

```

5 ENV 1,1,0,10,1,0,10,1,0,5:ENT 2,5,1,1,
1,0,10,5,-1,3
6 ENV 2,1,0,5,1,0,5,1,0,5
10 REM painter
20 SYMBOL AFTER 216
21 SYMBOL 217,3,7,7,7,7,7,7,3:SYMBOL 218
,192,224,224,224,224,224,224,192
22 SYMBOL 219,3,127,127,127,127,0,0,0:SY
MBOL 220,192,254,254,254,254,0,0,0:SYMBOL
L 221,0,0,0,0,0,127,127,127
23 SYMBOL 222,0,0,0,0,0,254,254,254
24 SYMBOL 223,7,31,63,127,127,254,252,24
8:SYMBOL 224,224,248,228,130,2,1,1,1
25 SYMBOL 225,240,224,224,64,64,32,24,7:
SYMBOL 226,3,3,7,14,30,61,248,224
26 SYMBOL 227,0,0,0,0,0,1,3,7:SYMBOL 228
,0,0,24,124,252,254,254,254
27 SYMBOL 229,15,31,31,63,63,31,7,0:SYMB
OL 230,252,252,248,240,224,192,0,0
50 INK 1,0:INK 2,2:INK 3,20:INK 4,6:INK
5,24:INK 6,22:INK 7,26:INK 8,11:INK 9,17
:INK 10,8:INK 11,15
51 INK 12,18:INK 13,25:INK 14,16:INK 15,
3:MODE 0
55 FOR t=1 TO 10:hi(t)=0:hi$(t)="AMSTRAD
":NEXT
57 sc=0:li=3:clq=5:GOSUB 600
58 WINDOW #5,1,20,1,22:PAPER #5,1:CLS #5
:WINDOW #2,1,10,23,25:PAPER #2,1:PEN #2,
4:CLS #2
59 WINDOW #3,11,20,23,25:PAPER #3,1:PEN
#3,8:CLS #3
60 GOSUB 100
64 PRINT CHR$(22)+CHR$(1)
65 LOCATE 1,1:PEN 12:FOR t=1 TO 11
66 PRINT CHR$(217);CHR$(218);:NEXT
67 PEN 9:LOCATE 1,2:FOR t=1 TO 11:PRINT
CHR$(219);CHR$(220);:NEXT:PEN 4:LOCATE 1
,2:FOR t=1 TO 11:PRINT CHR$(221);CHR$(22
2);:NEXT
68 CLS #2:PRINT #2,"SCORE "sc
69 CLS #3:PRINT #3,"HIGH "HI(1):PEN #3,
12:PRINT #3,"LEVEL "LE
70 T$=CHR$(217)+CHR$(218):M$=CHR$(219)+C
HR$(220):B$=CHR$(221)+CHR$(222)

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71 q=500:w=q:px=294:py=399:PRINT CHR$(23
)+CHR$(1):fx=px:fy=py-64:fm=1:TAB:FOR
t=1 TO 10:qa$=INKEY$:NEXT
72 col=0:qm=1:GOSUB 205:GOTO 74
73 CALL &BD19:TAB:PLOT q,w,12:MOVE px,py
:PRINT t$;:PLOT q,w,9:MOVE px,py-16:PRIN
T m$;:PLOT q,w,4:MOVE px,py-16:PRINT b$;
:CALL &BD19:TABOFF:RETURN
74 bx=10:by=2
75 TABOFF:LOCATE bx,by:PEN 15:PRINT CHR$
(214);CHR$(215):LOCATE bx,by+1:PRINT CHR
$(213);CHR$(212)
76 TAB:GOSUB 73
80 sco=1:fla=2
82 IF INKEY(67)=0 THEN 90
83 IF INKEY(71)=0 THEN 91
84 IF INKEY(50)=0 THEN 92
85 IF INKEY(62)=0 THEN 93
86 fla=1:GOTO 200
90 GOSUB 73:mx=-32:my=32:x=-1:y=-2:GOTO
95
91 GOSUB 73:mx=-32:my=-32:x=-1:y=2:GOTO
95
92 GOSUB 73:mx=32:my=32:x=1:y=-2:GOTO 95
93 GOSUB 73:mx=32:my=-32:x=1:y=2
95 k=bx+x:l=by+y:z=px+mx:c=py+my
96 IF 1<2 OR 1>20 OR TEST(z,c-32)=1 OR p
x=fx AND py=fy THEN 500
97 IF TEST(z+16,c-32)=2 THEN 150
98 px=z:py=c:bx=k:by=l
99 fla=0:GOTO 200
100 REM set up screen
102 PAPER 1:BORDER 2:CLS
103 PRINT CHR$(22)+CHR$(1)
104 RESTORE
105 READ a:IF a=255 THEN PRINT CHR$(22)+
CHR$(0):RETURN
106 READ b:LOCATE a,b
107 PEN 2:PRINT CHR$(214);CHR$(215):LOCA
TE a,b+1:PRINT CHR$(213);CHR$(212)
108 LOCATE a,b+1:PEN 4:PRINT CHR$(215);:
PEN 4:PRINT CHR$(214)
109 PEN 4:LOCATE a,b+2:PRINT CHR$(213);:
PEN 4:PRINT CHR$(212)
110 GOTO 105
120 DATA 10,2,9,4,11,4,8,6,10,6,12,6,7,8
,9,8,11,8,13,8,6,10,8,10,12,10,14,10
121 DATA 5,12,7,12,13,12,15,12,4,14,6,14
,10,14,14,14,16,14
122 DATA 3,16,5,16,7,16,9,16,11,16,13,16
,15,16,17,16,2,18,4,18,6,18,8,18,12,18,1
4,18,16,18,18,18,255

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```

131 TAGOFF:LOCATE 100,100: PRINT CHR$(22  
)+CHR$(1);TAG: RETURN  
150 col=col+1;sc=sc+l;CLS #2:PRINT #2,"  
SCORE "SC  
151 IF col=38 THEN GOSUB 160:GOTO 155:EL  
SE 98  
155 BORDER 2  
156 le=l+1;sc=sc+l;l+l+5*c1q  
157 TAGOFF:PRINT CHR$(22)+CHR$(0);PRINT  
CHR$(23)+CHR$(0):GOTO 58  
160 RESTORE 165  
161 READ tn:IF tn=255 THEN RETURN:ELSE R  
EAD lg:SOUND 3,tn,lg,15,2,2  
162 GOTO 161  
165 DATA 358,-2,268,-1,358,-1,268,-2,213  
,-1,268,-1,213,-2,179,-6,358,-1,268,-4,2  
55  
200 GOSUB 205:IF fy<146 THEN fx=294:fy=3  
99:GOTO 221  
201 IF l>4 THEN 230:ELSE qs=INT(RND(1)*  
10)+1:IF f=1 AND q>5 THEN 220  
202 qs=INT(RND(1)*10)+1:IF q>5 THEN 207  
:ELSE GOTO 220  
205 CALL &BD19:TAB:PLOT q,w,cu:MOVE fx,f  
y:PRINT CHR$(223);CHR$(224);MOVE fx,fy-  
16:PRINT CHR$(225);CHR$(226);  
206 PLOT q,w,cd:MOVE fx,fy:PRINT CHR$(22  
7);CHR$(228);MOVE fx,fy-16:PRINT CHR$(2  
29);CHR$(230);TAGOFF:CALL &BD19:RETURN  
  
207 fx=fx-32:fy=fy-32:IF TEST(fx,fy-32)=  
1 THEN fx=fx+32:fy=fy+32:GOTO 220  
208 IF fx=px AND fy=py THEN 500  
209 IF cu=1 THEN cu=2:cd=1:GOTO 210:ELSE  
cu=1:cd=2  
210 GOSUB 205:f=0:IF fl=1 THEN 80:ELSE  
GOTO 75  
220 fx=fx+32:fy=fy-32:IF TEST(fx,fy-32)=  
1 THEN fx=fx-32:fy=fy+32:GOTO 207  
221 IF fx=px AND fy=py THEN 500  
  
222 IF cu=1 THEN cu=2:cd=1:GOTO 223:ELSE  
cu=1:cd=2  
223 GOSUB 205:IF fla=1 THEN 80:ELSE GOTO  
75  
230 IF px<fx THEN 207:ELSE GOTO 220  
500 GOSUB 73:GOSUB 205:GOSUB 510:FOR t=1  
TO 100:NEXT LI=LI-1:IF LI=0 THEN 520  
501 TAGOFF:PRINT CHR$(22)+CHR$(0):GOTO 5  
8  
510 RESTORE 515  
511 READ tn:IF tn=255 THEN RETURN:ELSE R  
EAD lg:SOUND 3,tn,lg,15,1,2  
512 GOTO 511  
515 DATA 379,-2,402,-1,379,-3,253,-4,268  
,-1,253,-2,338,-2,319,-2,338,-2,379,-5,2  
55  
520 CLS:IF SC<HI(10) THEN 560:ELSE T=10  
  
521 IF T=0 THEN T=1:GOTO 522:ELSE IF sc<  
hi(t) THEN T=T+1:GOTO 522:ELSE T=T-1:GO  
TO 521  
522 PEN 2:PRINT"!CONGRATULATIONS!!":PEN  
4:PRINT:PRINT:PRINT" YOU HAVE THE NO ";  
T;" TOP":PEN 3:PRINT" SCORE!"  
525 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:  
Z-X APD":PRINT" TO ENTER NAME"  
526 PEN 5:LOCATE 1,13:PRINT"ABCDEFGHIJKL  
MNOPQRST":LOCATE 1,15:PRINT"UVWXYZ ";CHR  
$(242);PEN 4:PRINT"E":FOR R=10 TO T STE  
P -1:HI(R)=HI(R-1):HI$(R)=HI$(R-1):NEXT  
527 X=1:Y=14:PEN 3:PRINT CHR$(22)+CHR$(0  
):PRINT CHR$(23)+CHR$(0):LOCATE 5,20:PRI  
NT"=====":DS=""  
529 LOCATE X,Y:PRINT CHR$(240)  
530 A$=INKEY$:A$=UPPER$(A$):IF A$="Z" TH  
EN 535  
531 IF A$="X" THEN 536  
532 IF A$="P" THEN 537  
533 GOTO 529  
534 LOCATE X,Y:PRINT" ":RETURN  
535 IF X=1 AND Y=16 THEN GOSUB 534:X=X+20:  
Y=Y-14:GOTO 529:ELSE IF X=1 AND Y=14 THEN  
GOSUB 534:X=X-9:Y=Y+16:GOTO 529:ELSE GOSUB 5  
34:X=X-1:GOTO 529  
536 IF Y=14 AND X=20 THEN GOSUB 534:X=X+1:  
Y=Y-16:GOTO 529:ELSE IF X=9 AND Y=16 THEN  
GOSUB 534:X=X+1:Y=Y-14:GOTO 529:ELSE GOSUB 5  
34:X=X+1:GOTO 529  
537 IF LEN(DS)>9 AND (Y=14 OR X<>9) THEN  
529:ELSE IF Y=14 THEN 540  
538 IF X=7 THEN X$=" ":GOTO 545:ELSE IF  
X=8 THEN GOSUB 534:GOTO 527:ELSE IF X=9  
THEN 550  
539 X$=CHR$(X+84):GOTO 545  
540 X$=CHR$(X+64)  
545 D$=D$+X$:LOCATE 5,20:PRINT D$:GOTO 5  
29  
550 HI(T)=SC:HI$(T)=D$  
560 CLS:PEN 4:LOCATE 1,1:PRINT"!!! HALL  
OF FAME !!!":PEN 10:LOCATE 1,2:PRINT"===  
=====  
561 FOR T=1 TO 10:PEN T+1:LOCATE 1,T+3+(  
t-1):PRINT T:LOCATE 4,T+3+(t-1):PRINT HI  
$(T):LOCATE 15,T+3+(t-1):PRINT HI(T):NEX  
T  
562 LOCATE 2,24:PEN 7:PRINT"PRESS ASPACE  
U"  
563 A$=UPPER$(INKEY$):IF A$<>" " THEN 56  
3  
564 GOTO 57  
600 CLS:GOSUB 100:LOCATE 1,1:PRINT CHR$(  
11):PEN 2:LOCATE 7,1:PRINT"BRUSH UP":PEN  
12:LOCATE 7,2:PRINT"=====  
601 PEN 7:LOCATE 1,3:PRINT"BY J.PUGH"  
602 LOCATE 12,3:PRINT CHR$(164);"JAN 198  
6"  
603 PEN 4:LOCATE 3,24:PRINT"1) INSTRUCTON  
S":PEN 10:LOCATE 7,25:PRINT"2) PLAY"  
604 A$=INKEY$:A=VAL(A$):IF A<1 OR A>2 TH  
EN 604  
605 IF A=1 THEN 620  
606 CLS:LOCATE 1,10:PEN 7:PRINT"ENTER ST  
ARTING LEVEL":LOCATE 7,12:PEN 12:PRINT"(  
1--4)"  
607 A$=INKEY$:A=VAL(A$):IF A<1 OR A>4 TH  
EN 607  
608 LE=A:RETURN  
610 GOTO 610  
620 MODE 1:PEN 11:CLS:LOCATE 17,1:PRINT"  
BRUSH UP":LOCATE 17,2:PRINT"=====:LO  
CATE 3,5  
621 PRINT"Guide your paintbrush around th  
e blocks,colouring them red,while avoid  
ing the bouncing beach ball."  
622 LOCATE 3,8:PRINT>Contact with the ba  
ll or falling offf the blocks loses yo  
u a life,of which you have 3."  
624 LOCATE 3,12:PRINT"CONTROLS:-"  
625 LOCATE 7,14:PRINT"Q R":LOCATE 7,1  
5:PRINT"ö /":LOCATE 7,16:PRINT" ()"  
626 LOCATE 7,17:PRINT" / ö":LOCATE 7,18  
:PRINT"Z C"  
627 LOCATE 3,20:PRINT"PRESS ASpaceU"  
628 A$=INKEY$:IF A$<>" " THEN 628  
629 MODE 0:GOTO 600
```