
2130 FOR h=5 TO n+1 STEP -1:p(h+1)=p(h):
n$(h+1)=n$(h):NEXT h
2140 p(n+1)=pun:n$(n+1)=nom$
2150 REM *****
2160 REM *** Tabla records ***
2170 REM *****
2180 INK 2,24,16
2190 CLS:PEN 2:PRINT CHR$(24):LOCATE 5,3
:PRINT "Los Mejores":PRINT CHR$(24)

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2200 FOR n=1 TO 5:PEN 12:LOCATE 5,n+6:PR
INT n$(n):SOUND 1,n+100,1,15:LOCATE 12,n
+6:PEN 10:PRINT p(n):NEXT n
2210 FOR r=1 TO 3480:NEXT r
2220 GOTO 180
2230 REM *****
*
2240 REM ** Asigna valores a pantallas *
*
2250 REM *****
*
2260 REM --- Pantalla 1 ---
2270 en$=CHR$(250):pp=7:cosa1$=CHR$(201)
:cosa2$=CHR$(205)
2280 pc1=2:pc2=9:finy=19:nifx=5:finx=19:
fx1=13:fx2=14:fy1=5:fy2=18
2290 fx3=6:fx4=7:fy3=6:fy4=20:cx=17:cy=3
:lx=9:ly=19
2300 RETURN
2310 REM --- Pantalla 2 ---
2320 en$=CHR$(233):pp=12:cosa1$=CHR$(202
):cosa2$=CHR$(203)
2330 pc1=7:pc2=14:finx=19:nifx=2:finy=16
:fx1=6:fx2=7:fy1=4:fy2=20
2340 fx3=2:fx4=16:fy3=4:fy4=5:cx=3:cy=19
:lx=8:ly=15
2350 RETURN
2360 REM --- Pantalla 3 ---
2370 en$=CHR$(246):pp=2:cosa1$=CHR$(241)
:cosa2$=CHR$(244)
2380 pc1=3:pc2=13:finx=13:nifx=2:finy=19
:fx1=3:fx2=18:fy1=4:fy2=5
2390 fx3=3:fx4=4:fy3=7:fy4=20:cx=15:cy=2
:lx=1:ly=2
2400 RETURN
2410 REM --- Pantalla 4 ---
2420 en$=CHR$(243):pp=12:cosa1$=CHR$(189
):cosa2$=CHR$(178)
2430 pc1=1:pc2=3:finx=19:nifx=7:finy=19:
fx1=2:fx2=16:fy1=13:fy2=14
2440 fx3=15:fx4=16:fy3=6:fy4=13:cx=1:cy=
3:lx=14:ly=12
2450 RETURN
2460 REM --- Pantalla 5 ---
2470 en$=CHR$(247):pp=10:cosa1$=CHR$(238
):cosa2$=CHR$(239)
2480 pc1=9:pc2=14:finx=13:nifx=2:finy=19
:fx1=9:fx2=10:fy1=4:fy2=20
2490 fx3=2:fx4=12:fy3=3:fy4=4:cx=18:cy=1
5:lx=8:ly=19
2500 RETURN
2510 REM --- Pantalla 6 ---
2520 en$=CHR$(242):pp=7:cosa1$=CHR$(241)
:cosa2$=CHR$(232)
2530 pc1=3:pc2=2:finx=19:nifx=7:finy=19:
fx1=9:fx2=11:fy1=7:fy2=17
2540 fx3=2:fx4=18:fy3=17:fy4=18:cx=1:cy=
3:lx=8:ly=7
2550 RETURN
2560 REM --- Pantalla 7 ---
2570 en$=CHR$(250):pp=3:cosa1$=CHR$(238)
:cosa2$=CHR$(239)
2580 pc1=9:pc2=7:finx=14:nifx=2:finy=19:
fx1=2:fx2=18:fy1=5:fy2=6
2590 fx3=2:fx4=15:fy3=12:fy4=13:cx=18:cy
=15:lx=1:ly=19

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2600 RETURN
2610 REM --- Pantalla 8 ---
2620 en$=CHR$(243):pp=7:cosal$=CHR$(234)
:cosa2$=CHR$(245)
2630 pc1=7:pc2=9:finx=19:nifx=2:finy=15:
fx1=6:fx2=12:fy1=10:fy2=12
2640 fx3=13:fx4=14:fy3=3:fy4=16:cx=18:cy
=19:lx=15:ly=2
2650 RETURN
2660 REM --- Pantalla 9 ---
2670 en$=CHR$(242):pp=13:cosal$=CHR$(195)
:cosa2$=CHR$(204)
2680 pc1=12:pc2=7:finx=13:nifx=2:finy=19
:fx1=2:fx2=15:fy1=5:fy2=6
2690 fx3=10:fx4=11:fy3=7:fy4=18:cx=17:cy
=2:lx=5:ly=16
2700 RETURN
2710 REM --- Pantalla 10 ---
2720 en$=CHR$(235):pp=9:cosal$=CHR$(201)
:cosa2$=CHR$(204)
2730 pc1=1:pc2=7:finx=14:nifx=2:finy=19:
fx1=2:fx2=18:fy1=16:fy2=17
2740 fx3=2:fx4=13:fy3=5:fy4=6:cx=17:cy=i
8:lx=9:ly=19
2750 RETURN
2760 REM --- Pantalla 11 ---
2770 en$=CHR$(251):pp=12:cosal$=CHR$(237)
:cosa2$=CHR$(236)
2780 pc1=9:pc2=2:finx=19:nifx=6:finy=19:
fx1=2:fx2=18:fy1=10:fy2=11
2790 fx3=12:fx4=13:fy3=5:fy4=17:cx=10:cy
=3:lx=19:ly=11
2800 RETURN
2810 REM --- Pantalla 12 ---
2820 en$=CHR$(242):pp=12:cosal$=CHR$(203)
:cosa2$=CHR$(232)
2830 pc1=3:pc2=10:finx=19:nifx=2:finy=13
:fx1=11:fx2=12:fy1=3:fy2=19
2840 fx3=3:fx4=18:fy3=5:fy4=6:cx=14:cy=1
5:lx=10:ly=7
2850 RETURN
2860 REM *****
2870 REM ** Posicion objetos **
2880 REM *****
2890 DATA 18,13,3,7,9,17,3,19,11,13,19,9
,2,15,10,8
2900 DATA 18,12,13,8,9,14,2,11,9,9,3,15,
19,15,14,11
2910 DATA 7,14,13,8,10,7,9,2,11,11,1,17,
6,9,11,16
2920 DATA 12,9,3,7,13,17,8,11,18,11,5,16
,2,18,17,17
2930 DATA 7,12,4,8,6,6,4,11,13,13,5,15,2
,17,13,6
2940 DATA 6,8,15,9,18,15,13,14,3,12,5,15
,2,7,13,8
2950 DATA 7,17,9,2,11,8,4,9,3,3,11,15,2,
15,3,19
2960 DATA 4,3,2,14,11,14,4,10,9,4,18,8,1
6,13,11,8
2970 DATA 13,10,2,8,8,3,4,11,8,11,5,15,2
,15,12,3
2980 DATA 8,2,14,19,13,12,5,8,8,13,13,8,
12,3,3,14
2990 DATA 6,6,13,19,15,8,16,16,3,15,5,18
,17,6,10,6
3000 DATA 1,9,7,3,14,10,9,12,5,9,19,13,1
7,11,14,3
3010 REM *****
3020 REM *** Escapa solano ***
3030 REM *****
3040 MODE 0:INK 4,0:FOR n=1 TO 30:x=INT(
540*RAND(1)+1):y=(300*RAND(1)+1):PLOT x+50
,y+50,4:NEXT n:INK 4,26
3050 INK 6,13:PEN 6:FOR n=1 TO 23:LOCATE
1,n:PRINT CHR$(240):NEXT n
3060 PRINT CHR$(22)CHR$(1):FOR n=2 TO 20
:LOCATE n,23:PEN 2:PRINT CHR$(231):LOCAT
E n,23:PEN 3:PRINT CHR$(230):NEXT n:PRIN
T CHR$(22)CHR$(0)
3070 LOCATE 9,4:PRINT ",":LOCATE 9,3:PRI
NT "BRAVO":LOCATE 6,5:PRINT "Estas libre
":FOR r=1 TO 500:NEXT r
3080 FOR n=15 TO 24:LOCATE 1,n:PRINT CHR
$(32):NEXT n
3090 LOCATE 1,23:PEN 6:PRINT STRING$(6,2
40)
3100 z=1:PEN 14:FOR n=2 TO 19:FOR r=1 TO
200:NEXT r:LOCATE z,22:PRINT CHR$(32):L
OCATE n,22
3110 IF k=1 THEN k=0:PRINT CHR$(255):GOT
O 3130
3120 IF k=0 THEN k=1:PRINT CHR$(254)
3130 z=n:NEXT n:RESTORE:RETURN

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