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10 REM Fandango
20 REM (c) Computing with the Amstrad
30 MODE 1:DEFINT a-z:xx=30:g=1:x1=RND*64
0:y1=RND*400:x2=x1+RND*25-50:y2=y1+RND*7
5-50:AFTER xx*50 GOSUB 100
40 a=RND*36-25:b=RND*36-25:c=RND*36-25:d
=RND*36-25:WHILE INKEY(47)=-1:MOVE x1,y1
:DRAW x2,y2,g
50 IF g>3 THEN g=1
60 x1=x1+a:IF x1>=640 OR x1<=0 THEN a=-a
:g=g+1
70 y1=y1+b:IF y1>=400 OR y1<=0 THEN b=-b
:g=g+1
80 x2=x2+c:IF x2>=640 OR x2<=0 THEN c=-c
:g=g+1
90 y2=y2+d:IF y2>=400 OR y2<=0 THEN d=-d
:g=g+1
100 WEND:RUN
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10 MODE 0:xx=320:yy=200:c=12:FOR r= 130
TO 20 STEP -10:a=2:c=c-1:GOSUB 40:NEXT:W
HILE INKEYS="":WEND:CLS:FOR loop= 0 TO 4
0:xx=INT(RND*600):yy=INT(RND*350)+20:r=I
NT(RND*100)+20:c=(RND*12)+1:a=INT(RND*2)
+1:GOSUB 40:NEXT:WHILE INKEYS="":WEND
20 MODE 0:FOR loop=0 TO 15:READ xx,yy,r,
c,a:GOSUB 40:NEXT:WHILE INKEYS="":WEND:IN
NK 3,6,26:WHILE INKEYS="":WEND:INK 3,6
30 MODE 0:FOR loop=0 TO 22:READ xx,yy,r,
c,a:GOSUB 40:NEXT:WHILE 1:WEND
40 ORIGIN xx,yy:x=0:y=r:d=3-2*y:WHILE x<
y:ON a GOSUB 60,70:IF d<0 THEN d=d+4*x+6
ELSE d=d+4*(x-y)+10:y=y-1
50 x=x+1:WEND:IF x=y THEN ON a GOSUB 60,
70:RETURN
60 PLOT x,y,c:PLOT y,x:PLOT y,-x:PLOT x,
-y:PLOT -x,-y:PLOT -y,-x:PLOT -y,x:PLOT
-x,y:RETURN
70 MOVE x,y:DRAW x,-y,c:MOVE y,x:DRAW y,
-x:MOVE -x,y:DRAW -x,-y:MOVE -y,x:DRAW -
y,-x:RETURN
80 DATA 320,200,200,4,2,320,200,160,11,2
,320,200,150,5,2,320,200,130,11,2,320,20
0,120,4,2,320,300,80,4,2,240,260,90,4,2,
400,260,90,4,2,240,260,60,0,1,400,260,60
,0,1,260,260,40,0,2,380,260,40,0,2,270,2
60,20,5,2,370,260,20,5,2,320,180,60,3,2,
320,180,60,5,1
90 DATA 600,200,20,13,2,600,200,20,5,1,5
70,210,24,12,2,570,210,24,5,1,530,220,26
,1,2,530,220,26,5,1,480,210,30,13,2,480,
210,30,5,1,430,200,34,12,2,430,200,34,5,
1,370,190,40,1,2,370,190,40,5,1,280,180,
60,13,2,280,180,60,5,1
100 DATA 160,180,80,12,2,160,180,80,5,1,
160,150,40,5,2,150,160,50,12,2,150,200,3
0,4,2,150,200,30,5,1,140,190,20,5,2,100,
180,30,3,2,100,18

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