CARGO KING

Here is your chance is to be the master of the skyways. Full instructions are included in the program, so type it in carefully and have fun. Remember to save each part before running.

Program notes.

LISTING 1.

This generates the two pieces of machine-code used by the main program. The program checks the data as it is entered - if there is an error, the line in which it has occurred is printed; otherwise you are told how to save the code.

A quick way of entering the data statements is by using the following:

```
KEY 139,CHR$(13)+"DATA "
```

and then using AUTO. The effect of this is that every time you enter a line of data using the small enter key, the DATA part of the next line is written for you.

LISTING 2.

This program sets up the user-defined characters and loads in the machine-code routines before running CARGO2 -the main program.

LISTING 3.

This is the main program. The last routine may be of interest to some people, as it allows for a 40-character display on a mode '0' screen, hence 16 colours. When the routine is called, it prints each letter held in MESSAGE$ in the graphics ink at the graphics position. As far as I took the routine, it allows for all upper-case characters and a few special characters but this could easily be extended.

TYPING INSTRUCTIONS

Type in listing 1; do not renumber this listing. You need not run this program yet, just save it. Type in listing 2 and save as "CARGO" Reset the computer and load listing 1 and run it. The program tells you to:
Do this directly after "CARGO"

Now type in listing 3 and save as "CARGO2" after the first two programs.

```
15 ' ********************************
20 ' ***   L I S T I N G   O N E   ***
25 ' ********************************
30 MODE 1:LOCATE 8,13:PRINT"CODE NOW BEI
   NG GENERATED":MEMORY 36999:RESTORE 10
   0:LN=100
40 FOR A=37000 TO 37499 STEP 9:GOSUB 70:
   NEXT A
50 FOR A=38000 TO 38269 STEP 9:GOSUB 70:
   NEXT A
60 MODE 1:LOCATE 17,5:PEN 3:PRINT"CODE O
   K":LOCATE 9,10:PEN 2:PRINT"NOW SAVE T
   HE CODE USING":LOCATE 7,13:PEN 1:PRIN
   T"SAVE ";CHR$(34);"CARGOMC";CHR$(34);
   ",B,37000,1500":LOCATE 1,22:END
70 CS=0:FOR B=A TO A+8:READ N$:V=VAL("&"
   +N$):CS=CS+V:POKE B,V:NEXT
80 READ N$:V=VAL("&"+N$):IF CS=V THEN LN
   =LN+10:RETURN
90 MODE 1:LOCATE 11,11:PRINT"DATA ERROR
   IN LINE";LN:LOCATE 1,22:END
100 DATA CD,24,BB,FE,00,28,14,CB,3F,3F0
110 DATA 38,17,CB,3F,38,26,CB,3F,38,2F9
120 DATA 33,CB,3F,38,44,CB,3F,38,53,34E
130 DATA 3E,00,32,AB,8C,18,51,F5,2A,32F
140 DATA A6,8C,3E,14,BD,28,05,23,23,2B4
150 DATA 22,A6,8C,F1,CB,3F,18,0A,F5,536
160 DATA 2A,A6,8C,3E,EA,BD,28,05,2B,399
170 DATA 2B,22,A6,8C,F1,18,C9,F5,2A,470
180 DATA A4,8C,3E,B0,BD,28,07,01,FC,407
190 DATA FF,09,22,A4,8C,F1,CB,3F,18,46D
200 DATA BC,F5,2A,A4,8C,3E,60,BD,28,48E
210 DATA 07,01,04,00,09,22,A4,8C,F1,258
220 DATA 18,A9,3E,01,32,AB,8C,2A,A0,333
230 DATA 8C,ED,4B,A4,8C,09,22,AC,8C,457
240 DATA 3E,02,BC,20,0D,3E,B8,BD,30,2D4
250 DATA 18,21,E0,FF,22,AC,8C,18,10,39A
260 DATA 3E,FF,BC,20,0B,3E,BE,BD,38,415
270 DATA 06,21,70,02,22,AC,8C,2A,A2,2BF
280 DATA 8C,ED,4B,A6,8C,09,22,AE,8C,45B
290 DATA 3E,02,BC,20,06,3E,01,32,AA,23E
300 DATA 8C,C9,ED,5B,A0,8C,2A,A2,8C,521
310 DATA CD,C0,BB,3E,20,CD,FC,BB,3E,568
320 DATA 20,CD,FC,BB,3A,A8,8C,FE,00,510
330 DATA 28,0E,11,D0,FF,21,F0,FF,CD,4F3
340 DATA C3,BB,3E,20,CD,FC,BB,ED,5B,5A8
350 DATA AC,8C,2A,AE,8C,CD,F0,BB,06,51A
360 DATA 06,C5,18,0A,C5,11,0C,00,21,1F0
370 DATA 00,00,CD,F3,BB,FE,00,20,24,3BD
380 DATA C1,10,EF,11,C4,FF,21,F0,FF,5A4
390 DATA 06,06,C5,CD,F3,BB,18,0A,C5,433
400 DATA 11,0C,00,21,00,00,CD,F3,BB,2B9
410 DATA FE,00,20,05,C1,10,EF,18,06,301
420 DATA C1,3E,01,32,AA,8C,11,00,00,279
430 DATA 21,B8,00,CD,F3,BB,FE,00,20,3C2
440 DATA EE,11,C4,FF,21,00,00,CD,F3,4A3
450 DATA BB,FE,00,20,E1,3A,A8,8C,FE,526
460 DATA 00,28,41,11,10,00,21,EA,FF,294
470 DATA CD,F3,BB,FE,00,20,CD,11,10,487
480 DATA 00,21,00,00,CD,F3,BB,FE,00,39A
490 DATA 20,C0,11,10,00,21,00,00,CD,1EF
500 DATA F3,BB,FE,00,20,B3,11,00,00,390
510 DATA 21,0A,00,CD,F3,BB,FE,00,20,3C4
520 DATA A6,11,E0,FF,21,00,00,CD,F3,477
530 DATA BB,FE,00,20,99,3A,AA,8C,FE,4E0
540 DATA 00,C0,2A,A4,8C,3E,FC,BD,28,439
550 DATA 1F,3E,00,BD,28,1A,3E,04,BD,25B
560 DATA 28,15,3E,FF,BC,28,08,21,F5,37C
570 DATA F6,22,B2,8C,18,0E,21,F7,F8,48C
580 DATA 22,B2,8C,18,06,21,F9,FA,22,3B4
590 DATA B2,8C,ED,5B,AC,8C,ED,53,A0,59E
600 DATA 8C,2A,AE,8C,22,A2,8C,CD,C0,4CD
610 DATA BB,3A,B0,8C,CD,DE,BB,3A,B2,583
620 DATA 8C,CD,FC,BB,3A,B3,8C,CD,FC,652
630 DATA BB,3A,A8,8C,FE,00,C8,11,D0,4D0
640 DATA FF,21,F0,FF,CD,C3,BB,3E,FB,693
650 DATA CD,FC,BB,C9,00,00,00,00,00,34D
660 DATA 3A,9C,95,47,3E,00,B8,C8,DD,44D
670 DATA 21,83,95,C5,11,32,00,DD,19,337
680 DATA DD,6E,01,DD,66,02,DD,4E,05,3C1
690 DATA DD,46,06,B9,3E,02,BC,20,08,256
700 DATA 3E,80,BD,30,03,21,E0,FF,DD,48B
710 DATA 7E,0C,FE,FD,28,0C,3E,FF,BC,4B2
720 DATA 20,07,21,80,02,18,02,18,CD,1C9
730 DATA DD,75,0D,DD,74,0E,DD,6E,03,40C
740 DATA DD,66,04,DD,4E,07,DD,46,08,3A4
750 DATA B9,DD,7E,B9,FE,00,28,46,3E,317
760 DATA 01,BC,28,39,DD,7E,0A,BD,38,378
770 DATA 33,DD,6E,03,DD,66,04,DD,75,41A
780 DATA 0F,DD,74,10,DD,6E,07,DD,66,405
790 DATA 08,23,DD,75,07,DD,74,08,3E,31B
800 DATA 00,DD,77,09,21,00,00,DD,5E,2B9
810 DATA 07,DD,56,08,ED,52,DD,75,07,30A
820 DATA DD,74,08,18,27,18,A6,DD,75,3A8
830 DATA 0F,DD,74,10,18,1D,3E,00,BC,29F
840 DATA 28,F3,3E,16,BD,30,EE,DD,6E,495
850 DATA 03,DD,66,04,DD,75,0F,DD,74,3FC
860 DATA 10,3E,01,DD,77,09,18,C6,DD,367
870 DATA 5E,01,DD,56,02,DD,6E,03,DD,3BF
880 DATA 66,04,DD,E5,CD,C0,BB,3E,20,402
890 DATA CD,FC,BB,DD,E1,DD,5E,0D,DD,667
900 DATA 56,0E,DD,73,01,DD,72,02,DD,3E3
910 DATA 6E,0F,DD,66,10,DD,75,03,DD,402
920 DATA 74,04,DD,E5,CD,C0,BB,DD,E1,640
930 DATA DD,7E,BB,DD,E5,CD,DE,BB,DD,66B
940 DATA E1,DD,7E,0C,DD,E5,CD,FC,BB,68E
950 DATA DD,E1,C1,10,BB,C9,00,00,00,3E3

10 ' ********************************
20 ' ***   L I S T I N G   T W O   ***
30 ' ********************************
40 SYMBOL AFTER 128
50 a=127:SYMBOL 129,a,a,a,a,a,a,a,a
60 a=255:SYMBOL 255,a,a,a,a,a,a,a,a
70 RESTORE 170:FOR a=245 TO 253:READ q,w
   ,e,r,t,y,u,i:SYMBOL a,q,w,e,r,t,y,u,i
   :NEXT a
80 RESTORE 180:FOR a=130 TO 162:READ q,w
   ,e,r,t,y,u,i:SYMBOL a,q,w,e,r,t,y,u,i
   :NEXT a
90 MODE 0:BORDER 11:INK 0,7:INK 1,11:FOR
   X=0 TO 636 STEP 8:PLOT X,0,1:DRAW X,
   398:PLOT 636-X,0:DRAW 636-X,400:NEXT
100 FOR X=0 TO 640 STEP 8:PLOT X,0,0:DRA
    W 640-X,400:NEXT:FOR Y=4 TO 396 STEP
    4:PLOT 640,Y:DRAW 0,400-Y:NEXT
110 INK 2,0,26:INK 3,18:INK 4,24:INK 5,2
    6,0
120 PEN 5:LOCATE 6,9:PRINT"CARGO KING":P
    EN 4:LOCATE 10,12:PRINT"BY"
130 PEN 3:LOCATE 6,15:PRINT"AB GARDNER":
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    PLOT 150,116,2:TAG:PRINT"NOW LOADING
    ";:TAGOFF
140 CLEAR:MEMORY 36000
150 LOAD "!CARGOMC"
160 CLEAR:CHAIN "!CARGO2"
170 DATA 31,160,65,163,127,3,1,7,255,64,
    252,18,18,252,17,254,255,2,63,72,72,
    63,136,127,248,5,130,197,254,192,128
    ,224,127,1,7,10,10,7,4,4,254,128,224
    ,80,80,224,32,32,0,129,129,255,255,2
    55,255,129,254,16,120,171,174,121,16
    8,124,127,8,158,213,117,158,21,62
180 DATA 85,85,85,127,85,85,85,127,56,72
    ,56,8,8,28,62,127,15,160,65,163,127,
    3,1,7,255,64,252,18,18,252,17,254,24
    0,96,255,246,255,111,15,6
190 DATA 0,115,132,100,20,148,99,0,0,25,
    165,37,37,165,25,0,0,207,48,46,200,7
    2,47,0,0,0,0,0,0,0,0,0,0,14,9,14,9,9
    ,14,0,0,50,75,74,74,74,50,0,0,46,105
    ,174,41,41,46,0,0,56,64,48,8,72,48,0
    ,0,30,16,28,16,16,16,0,0,151,148,151
    ,148,148,103,0
200 DATA 0,160,32,32,32,32,188,0,0,3,4,3
    ,1,5,2,0,0,103,84,102,68,68,71,0,0,5
    2,69,69,69,69,53,0,0,144,88,208,88,8
    0,92,0,0,98,85,101,85,85,98,0,0,117,
    85,85,85,85,87,0,0,48,64,32,16,80,32
    ,0,0,65,65,127,127,127,127,85
210 DATA 86,84,118,84,86,0,0,0,151,149,1
    50,148,212,0,0,0,38,85,86,85,37,0,0,
    0,112,32,32,32,32,0,0,0,3,7,15,31,31
    ,15,7,3,192,224,240,248,248,240,224,
    192,252,135,133,253,221,237,253,252,
    127,8,158,245,31,18,63,0,98,144,18,3
    4,68,72,9,70

10 ' ************************************
20 ' ***  L I S T I N G   T H R E E  ***
30 ' ************************************
40 ' *** INTRODUCTION SCREEN + CUBE ***
50 BORDER 16:MODE 1:CLS:INK 0,21:INK 1,0
   :INK 2,26:INK 3,2:PEN 1:LOCATE 11,10:
   PRINT"C A R G O   K I N G":PRINT"
        ";STRING$(21,238):LOCATE 20,14:P
   RINT"BY":LOCATE 15,16:PRINT"A.B.Gardn
   er.":LOCATE 18,18:PRINT CHR$(164);" 1
   985"
60 FOR Y=400 TO 0 STEP -16:PLOT 0,Y,3:DR
   AWR 640,0:DRAW Y,0,2:MOVE 640-Y,0:DRA
   W 0,Y,2:NEXT:Y=0
70 DEFINT c-y:s=1:c=2:t=16:x=320:y=328:W
   INDOW #1,18,23,3,7:PLOT 270,288,3:DRA
   WR 0,78:MOVER 98,0:DRAWR 0,-78:PAPER
   #1,1:CLS #1
80 FOR A=1 TO 50:A$=INKEY$:NEXT
90 A1=0:A2=2:A3=3:PRINT CHR$(22)+CHR$(1)
   :PLOT 150,398,2:TAG:PRINT"PRESS ANY K
   EY TO START";:TAGOFF:LOCATE 10,1:PRIN
   T"PRESS ANY KEY TO START"::PRINT CHR$
   (22)+CHR$(0):PLOT 130,384,3:DRAWR 380
   ,0
100 FOR r=t-1 TO 0 STEP -1:s=s+c:d=SQR(2
    *s ↑2):p=(d-(d+r)/t)/2:q=s*r/t:e=d/2:
    CLS #1:PLOT x,y-(p*2+q)/2,1
110 DRAWR e,p,A2:DRAWR 0,q,A3:DRAWR-e,-p
    ,A1:DRAWR-e,p:DRAWR e,p:DRAWR e,-p:M
    OVER-e,-p:DRAWR 0,-q,A3:DRAWR-e,p,A2
    :DRAWR 0,q,A3:IF INKEY$<>"" THEN 270
     ELSE NEXT:FOR r=1 TO t:s=s+c
120 d=SQR(2*s ↑2):p=(d-(d+r)/t)/2:q=s*r/t
    :e=d/2:CLS #1:PLOT x,y+(p*2-q)/2
130 DRAWR e,-p,A1:DRAWR -e,-p:DRAWR -e,p
    :DRAWR e,p:MOVER e,-p:DRAWR 0,q,A3:D
    RAWR -e,p,A2:DRAWR -e,-p,A2:DRAWR 0,
    -q,A3:MOVER e,p:DRAWR 0,q,A3:IF INKE
    Y$="" THEN NEXT ELSE 270
140 IF A1=0 THEN A1=2:A2=0 ELSE A1=0:A2=
    2
150 IF s>60 OR s<20 THEN c=-c:GOTO 100 E
    LSE 100
160 ' *** COPE WITH <OUT OF MEMORY> ***
170 SPEED INK 2,2:INK 0,RND*26,RND*26:T(
    5)=T(5)/50:FOR A=37600 TO 37649:POKE
     A,0:NEXT:FOR A=1 TO 6:POKE 37600+A,
    T(A):NEXT:A$=STR$(S):POKE 37609,LEN(
    A$):FOR A=2 TO LEN(A$):POKE 37608+A,
    VAL(MID$(A$,A,1)):NEXT:POKE 37620,B:
    POKE 37621,FX/4
180 INK 0,RND*26,RND*26:FOR A=37630 TO 3
    7634:POKE A,ASC(MID$(SB$,A-37629,1))
    :NEXT:POKE 37635,NP1:POKE 37636,L:PO
    KE 37637,NH:POKE 37638,NC:POKE 37639
    ,NL:POKE 37640,SB:POKE 37641,RR:POKE
     37642,X/4+50:POKE 37643,Y/2
190 INK 0,RND*26,RND*26:CLEAR:INK 0,RND*
    26,RND*26:FOR A=1 TO 6:T(A)=PEEK(376
    00+A):NEXT:T(5)=T(5)*50:S=0:A1=PEEK(
    37609):FOR A=0 TO A1-2:S=S+PEEK(3760
    8+A1-A)*10 ↑A:NEXT:B=PEEK(37620):FX=P
    EEK(37621)*4:X=(PEEK(37642)-50)*4:Y=
    PEEK(37643)*2
200 INK 0,RND*26,RND*26:SB$="":FOR A=376
    30 TO 37634:SB$=SB$+CHR$(PEEK(A)):NE
    XT:NP1=PEEK(37635):L=PEEK(37636):NH=
    PEEK(37637):NC=PEEK(37638):NL=PEEK(3
    7639):SB=PEEK(37640):RR=PEEK(37641):
    l$=STRING$(20,255)
210 INK 0,RND*26,RND*26:k$=CHR$(153):w$=
    CHR$(129):b$=CHR$(130):t$=CHR$(131):
    d$=CHR$(134):z$="  ":FOR a=135 TO 15
    2:z$=z$+CHR$(a):NEXT a:sb$(1)="B":sb
    $(2)="O":sb$(3)="N":sb$(4)="U":sb$(5
    )="S":sb$(6)=d$:sb$(7)=k$:sb$(8)=CHR
    $(161):sb$(9)=CHR$(162)
220 INK 0,RND*26,RND*26:heli$=CHR$(154)+
    CHR$(155)+CHR$(156)+CHR$(157):mc1=37
    000:mc2=38000:DIM C(12)
230 INK 0,RND*26,RND*26:FOR a=2 TO 10:no
    $(a,2)=" HELICOPTERS LEFT":NEXT:no$(
    1,2)=" HELICOPTER LEFT":no$(0,2)="YO
    UR LAST ONE LEFT":RESTORE 240:FOR a=
    1 TO 10:READ no$(a,1):NEXT:NO$(0,1)=
    ""
240 DATA ONE,TWO,THREE,FOUR,FIVE,SIX,SEV
    EN,EIGHT,NINE,TEN
250 INK 0,RND*26,RND*26:ON BREAK GOSUB 1
    430
260 SPEED INK 10,10:INK 0,0:ON PEEK(3765
    0) GOTO 320,540
270 DEFREAL B-Z:DIM t(6),c(12),sb$(9),no
    $(10,2):RANDOMIZE TIME:t(1)=5:t(2)=2
    0:t(3)=1:t(4)=10:t(5)=1000:t(6)=0
280 ENV 1,9,1,1,1,0,5,9,-1,2:ENT 1,5,1,1
    ,10,-1,1,10,1,1,10,-1,1,5,1,1:ENV 2,
    5,1,1,5,-1,1:ENV 3,3,2,2,3,-2,2:ENV
    5,5,1,1,5,-1,1:ENV 6,5,-1,1,5,1,1:EN
    T 3,10,2,2:ENT 9,200,-1,1
290 SB$="*****":POKE 37650,1:GOTO 170
300 ' ***  SET UP MENU SCREEN  ***
310 DATA 1 or B,special Bonus,2 or C,Con
    trols,3 or E,End,4 or G,start the Ga
    me,5 or H,Hints,6 or I,Instructions,
    7 or M,Modify game,8 or S,Scoring,9
    or W,Warnings
320 MODE 1:INK 0,8:INK 1,1:PEN 1:BORDER
    15,14:LOCATE 18,2:PRINT"MENU":INK 2,
    26:INK 3,24:RESTORE 310:FOR a=4 TO 2
    0 STEP 2:READ a1$,a2$:PEN 2:LOCATE 1
    0,a:PRINT a1$;:PEN 3:LOCATE 20,a:PRI
    NT a2$;:NEXT:PEN 3:LOCATE 8,22:PRINT
    "Please enter your choice";:PEN 2
330 PRINT" ?":LOCATE 2,24:PEN 1:PRINT"DU
    RING GAME USE SPACE BAR TO PAUSE GAM
    E.";:PEN 2
340 FOR A=1 TO 50:A$=INKEY$:NEXT
350 a$=UPPER$(INKEY$):IF a$="" THEN 350
    ELSE LOCATE 33,22:PRINT a$;:a=INSTR(
    "123456789BCEGHIMSW",a$):IF a=0 THEN
     SOUND 2,400,25:GOTO 350
360 IF a=3 OR a=12 THEN MODE 2:INK 0,26:
    INK 1,1:PEN 1:BORDER 26:END
370 nh=t(1)-1:l=t(3):s=0:b=30:f=999:sb$=
    "*****":SOUND 2,99,25:a=a+(a>9)*9:ON
     a GOTO 2690,2550,1500,390,2430,2370
    ,2740,2650,2480
380 ' *** I N I T I L I S A T I O N ***
390 RESTORE 2100:FOR a=0 TO 15:READ d:IN
    K a,d:NEXT:MODE 0:BORDER 8:PEN 1:PAP
    ER 0:FOR y=16 TO 30:PLOT 0,y,15:DRAW
     640,y:NEXT y:PRINT CHR$(22)+CHR$(1)
    :PEN 12:LOCATE 1,24:PRINT z$;
400 FOR x=1 TO 20:c=RND*8+2:FOR y=23 TO
    23-RND*5+(l<6)*l+(l>5)*6 STEP -1:PEN
     1:LOCATE x,y:PRINT w$:PEN c:LOCATE
    x,y:PRINT b$;:NEXT y:LOCATE x,y:PRIN
    T t$;:NEXT:LL=L:PEN 2
410 IF l>18 THEN ll=ll-11-INT(ll/18):GO
    TO 410 ELSE ON ll GOSUB 2120,2130,21
    40,2150,2160,2170,2180,2190,2200,221
    0,2220,2230,2240,2250,2260,2270,2290
    ,2300
420 PRINT CHR$(22)+CHR$(0):nl=0:PEN 2
430 GOSUB 1400:GOSUB 1410:GOSUB 1420
440 FOR a=36000 TO 36020:POKE a,0:NEXT:P
    OKE 36000,32:POKE 36002,114:POKE 360
    03,1:POKE 36016,3:POKE 36035,238:GOS
    UB 1040:GOSUB 2040
450 GOSUB 810:GOSUB 1040
460 ' ***    START   THE   GAME    ***
470 EI:EVERY 11,3 GOSUB 610:EVERY 11,2 G
    OSUB 620:AFTER RND*T(5)+250,1 GOSUB
    710:EVERY 300-l*10-(l>26)*l*10,0 GOS
    UB 600
480 IF PEEK(36010)>0 THEN 500 ELSE IF PE
    EK(36011)>0 THEN GOSUB 630
490 IF INKEY$=" " THEN 1450 ELSE 480
500 DI:GOSUB 3000:CALL 37000:FOR a=0 TO
    3:dd=REMAIN(a):NEXT
510 FOR a=0 TO np1:POKE 38336+a*50,0:NEX
    T:CALL 38000
520 IF JJ=1 THEN LOCATE BX,BY:PRINT" ":J
    J=0
530 POKE 37650,2:GOTO 170
540 IF PEEK(36008)=1 THEN POKE 36008,0:G
    OSUB 880
550 IF PEEK(36010)=2 THEN 800
560 IF PEEK(36010)=1 THEN 830
570 IF PEEK(36010)=3 THEN CALL 37000:GOT
    O 790
580 IF PEEK(36010)=4 THEN PRINT 0,370,2:T
    AG:PRINT"    ";:TAGOFF:FOR a=36004 T
    O 36010:POKE a,0:NEXT:POKE 36000,32:
    POKE 36001,0:CALL 37000:GOTO 940
590 IF PEEK(36010)=5 THEN 1220
600 fx=fx-4:IF fx=312 THEN POKE 36010,3:
    RETURN ELSE DI:MOVE fx,0:DRAW fx,14,
    2:EI:RETURN
610 CALL 37000:SOUND 130,450,0,0,1,1:RET
    URN
620 CALL 38000:IF jj=1 THEN 740 ELSE RET
    URN
630 POKE 36011,0:GOSUB 3000:IF PEEK(3600
    8)<1 THEN 660
640 IF TEST(x+16,y-34)<>12 OR TEST(x+44,
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y-34)<>12 THEN 480
650 DI:PLOT x+16,y-16,12:TAG:PRINT CHR$(
251);:TAGOFF:POKE 36008,0:POKE 36006
,0:POKE 36007,0:EI:nc=nc+1:S=S+500:G
OSUB 1400:IF nc>=t(2) THEN NC=0:POKE
 36010,5:RETURN ELSE RETURN
660 IF x>68 OR y>371 OR y<345 OR nl=t(4)
 OR PEEK(36018)<>249 THEN 670 ELSE P
OKE 36010,4:FOR a=0 TO 3:dd=REMAIN(a
):NEXT:RETURN
670 IF jj=1 OR y>280 OR y<80 THEN 690 EL
SE IF b=0 THEN RETURN ELSE b=b-1:DI:
bx=INT(x/32)+2:IF bx<1 THEN bx=1 ELS
E IF bx>20 THEN bx=20
680 EI:by=27-INT(y/16):jj=1:GOTO 1410
690 IF y>68 THEN RETURN ELSE IF (x MOD 3
2)=16 OR x=-20 THEN DI:FOR a=36004 T
O 36007:POKE a,0:NEXT:POKE 36008,1:P
OKE 36006,2:LOCATE INT(x/32)+2,23:PR
INT" ":EI:s=s+250:GOTO 1400 ELSE RET
URN
700 RETURN
710 RR=INT(RND*9)+1:DI:PEN RR+2:LOCATE 1
,1:PRINT SB$(RR):EI:SB=1:AFTER RND*T
(5)+250,1 GOSUB 720:RETURN
720 DI:LOCATE 1,1:PRINT" ":EI:SB=0:AFTER
 RND*T(5)*10+250,1 GOSUB 710:RETURN
730 RETURN
740 by=by+1:SOUND 5,by+55,0,2,3,6:t1=TES
T(bx*32-16,40-by*16+8):IF by>=23 TH
EN DI:GOTO 760 ELSE IF t1>0 THEN s=s
+25:h1=1:GOSUB 1400
750 DI:LOCATE bx,by-1:PRINT" ":PEN 9:LOC
ATE bx,by:PRINT d$:RETURN
760 jj=2:IF t1=0 THEN a1$=" " ELSE a1$=k
$:IF t1<>10 THEN s=s+25:GOSUB 1400
770 PEN 10:SOUND 5,250,0,2,1,1,9:DI:LOCA
TE bx,by-1:PRINT" ":LOCATE bx,by:PRI
NT a1$:jj=0:EI:RETURN
780 ' ***   OUT OF FUEL OR OXYGEN   ***
790 INK 14,11:PLOT 25,270,14:Message$="Y
OUR HELICOPTER JUST RAN OUT OF FUEL"
:GOSUB 3150:FOR a=1 TO 26:INK 14,a:S
OUND 2,a*20,10:FOR t=1 TO 75:NEXT t,
a:GOTO 830
800 INK 14,21:PLOT 25,270,14:Message$="Y
OU WENT TOO HIGH AND SO YOUR ENGINES
":GOSUB 3150:PLOT 18,252:Message$="R
AN OUT OF OXYGEN TO BURN AND STOPPED
!":GOSUB 3150:FOR a=1 TO 26:INK 14,a
:SOUND 2,a*a,10:FOR t=1 TO 75:NEXT t
,a:GOTO 830
810 FOR a=316 TO 416 STEP 4:SOUND 2,420-
a,2:MOVE a,0:DRAW a,14,7:NEXT:fx=420
:RETURN
820 ' ***        C R A S H E D        ***
830 SOUND 1,200,200,5,0,9:SOUND 2,250,20
0,5,0,9:SOUND 4,300,200,5,0,9
840 c=9:FOR a=-6 TO 80 STEP 6:a1=TEST(x-
a,y+a):PLOT x-a,y+a,c:a2=TEST(x+32,y
+a):PLOT x+32,y+a:a3=TEST(x+64+a,y+a
):PLOT x+64+a,y+a:a4=TEST(x-a,y-8):P
LOT x-a,y-8
850 a5=TEST(x+64+a,y-8):PLOT x+64+a,y-8:
a6=TEST(x-a,y-16-a):PLOT x-a,y-16-a:
a7=TEST(x+32,y-16-a):PLOT x+32,y-16-
a:a8=TEST(x+64+a,y-16-a):PLOT x+64+a
,y-16-a
860 PLOT x-a,y+a,a1:PLOT x+32,y+a,a2:PLO
T x+64+a,y+a,a3:PLOT x-a,y-8,a4:PLOT
 x+64+a,y-8,a5:PLOT x-a,y-16-a,a6:PL
OT x+32,y-16-a,a7:PLOT x+64+a,y-16-a
,a8:NEXT
870 nh=nh-1:IF nh=-1 THEN 2320 ELSE 890
880 a1=16:WHILE TEST(a1,40)>0:a1=a1+32:W
END:PRINT CHR$(22)+CHR$(1);:a1=INT(a
1/32)+1:c=RND*8+2:FOR j=23 TO 23-RND
*5+(l<6)*l+(l>5)*6 STEP -1:PEN 1:LOC
ATE a1,j:PRINT w$:PEN c:LOCATE a1,j:
PRINT b$;:NEXT:LOCATE a1,j:PRINT t$;
CHR$(22)+CHR$(0):RETURN
890 LOCATE 1,9:PRINT SPACE$(20);:PRINT S
PACE$(20)
900 INK 14,7:PLOT 25,270,14:Message$="ON
E HELICOPTER GONE AND YOU ONLY HAVE"
:GOSUB 3150:PLOT 10,252:Message$=no$
(nh,1)+no$(nh,2)+" SO BE CAREFUL !!!
!!!":GOSUB 3150:FOR a=1 TO 26:INK 14
,a:SOUND 2,a*a,10:FOR t=1 TO 75:NEXT
 t,a
910 FOR a2=1 TO 3:FOR a1=3+a2 TO 8+a2:FO
R a=1 TO 40 STEP 2.5:s3=a*a+a+a1*10:
SOUND 2,s3,1:NEXT a,a1,a2:SOUND 2,s3
+5,20:LOCATE 1,9:PRINT SPACE$(20);:P
RINT SPACE$(20);
920 GOTO 440
930 ' ***        L A N D E D        ***
940 nl=nl+1:INK 14,2:PLOT 240,270,14:Mes
sage$="WELL DONE !":GOSUB 3150:PLOT
22,252,14:Message$="YOU HAVE LANDED
YOUR HELICOPTER SAFELY":GOSUB 3150:F
OR a=1 TO 79:INK 14,(a MOD 26)+1:SOU
ND 1,a,5,1,1:SOUND 4,81-a,5,1,1:FOR
 t=1 TO 50:NEXT t,a
950 IF sb=0 THEN 990 ELSE sb=0:LOCATE 1,
1:PRINT" ";:LOCATE 1,9:PRINT SPACE$(
20);:PRINT SPACE$(20)
960 IF RR=9 AND NC=0 THEN RR=INT(RND*8)+
1
970 IF rr<6 THEN 1110 ELSE ON rr-5 GOTO
1170,1190,1140,1210
980 FOR t=1 TO 100:INK 14,RND*26:FOR a=1
 TO 20:NEXT a,t
990 LOCATE 1,9:PRINT SPACE$(20);:PRINT S
PACE$(20)
1000 INK 14,8:PLOT 80,270,14:Message$="T
WO MORE BOMBS HAVE BEEN LOADED":GOS
UB 3150:FOR a=1 TO 2:b=b+1:LOCATE 7
,25:PRINT b;:FOR a1=1 TO 10:INK 14,
a1+a*7:SOUND 1,a1*a*12,0,1,3:FOR t=
1 TO 25:NEXT t,a1,a
1010 LOCATE 1,9:PRINT SPACE$(20)
1020 INK 14,24:PLOT 40,270:Message$="YOU
R FUEL TANKS ARE BEING REFILLED":GO
SUB 3150:FOR a=fx TO 416 STEP 0.5:I
NK 14,RND*25:SOUND 2,420-a,2:MOVE a
,0:DRAW a,14,7:NEXT:INK 14,14:fx=42
0:FOR t=1 TO 1000:NEXT t
1030 LOCATE 1,9:PRINT SPACE$(20):POKE 36
010,0:POKE 36011,0:FOR a=0 TO np1 S
TEP 50:POKE 38336+a,RND*10+3:NEXT:G
OSUB 1040:GOTO 470
1040 y1=PEEK(36035)-16
1050 a2=0:FOR x1=12 TO 640 STEP 32:IF TE
ST(x1,y1)<>0 THEN a2=1
1060 NEXT:IF a2=0 THEN y1=y1-16:GOTO 105
0 ELSE IF y1<75 THEN y1=55
1070 POKE 36035,y1+16:RETURN
1080 rr=INT(RND*9)+1:DI:PEN 13:LOCATE 1,
1:PRINT sb$(rr);:sb=1:AFTER RND*t(5
)/2+200,0 GOSUB 1090:RETURN
1090 DI:LOCATE 1,1:PRINT" ";:AFTER RND*t
(5)+500,0 GOSUB 1080:sb=0:RETURN
1100 ' ***  SPECIAL BONUS FEATURES  ***
1110 sb$=LEFT$(sb$,rr-1)+sb$(rr)+RIGHT$(
sb$,5-rr):LOCATE 15,25:PRINT sb$;:I
NK 14,11:PLOT 80,270,14:Message$="S
UPER BONUS ADDS 1000 POINTS":GOSUB
3150:FOR a=1 TO 100:INK 14,RND*26:s
=s+10:GOSUB 1400:SOUND 1,a,1:SOUND
4,100-a,1:NEXT
1120 IF sb$<>"BONUS" THEN 980
1130 sb$="*****":LOCATE 15,25:PRINT sb$;
:LOCATE 1,9:PRINT SPACE$(20);:PRINT
 SPACE$(20)
1140 INK 14,18:PLOT 90,270,14:Message$="
YOU WIN AN EXTRA HELICOPTER":GOSUB
3150:nh=nh+1:FOR a=1 TO 50 STEP 5:F
OR a1=a+25 TO 175-a STEP 3:SOUND 1,
a1+50,1:NEXT a1:FOR a1=175-a TO a+2
5 STEP -3:SOUND 4,a1+50,1:NEXT a1,a
:SOUND 4,a1+50,20
1150 IF nh>10 THEN nh=10
1160 PLOT 50,252:Message$="YOU NOW HAVE
"+no$(nh,1)+no$(nh,2):GOSUB 3150:GO
TO 980
1170 r=INT(RND*8)+2:nfb=nfb+r:INK 14,16:
PLOT 130,270:Message$="YOU RECIEVE"
+STR$(R)+" EXTRA BOMBS":GOSUB 3150:
PLOT 184,252:Message$="AND"+STR$(R)
+" X 100 POINTS":GOSUB 3150
1180 FOR a=1 TO r:b=b+1:s=s+100:GOSUB 14
00:LOCATE 7,25:PRINT b;:FOR a1=2 TO
 8:SOUND 2,a1*a*10,0,1,3:INK 14,a+a
1:NEXT a1,a:GOTO 980
1190 INK 14,24:PLOT 4,270,14:Message$="Y
OU WIN 250 POINTS FOR EACH CRATE LA
NDED":GOSUB 3150:FOR a=1 TO nc:FOR
a1=1 TO 5:s=s+50:GOSUB 1400:SOUND 1
,a*25+a1*25,0,5,5:SOUND 4,600-a*25-
a1*25,0,10,6:INK 14,a+a1:FOR t=1 TO
 40:NEXT t,a1,a:GOTO 980
1200 ' ***  END  OF  GAME  LEVEL  ***
1210 sl=0:SPEED INK 1,1:INK 0,0,26:FOR a
=1 TO 3:FOR a=1 TO 50:SOUND 1,a,1:
SOUND 4,100-a,1:NEXT a:FOR a=50 TO
1 STEP -1:SOUND 1,a,1:SOUND 4,100-a
,1:NEXT a,a1:SPEED INK 10,10:GOTO 1
500
1220 FOR y=0 TO 400 STEP 8:PLOT 0,y,6:DR
AW 640,y:SOUND 2,y,1:NEXT
1230 FOR y=398 TO 0 STEP -8:PLOT 0,y,5:D
RAW 640,y:SOUND 2,y+50,1:NEXT
1240 FOR y=4 TO 396 STEP 8:PLOT 0,y,4:DR
AW 640,y:SOUND 2,y+100,1:NEXT
1250 FOR y=394 TO 0 STEP -8:PLOT 0,y,3:D
RAW 640,y:SOUND 2,y+150,1:NEXT
1260 INK 0,2:MODE 1:BORDER 7:INK 1,26:PE
N 1:LOCATE 11,2:PRINT"Level";l;"Com
pleted !":LOCATE 16,4:PRINT"Bonus X
";:IF l<6 THEN bm=l ELSE bm=INT(l/5
)+4
1270 PRINT bm;:INK 2,0:INK 3,19:PEN 2:f=
(fx-316)*5:LOCATE 9,7:PRINT"Fuel Re
maining  ";f:LOCATE 9,8:PRINT"Fuel
Bonus      ";f;"X";bm;"X 1":PEN 3:L
OCATE 9,10:PRINT"Fuel Bonus      ";
f*bm:s=s+f*bm:PEN 2
1280 LOCATE 9,12:PRINT"Bombs Remaining "
;b:LOCATE 9,13:PRINT"Bomb Bonus
  ";b;"X";bm;"X 20";:PEN 3:LOCATE 9
,15:PRINT"Bomb Bonus      ";b*bm*20
:s=s+b*bm*20:PEN 2
1290 LOCATE 9,17:PRINT"Landings Made  "
;nl;"Out Of";t(4):LOCATE 9,18:PRINT
"Landing Bonus   ";t(4)-nl;"X";bm;"
X 50":s=s+(t(4)-nl)*50*bm:PEN 3:LOC
ATE 9,20:PRINT"Landing Bonus   ";(t
(4)-nl)*50*bm:PEN 2
1300 PEN 2:LOCATE 9,22:PRINT"Total Bonus
      ";MID$(STR$(f*bm),2);"+";MID$
(STR$(b*bm*20),2);"+";MID$(STR$((t(
4)-nl)*50*bm),2):PEN 3:LOCATE 9,24:
PRINT"Total Bonus      ";f*bm+b*bm*2
0+(t(4)-nl)*50*bm
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1310 LOCATE 9,25:PRINT"Press 'FIRE' to c
     ontinue";
1320 FOR a=0 TO 100 STEP 0.05:SOUND 1,IN
     T(SIN(a)*100)+100,1,5:SOUND 4,INT(C
     OS(a)*100)+150,1,5:IF JOY(0)<16 THE
     N NEXT:GOTO 1320
1330 CLS:BORDER 22,24:INK 0,2:INK 1,26:P
     EN 1:l=l+sl+1:sl=0:IF l<1 THEN l=1
1340 LOCATE 10,5:PRINT"You Are Now On Le
     vel";l:LOCATE 10,8:PRINT"You Have";
     nh;"Helicopters":b=31-l:IF b<15 THE
     N b=15
1350 LOCATE 4,11:PRINT"You Start This Le
     vel With";b;"Bombs":LOCATE 10,14:PR
     INT"Your Score Is Now";s:LOCATE 8,1
     7:PRINT"Your Special Bonus Is ";sb$
1360 LOCATE 15,21:PRINT"Good Luck !"
1370 INK 2,0,22:PEN 2:LOCATE 9,25:PRINT"
     Press 'FIRE' to continue";
1380 FOR a=1 TO 15:SOUND 1,a+20,a:SOUND
     4,40-a,a:SOUND 2,a+20,1:IF JOY(0)>1
     5 THEN 1390 ELSE NEXT:FOR a=15 TO 1
      STEP -1:SOUND 1,a+20,a:SOUND 4,40-
     a,a:SOUND 2,a+20,1:IF JOY(0)<16 THE
     N NEXT:GOTO 1380
1390 EI:GOTO 390
1400 DI:LOCATE 1,25:PRINT USING"######";
     s;:LOCATE 1,1:EI:RETURN
1410 DI:LOCATE 7,25:PRINT b;:LOCATE 1,1:
     EI:RETURN
1420 DI:LOCATE 15,25:PRINT sb$;:LOCATE 1
     ,1:RETURN
1430 MODE 2:INK 0,26:INK 1,0:PEN 1:PAPER
      0:BORDER 7:SPEED KEY 10,2:END
1440 ' ***   P A U S E    M O D E    ***
1450 DI:FOR A=0 TO 3:DD=REMAIN(A):NEXT:L
     OCATE 1,9:PRINT SPACE$(20);:PRINT S
     PACE$(20):INK 14,26:PLOT 80,270,14:
     Message$="TYPE -- S -- TO STOP THIS
      GAME":GOSUB 3150:PLOT 88,252:Messa
     ge$="TYPE -- C -- TO CONTINUE GAME"
     :GOSUB 3150
1460 A$=UPPER$(INKEY$):IF A$="C" THEN LO
     CATE 1,9:PRINT SPACE$(20);:PRINT SP
     ACE$(20):GOTO 470
1470 IF A$="S" THEN RUN 50
1480 INK 14,RND*26:GOTO 1460
1490 ' ***   SPECIAL BONUS SCREEN    ***
1500 MODE 0:BORDER 16:INK 0,0:CLS:PLOT 1
     0,376,6:Message$="TIME":GOSUB 3150:
     FOR A=1 TO 3:SCT(2,A)=0:SCT(1,A)=0:
     NEXT
1510 PLOT 0,294,9:MOVER 636,0:DRAWR 0,60
     :DRAWR -636,0:DRAWR 0,-60:PLOT 214,
     294:DRAWR 0,60:PLOT 428,294:DRAWR 0
     ,60
1520 PLOT 0,0,9:DRAWR 636,0:DRAWR 0,60:M
     OVER -636,0:DRAWR 0,-60:PLOT 214,0:
     DRAWR 0,60:PLOT 428,0:DRAWR 0,60
1530 FOR x=90 TO 630 STEP 4:PLOT x,364,7
     :DRAWR 0,12:SOUND 5,x,2:SOUND 2,650
     -x,2:NEXT:tx=630
1540 INK 1,6:PLOT 60,350,1:Message$="POI
     NTS      HELICOPTERS      POINTS":GOS
     UB 3150
1550 UD=2:INK 2,9,21:PLOT 62,18,2:Messag
     e$="POINTS          LEVELS          POIN
     TS":GOSUB 3150
1560 INK 14,2:PLOT 10,270,14:Message$="S
      P E C I A L   B O N U S   S C R E
     E N":GOSUB 3150:PLOT 10,252:DRAWR 6
     20,0
1570 PLOT 50,235:Message$="FLY INTO A GR
     EEN SECTION AVOIDING":GOSUB 3150
1580 PLOT 66,215:Message$="CONTACT WITH
     ANYTHING AND PRESS":GOSUB 3150
1590 PLOT 50,195:Message$="FIRE TO OBTAI
     N THE RELEVANT BONUS":GOSUB 3150:PL
     OT 114,175:Message$="BEFORE THE TIM
     ER RUNS OUT":GOSUB 3150
1600 FOR A=1 TO 100 STEP 5:FOR A1=A+10 T
     O A STEP -1:SOUND 1,A+A1*2,2:SOUND
     4,A1*2-A*2+2,2:SOUND 2,211-A-A1,2:I
     NK 14,RND*26:NEXT A1,A:FOR A=100 TO
      1 STEP -5:FOR A1=A TO A+10:SOUND 1
     ,A+A1*2,2:SOUND 4,A1*2-A*2+2,2:SOUN
     D 2,211-A-A1,2:INK 14,RND*26:NEXT A
     1,A
1610 POKE 36035,80:A5=l:np1=l+5:IF NP1>1
     0 THEN NP1=10:GOSUB 2050 ELSE GOSUB
     2050
1620 A1$=" "+CHR$(245)+CHR$(246):FOR Y=8
      TO 15:FOR X=1 TO 18:SOUND 2,Y*18+X
     -100,2:SOUND 5,350-(Y*18+X-100),2:L
     OCATE X,Y:PRINT A1$;:NEXT:LOCATE 19
     ,Y:PRINT"  ";:NEXT
1630 POKE 36000,32:POKE 36001,1:POKE 360
     02,34:POKE 36003,1:FOR a=36004 TO 3
     6020:POKE a,0:NEXT:POKE 36016,8
1640 PLOT 4,60,0:DRAWR 632,0
1650 LOCATE 1,1:PRINT SPACE$(20);:PLOT 8
     ,396,8:Message$="LEVEL:"+STR$(L)+"
     HELICOPTERS:"+STR$(NH)+" SCORE:"+ST
     R$(S):GOSUB 3150
1660 EI:EVERY 25-NP1,1 GOSUB 1990:EVERY
     11,2 GOSUB 1900:EVERY 8,3 GOSUB 186
     0
1670 IF PEEK(36010)=0 AND PEEK(36011)=0
     AND TX>89 THEN 1670
1680 DI:FOR A=0 TO 3:DD=REMAIN(A):NEXT
1690 IF TX<89 OR PEEK(36010)>0 THEN 2000
1700 GOSUB 3000:IF (Y>64 AND Y<306) THEN
      POKE 36011,0:GOTO 1660 ELSE IF (Y<
     65 AND UD=1) OR (Y>305 AND UD=2) TH
     EN POKE 36011,0:GOTO 1660
1710 IF SCT(UD,(INT(X*3/640)+1))=1 THEN
     POKE 36011,0:GOTO 1660
1720 IF UD=1 THEN UD=2:INK 2,9,21:INK 1,
     6 ELSE UD=1:INK 2,6:INK 1,9,21
1730 GOSUB 1910
1740 IF x<240 OR x>400 THEN 1810 ELSE IF
      y<200 THEN 1780
1750 a11=INT(RND*5)-1:IF a11=-1 AND nh<2
      THEN a11=1 ELSE IF a11=0 THEN a11=
     1
1760 nh=nh+a11:IF a11=-1 THEN q1$=" LOSE
      A HELICOPTER" ELSE Q1$=" WIN"+STR$
     (A11)+" HELICOPTERS"
1770 GOTO 1830
1780 IF RND<0.5 THEN A11=RND*10-3 ELSE A
     11=RND*6-2
1790 A11=INT(A11):IF L+A11<1 THEN A11=-L
     +1
1800 Q1$=" SKIP"+STR$(A11)+" LEVELS":L=L
     +A11:GOTO 1830
1810 a11=1000-5000*(RND>0.8):a11=INT(RND
     *a11-a11/4):IF s+a11<0 THEN a11=-s
1820 S=S+A11:Q1$=" WIN"+STR$(A11)+" POIN
     TS"
1830 INK 14,21:PLOT 80,286,14:Message$="
     WELL DONE ! YOU"+Q1$:GOSUB 3150
1840 FOR A1=1 TO 20 STEP 2:FOR A=A1 TO A
     1+20 STEP 2:SOUND 1,A*2,2:SOUND 2,4
     5-A,2:SOUND 4,A*4,2:INK 14,RND*26:N
     EXT A,A1:SOUND 1,A*2,20:SOUND 2,45-
     A,20:SOUND 4,A*4,20
1850 LOCATE 3,8:PRINT"                    "
     :IF SCT(1,1)+SCT(1,2)+SCT(1,3)+SCT(
     2,1)+SCT(2,2)+SCT(2,3)=6 THEN 1870
     ELSE POKE 36011,0:GOTO 1650
1860 CALL 37000:RETURN
1870 INK 14,21:PLOT 80,200,14:Message$="
     WELL DONE ! YOU HAVE FINISHED":GOSU
     B 3150
1880 PLOT 80,150:Message$="YOU WIN AN EX
     TRA 10000 POINTS":GOSUB 3150
1890 S=S+10000:FOR A=1 TO 100:SOUND 1,AB
     S(A-100),2:SOUND 2,ABS(A-50),2:SOUN
     D 4,ABS(A),2:INK 14,A MOD 15:FOR T=
     1 TO 4:NEXT T,A:GOTO 2020
1900 CALL 38000:RETURN
1910 INK 4,6:IF Y<200 THEN 1950
1920 IF X<240 THEN SCT(1,1)=1:PLOT 56,35
     0:TAG:PRINT"  ";:TAGOFF:PLOT 76,35
     0,4:GOTO 1980
1930 IF X<420 THEN SCT(1,2)=1:PLOT 230,3
     50:TAG:PRINT"      ";:TAGOFF:PLOT 3
     00,350,4:GOTO 1980
1940 sct(1,3)=1:PLOT 480,350:TAG:PRINT"
      ";:TAGOFF:PLOT 510,350,4:GOTO 19
     80
1950 IF X<240 THEN SCT(2,1)=1:PLOT 56,18
     :TAG:PRINT"  ";:TAGOFF:PLOT 76,18,
     4:GOTO 1980
1960 IF X<420 THEN SCT(2,2)=1:PLOT 230,1
     8:TAG:PRINT"      ";:TAGOFF:PLOT 30
     0,18,4:GOTO 1980
1970 sct(2,3)=1:PLOT 480,18:TAG:PRINT"
      ";:TAGOFF:PLOT 510,18,4:GOTO 1980
1980 Message$="USED":GOTO 3150
1990 DI:PLOT tx,364,3:DRAWR 0,12:tx=tx-4
     :EI:RETURN
2000 GOSUB 3000:X=X+32:Y=Y-8:FOR R=5 TO
     450 STEP 8:C=RND*15:PLOT X-R,Y-R,C:
     PLOT X-R,Y:PLOT X-R,Y+R:PLOT X,Y-R:
     PLOT X,Y+R:PLOT X+R,Y-R:PLOT X+R,Y:
     PLOT X+R,Y+R:SOUND 5,451-R,2:SOUND
     2,46-R/10,2:NEXT
2010 FOR R=5 TO 450 STEP 8:C=0:PLOT X-R,
     Y-R,C:PLOT X-R,Y:PLOT X-R,Y+R:PLOT
     X,Y-R:PLOT X,Y+R:PLOT X+R,Y-R:PLOT
     X+R,Y:PLOT X+R,Y+R:SOUND 5,R,2:SOUN
     D 2,46+R/10,2:NEXT
2020 FOR Y=0 TO 404 STEP 2:PLOT 0,Y,6:DR
     AWR 640,0:PLOT 0,Y-6,5:DRAWR 640,0:
     SOUND 2,Y,2:SOUND 5,410-Y,2:NEXT:GO
     TO 1260
2030 ' *** SET UP OTHER HELICOPTERS ***
2040 np1=INT(l/(-(L<5)*2-(L>4)+3))+1:IF
     np1>10 THEN np1=10
2050 a2=PEEK(36035):FOR a=38300 TO 39000
     :POKE a,0:NEXT:POKE 36035,a2:POKE 3
     8300,np1:FOR a=0 TO np1
2060 POKE 38336+a*50,RND*10+3:IF RND>0.5
      THEN POKE 38330+a*50,l+RND*l+1:POK
     E 38337+a*50,253 ELSE POKE 38330+a*
     50,255-l-RND*l:POKE 38331+a*50,255:
     POKE 38337+a*50,252
2070 x9=RND*600+20:POKE 38326+a*50,x9 MO
     D 255:POKE 38327+a*50,INT(x9/255)
2080 IF RND>0.5 THEN POKE 38332+a*50,l+R
     ND*3 ELSE POKE 38332+a*50,255-l-RND
     *3:POKE 38333+a*50,255:POKE 38334+a
     *50,1
2090 POKE 38335+a*50,a2:POKE 38328+a*50,
     a2+(255-a2)*RND:NEXT:RETURN
2100 DATA 0,24,6,7,8,11,16,21,23,26,26,2
     4,15,18,26,20
2110 ' ***  18  DOCKING  PLATFORMS  ***
2120 FOR a=298 TO 290 STEP -2:PLOT 200,a
     ,12:DRAWR 350,0:NEXT a:GOTO 2310
2130 FOR a=298 TO 290 STEP -2:PLOT 180,a
     ,12:DRAWR 250,0:NEXT a:GOTO 2310
2140 FOR a=180 TO 580 STEP 175:FOR bb=29
     8 TO 290 STEP -2:PLOT a,bb,12:DRAWR
```

```
90,0:NEXT bb,a:GOTO 2310
2150 FOR a=298 TO 290 STEP -2:PLOT 260,a
,12:DRAWR 130,0:NEXT a:GOTO 2310
2160 FOR a=1 TO 5:FOR bb=298 TO 290 STEP
-2:PLOT 130+a*70,bb+(a-1)*22,12:DR
AWR 64,0:NEXT bb,a:GOTO 2310
2170 FOR bb=0 TO 1:FOR a=298 TO 290 STEP
-2:PLOT 200,a+bb*70,12:DRAWR 250,0
:NEXT a,bb:GOTO 2310
2180 FOR a=298 TO 290 STEP -2:PLOT 0,a,1
2:DRAWR 380,0:PLOT 470,a:DRAWR 170,
0:NEXT a:FOR a=358 TO 350 STEP -2:P
LOT 300,a:DRAWR 270,0:NEXT a:GOTO 2
310
2190 FOR a=388 TO 380 STEP -2:PLOT 180,a
,12:DRAWR 400,0:NEXT a:FOR a=308 TO
300 STEP -2:PLOT 280,a,12:DRAWR 13
0,0:NEXT a:GOTO 2310
2200 FOR a=298 TO 290 STEP -2:PLOT 200,a
,12:DRAWR 150,0:MOVER 75,0:DRAWR 15
0,0:PLOT 200,a+100:DRAWR 375,0:NEXT
a:FOR a=200 TO 208 STEP 2:PLOT a,2
98,12:DRAWR 0,100:PLOT a+367,298:DR
AWR 0,100:NEXT a:GOTO 2310
2210 FOR a=298 TO 290 STEP -2:PLOT 230,a
,12:DRAWR 130,0:MOVER 75,0:DRAWR 13
0,0:PLOT 230,a+100:DRAWR 335,0:NEXT
a:FOR a=230 TO 238 STEP 2:PLOT a,2
98,12:DRAWR 0,100:PLOT a+327,298:DR
AWR 0,100:NEXT a:GOTO 2310
2220 FOR a=298 TO 290 STEP -2:PLOT 260,a
,12:DRAWR 100,0:MOVER 75,0:DRAWR 10
0,0:PLOT 260,a+98:DRAWR 275,0:NEXT
a:FOR a=260 TO 268 STEP 2:PLOT a,29
3,12:DRAWR 0,95:PLOT a+267,293:DRAW
R 0,100:NEXT a:GOTO 2310
2230 FOR a=298 TO 290 STEP -2:FOR bb=0 T
O 590 STEP 60:PLOT bb,a,12:DRAWR 30
,0:NEXT bb,a:GOTO 2310
2240 FOR a=298 TO 290 STEP -2:PLOT 260,a
,12:DRAWR 275,0:NEXT a:FOR a=260 TO
268 STEP 2:PLOT a,293,12:DRAWR 0,7
5:PLOT a+267,293:DRAWR 0,75:NEXT a:
GOTO 2310
2250 FOR a=298 TO 290 STEP -2:PLOT 260,a
,12:DRAWR 225,0:NEXT a:FOR a=260 TO
268 STEP 2:PLOT a,293,12:DRAWR 0,1
04:PLOT a+217,293:DRAWR 0,104:NEXT
a:GOTO 2310
2260 FOR bb=32 TO 1 STEP -1:FOR a=410-bb
*6 TO 402-bb*6 STEP -2:PLOT bb*30,a
,12:DRAWR 28,0:NEXT a,bb:GOTO 2310
2270 FOR a=200 TO 208 STEP 2:FOR bb=a TO
a+450 STEP 140:PLOT bb,290,12:DRAW
R 0,106:NEXT bb,a:FOR a=298 TO 290
STEP -2:PLOT 420,a:DRAWR 130,0:PLOT
420,a+98:DRAWR 130,0:NEXT a:FOR a=
350 TO 358 STEP 2:PLOT 200,a:DRAWR
150,0:NEXT a
2280 FOR a=620 TO 628:PLOT a,310,0:DRAWR
0,20:NEXT a:GOTO 2310
2290 FOR bb=200 TO 500 STEP 68:FOR a=300
TO 308 STEP 2:PLOT bb,a,12:DRAWR 3
0,0:MOVER 2,-16:DRAWR 32,0:NEXT a,b
b:GOTO 2310
2300 FOR a=410 TO 620 STEP 96:FOR a1=0 T
O 6:FOR a2=70+a/2 TO 78+a/2 STEP 2:
PLOT a/3+a1*64+90,a2,12:DRAWR 32,0:
NEXT a2,a1,a:GOTO 2310
2310 PRINT CHR$(22)+CHR$(1);:PLOT 0,352,
15:DRAWR 114,0:FOR y=350 TO 340 STE
P -2:PLOT 0,y,10:DRAWR 114,0:NEXT:P
EN 7:LOCATE 1,4:PRINT heli$;:PRINT
CHR$(22)+CHR$(0);:RETURN
2320 INK 1,16:FOR x=0 TO 640 STEP 8:PLOT
x,0,1:DRAW x,400,1:PLOT 644-x,0,1:
DRAW 644-x,400,1:SOUND 4,x,1:SOUND
1,642-x,1:NEXT
2330 INK 0,16:CLS:INK 1,21,14:PEN 1:g$="
GAME OVER":g1$="          ":FOR a=
1 TO 13:LOCATE 6,a:PRINT g$:LOCATE
6,26-a:PRINT g$:SOUND 2,a,1:NEXT:FO
R a=1 TO 12:LOCATE 6,a:PRINT g1$:LO
CATE 6,26-a:PRINT g1$:SOUND 2,15-a,
1:NEXT
2340 LOCATE 6,13:FOR a=1 TO 10:INK a+3,2
6:PEN a+3:PRINT MID$(g$,a,1);:NEXT
a:RESTORE 2960:FOR a=1 TO 12:READ c
(a):NEXT a:c=1:FOR a3=1 TO 50:b=15:
FOR a=c TO 12:INK b,c(a):b=b-1:NEXT
:FOR a=1 TO c-1:INK b,c(a):b=b-1:NE
XT:c=c+1:IF c>12 THEN c=1
2350 SOUND 2,a3*c,1:NEXT:RUN 50
2360 ' *** I N S T R U C T I O N S ***
2370 MODE 1:INK 0,22:BORDER 22:INK 1,11:
INK 2,7:PEN 2:LOCATE 13,3:PRINT"* I
nstructions *":LOCATE 13,2:PRINT ST
RING$(16,"*");:LOCATE 13,4:PRINT ST
RING$(16,"*");
2380 PEN 1:LOCATE 4,6:PRINT"You Are Pilo
ting A Helicopter Flying";:PRINT"Ov
er New York. In The Basement Of Eve
ry Building Is A Crate Of Gold, To
Expose"
2390 PRINT"The Crates You Have To Blow U
p The Sky- scraper. When It Is Dest
royed The Crate Will Be Left On The
Site Where The Sky- scraper Was.
When It Is Clear To Hover Over A Cr
ate You May Winch One Up Below You
(By Pressing The FIRE Button). Your
";
2400 PRINT"Job Is Now To Carry The Crate
Up To The Main Docking Platform Wh
ere You Can Put It Down ( Using The
FIRE Button Again.)";
2410 PRINT"To Finish A Screen You Must H
ave All 20 Crates On The Platform.
You May Have To Stack The Crates In
Order To Get All Of Them On.There
Is One Other Way That You May Compl
ete A Screen But You Must Find This
Yourself !"
2420 INK 3,15,26:PEN 3:GOTO 2940
2430 CLS:INK 0,0:INK 1,14:PEN 1:BORDER 1
8:LOCATE 17,2:PRINT"Hints":INK 2,17
:PEN 2:LOCATE 5,4:PRINT"Your Helico
pter Has Momentum - Once":PRINT" Yo
u Set It In Motion It Continues Wit
h That Motion.To Stop It You Rever
se The Original Movement.";
2440 PRINT"It Is Possible To Go":PRINT"
Above The Top Of The Screen But Bew
are That You Do Not Lose Track Of
Your Own Position Otherwise You Ma
y Go Too High ( And Run Out Of Oxy
gen ) Or Come Down Too Fast And Cr
ash Into Something. Try"
2450 PRINT" And Land When There Is A Spe
cial Bonus On The Screen. Try And
Watch The Other Helicopter Since Y
ou Can Easily Hit It"
2460 PRINT" You Are Only Allowed To Land
Ten Times So Use Them Wisely.As Y
ou Progress The Cargo Bays Change
Shape So Try To Drop Your Crates C
arefully Ensuring That 20 Crates M
ay All Be Easily Placed On The Giv
en Area Of The Cargo Bay."
2470 INK 3,15,26:PEN 3:GOTO 2940
2480 CLS:INK 0,26:BORDER 26:INK 1,0:PEN
1:LOCATE 17,2:PRINT"WARNINGS":LOCAT
E 16,3:PRINT"=========":INK 2,8:PE
N 2:LOCATE 12,5:PRINT "Do Not Fly T
oo High":LOCATE 4,6:PRINT"Your Engi
ne Will Run Out Of Oxygen."
2490 LOCATE 10,8:PRINT"You Cannot Bomb T
oo High":LOCATE 5,9:PRINT"You Would
Depresurize To Quickly."
2500 LOCATE 10,11:PRINT"You Cannot Bomb
Too Low":LOCATE 8,12:PRINT"You Woul
d Blow Yourself Up."
2510 LOCATE 11,14:PRINT"Do Not Touch Any
thing":LOCATE 2,15:PRINT"Any Contac
t Will Crash Your Helicopter.";
2520 LOCATE 14,17:PRINT"Watch Your Fuel"
:LOCATE 2,18:PRINT"You Cannot Land
Carrying A Crate:Ensure";:PRINT" Yo
u Have Enough Fuel Before Lifting O
ne";
2530 LOCATE 11,21:PRINT"Watch Your Own B
ombs":LOCATE 4,22:PRINT"It Is Possi
ble To Blow Yourself Up.";
2540 INK 3,16,18:PEN 3:GOTO 2940
2550 BORDER 16:INK 0,11:INK 1,26:PEN 1:C
LS:LOCATE 18,1:PRINT"Controls":LOCA
TE 17,2:PRINT"==========";
2560 LOCATE 8,4:PRINT"Joystick
Fire Button";:LOCATE 7,5:PRINT"===
=======  =============";
2570 INK 2,0:PEN 2:LOCATE 24,7:PRINT"It
Does 4 Things:";:LOCATE 24,9:PRINT"
a) It Drops Bombs";:LOCATE 24,11:PR
INT"b) It Picks Up";:LOCATE 24,1
2:PRINT"Crates If You Are";:LOCATE
24,13:PRINT"Correctly Placed,";
2580 LOCATE 24,15:PRINT"c) It Places
a";:LOCATE 24,16:PRINT"Crate On The
Main";:LOCATE 24,17:PRINT"Docking
Platform,";
2590 LOCATE 24,19:PRINT"d) It Cuts Th
e";:LOCATE 24,20:PRINT"Engines So
That";:LOCATE 24,21:PRINT"The Land
ing Crews":LOCATE 24,22:PRINT"May
Refuel Your";:LOCATE 24,23:PRINT"H
elicopter.";
2600 PEN 1:ORIGIN 0,0:PLOT 75,150,1:DRAW
R 200,0:MOVER -100,-100:DRAWR 0,200
:MOVER 75,-25:DRAWR -150,-150:MOVER
150,0:DRAWR -150,150
2610 c$=CHR$(158)+CHR$(159):LOCATE 11,16
:PRINT c$;:LOCATE 6,10:PRINT c$;
2620 INK 3,6:PEN 3:LOCATE 11,9:PRINT"Up"
;:LOCATE 10,23:PRINT"Down";:LOCATE
1,16:PRINT"Slow";:LOCATE 19,16:PRIN
T"Fast";
2630 LOCATE 2,10:PRINT"Fire";
2640 GOTO 2940
2650 CLS:INK 0,16:INK 1,24:INK 2,20:BORD
ER 11:PEN 1:LOCATE 17,2:PRINT"Scori
ng":LOCATE 16,3:PRINT"========":LO
CATE 13,5:PRINT"During A Screen"
2660 PEN 2:LOCATE 4,8:PRINT"Distroying A
Building 75-300 Points":LOCATE 4,1
0:PRINT"Picking Up A Crate  25
0 Points":LOCATE 4,12:PRINT"Putting
Down A Crate  500 Points"
2670 PEN 1:LOCATE 13,15:PRINT"After A Sc
reen":PEN 2:LOCATE 4,18:PRINT"Each
Unit Of Fuel Left  1 Point":LOCA
TE 4,20:PRINT"Each Bomb Remaining
20 Points":LOCATE 4,22:PRINT"E
ach Unused Landing  50 Points"
2680 INK 3,26,7:PEN 3:GOTO 2940
2690 CLS:BORDER 18:INK 0,25:INK 1,7:PEN
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1:LOCATE 15,2:PRINT"Special Bonus":
LOCATE 14,3:PRINT"==============":
INK 2,11:PEN 2:LOCATE 4,5:PRINT"If
You Land While A Special Bonus":PRI
NT"     Symbol Is Flashing In The T
op "
2700 PRINT"     Left Corner Of The Scree
n You":PRINT"  Gain One Of The Foll
owing Features:":INK 3,1:PEN 3:LOCA
TE 6,11:PRINT"B   These Give You 10
00 Points":PRINT"     O   Each And
Are Added To Your":PRINT"     N   S
pecial Bonus In The Botom"
2710 PRINT"     U   Right Of The Screen.
Making":PRINT"     S   BONUS Wins O
ne Helicopter.":LOCATE 6,17:PRINT C
HR$(253);"  Wins One Extra Helicop
ter.":LOCATE 6,19:PRINT k$;"  250
Pts For Landed Crates."
2720 LOCATE 6,21:PRINT d$;"  Mystery Bo
mbs, And Points.":LOCATE 6,23:PRINT
 CHR$(162);"  **** Mystery Featur
e ****"
2730 PEN 1:GOTO 2940
2740 CLS:INK 0,15:INK 1,14:BORDER 12:PEN
 1:LOCATE 13,2:PRINT"Game Modificat
ion":PRINT:PRINT"  (Use Cursor Key
s To Make Changes)":INK 2,21:PEN 2:
LOCATE 4,8:PRINT"Number Of Helicopt
ers At Start ";t(1)
2750 LOCATE 4,11:PRINT"Landed Crates To
Finish Screen ";t(2):LOCATE 4,14:PR
INT"Level On Which Game Will Begin
";t(3):LOCATE 4,17:PRINT"Maximum No
.Of Landings Allowed ";t(4):LOCATE
4,20:PRINT"The Frequency Of Special
 Bonus ";t(5)
2760 LOCATE 4,23:PRINT"Return To The Mai
n Menu Screen ";t(6)
2770 y=1:x=35:INK 3,26:PEN 3:LOCATE x,y*
3+5:PRINT t(1)
2780 IF INKEY(2)=0 AND y<>6 THEN PEN 2:L
OCATE x,y*3+5:PRINT t(y):y=y+1:PEN
3:LOCATE x,y*3+5:PRINT t(y):FOR t=1
 TO 50:NEXT t
2790 IF INKEY(0)=0 AND y<>1 THEN PEN 2:L
OCATE x,y*3+5:PRINT t(y):y=y-1:PEN
3:LOCATE x,y*3+5:PRINT t(y):FOR t=1
 TO 50:NEXT t
2800 d1=0:IF INKEY(8)=0 THEN d1=-1
2810 IF INKEY(1)=0 THEN d1=1
2820 IF d1=0 THEN 2780 ELSE ON y GOTO 28
30,2850,2870,2890,2910,3200
2830 t(y)=t(y)+d1:IF t(y)>9 THEN t(y)=9
 ELSE IF t(y)<1 THEN t(y)=1
2840 GOTO 2920
2850 t(y)=t(y)+d1:IF t(y)>20 THEN t(y)=2
0 ELSE IF t(y)<10 THEN t(y)=10
2860 GOTO 2920
2870 t(y)=t(y)+d1:IF t(y)>9 THEN t(y)=9
 ELSE IF t(y)<1 THEN t(y)=1
2880 GOTO 2920
2890 t(y)=t(y)+d1:IF t(y)>15 THEN t(y)=1
5 ELSE IF t(y)<2 THEN t(y)=2
2900 GOTO 2920
2910 t(y)=t(y)+d1*25:IF t(y)>2000 THEN t
(y)=2000 ELSE IF t(y)<250 THEN t(y)
=250
2920 LOCATE x,y*3+5:PRINT t(y):FOR t=1 T
O 50:NEXT t:GOTO 2780
2930 RETURN
2940 LOCATE 4,25:PRINT"Press SPACE BAR T
o Return To Menu"
2950 IF INKEY(47)<>0 THEN 2950 ELSE 320
2960 DATA 26,17,2,6,8,13,15,18,24,0,22,2
0
2970 SOUND 4,200,8:SOUND 4,500,8:SOUND 4
,250,12:RETURN
2980 FOR a=1 TO 50:a$=INKEY$:NEXT:RETURN
2990 MODE 2:INK 0,26:INK 1,0:PEN 1
3000 DI:x=PEEK(36000)+PEEK(36001)*256:y=
PEEK(36002)+PEEK(36003)*256:EI:IF x
>1000 THEN x=-20:RETURN ELSE RETURN
3010 ' ********************************
3020 ' ***     FANCY     WRITING     ***
3030 ' ********************************
3040 ' * THIS SUB-ROUTINE CAN BE USED *
3050 ' * IN ANY PROGRAM TO GIVE A MAX *
3060 ' * OF 40 CHARACTERS ON A MODE 0 *
3070 ' * SCREEN.  THE STRING TO PRINT *
3080 ' * IS HELD IN <MESSAGE$> AND IT *
3090 ' * IS WRITEN USING THE GRAPHICS *
3100 ' * INK AT THE GRAPHICS POSITION *
3110 ' *  NOTE:  IT ONLY PRINTS UPPER *
3120 ' * CASE  CHARCTERS  AND  A  FEW *
3130 ' * OTHER CHARCTERS.             *
3140 ' ********************************
3150 FOR abg1=1 TO LEN(Message$):abg3=AS
C(MID$(Message$,abg1,1)):IF abg3<32
 OR abg3>127 THEN 3260
3160 SOUND 2,abg3*2,2
3170 ON INT(abg3/16) GOTO 3260,3180,3200
,3220,3240
3180 abg4=abg3 MOD 16:ON abg4+1 GOSUB 32
70,3300,3270,3270,3270,3270,3270,3270,32
70,3270,3270,3270,3270,3270,3290
3190 GOTO 3250
3200 abg4=abg3 MOD 16:ON abg4+1 GOSUB 33
20,3330,3340,3350,3360,3370,3380,33
90,3400,3410,3420
3210 GOTO 3250
3220 abg4=abg3 MOD 16:ON abg4+1 GOSUB 34
30,3450,3460,3470,3480,3490,3500,35
10,3520,3530,3540,3550,3560,3570,35
80,3590
3230 GOTO 3250
3240 abg4=abg3 MOD 16:ON abg4+1 GOSUB 36
00,3610,3620,3630,3640,3650,3660,36
70,3680,3690,3700
3250 NEXT:RETURN
3260 NEXT:RETURN
3270 MOVER 16,0
3280 RETURN
3290 MOVER 0,-6:DRAWR 8,0:MOVER 8,6:RETU
RN
3300 MOVER 8,0:DRAWR 0,-6:MOVER 0,-4:DRA
WR 0,-2:MOVER 8,12:RETURN
3310 MOVER 0,-6:DRAWR 8,0:MOVER 8,6:RETU
RN
3320 DRAWR 0,-12:DRAWR 8,0:DRAWR 0,12:DR
AWR -8,0:MOVER 16,0:RETURN
3330 MOVER 4,0:DRAWR 0,-12:MOVER 12,12:R
ETURN
3340 DRAWR 8,0:DRAWR 0,-6:DRAWR -8,0:DRA
WR 0,-6:DRAWR 8,0:MOVER 8,12:RETURN
3350 DRAWR 8,0:DRAWR 0,-12:DRAWR -8,0:MO
VER 0,6:DRAWR 8,0:MOVER 8,6:RETURN
3360 DRAWR 0,-6:DRAWR 8,0:MOVER 0,-6:DRA
WR 0,12:MOVER 8,0:RETURN
3370 MOVER 8,0:DRAWR -8,0:DRAWR 0,-6:DRA
WR 8,0:DRAWR 0,-6:DRAWR -8,0:MOVER
16,12:RETURN
3380 MOVER 8,0:DRAWR -8,0:DRAWR 0,-12:DR
AWR 8,0:DRAWR 0,6:DRAWR -8,0:MOVER
16,6:RETURN
3390 DRAWR 8,0:DRAWR -4,-12:MOVER 12,12:
RETURN
3400 DRAWR 0,-12:DRAWR 8,0:DRAWR 0,12:DR
AWR -8,0:PLOTR 4,-6:MOVER 12,6:RETU
RN
3410 MOVER 0,-12:DRAWR 8,0:DRAWR 0,12:DR
AWR -8,0:DRAWR 0,-6:DRAWR 8,0:MOVER
8,6:RETURN
3420 MOVER 4,-2:DRAWR 0,-2:MOVER 0,-4:DR
AWR 0,-2:MOVER 12,10:RETURN
3430 PRINT"@"
3440 RETURN
3450 DRAWR 0,-12:MOVER 0,12:DRAWR 8,0:DR
AWR 0,-12:MOVER 0,6:DRAWR -8,0:MOVE
R 16,6:RETURN
3460 DRAWR 0,-12:DRAWR 8,0:DRAWR 0,12:DR
AWR -8,0:MOVER 0,-6:DRAWR 8,0:MOVER
8,6:RETURN
3470 DRAWR 0,-12:DRAWR 8,0:MOVER 0,12:DR
AWR -8,0:MOVER 16,0:RETURN
3480 DRAWR 0,-12:DRAWR 4,0:MOVER 4,2:DRA
WR 0,8:MOVER -4,2:DRAWR -4,0:MOVER
16,0:RETURN
3490 DRAWR 0,-12:DRAWR 8,0:MOVER -4,6:DR
AWR -4,0:MOVER 0,6:DRAWR 8,0:MOVER
8,0:RETURN
3500 DRAWR 0,-12:MOVER 4,6:DRAWR -4,0:MO
VER 0,6:DRAWR 8,0:MOVER 8,0:RETURN
3510 MOVER 4,0:DRAWR 4,0:MOVER -8,-2:DRA
WR 0,-8:MOVER 4,-2:DRAWR 4,0:DRAWR
0,4:MOVER 8,8:RETURN
3520 DRAWR 0,-12:MOVER 0,6:DRAWR 8,0:DRA
WR 0,-6:DRAWR 8,12:MOVER 8,0:RETURN
3530 DRAWR 8,0:MOVER -4,0:DRAWR 0,-12:DR
AWR -4,0:DRAWR 8,0:MOVER 8,12:RETUR
N
3540 DRAWR 8,0:DRAWR 0,-10:DRAWR -4,-2:D
RAWR -4,2:MOVER 16,10:RETURN
3550 DRAWR 0,-12:MOVER 8,0:DRAWR -8,6:DR
AWR 8,6:MOVER 8,0:RETURN
3560 DRAWR 0,-12:DRAWR 8,0:MOVER 8,12:RE
TURN
3570 DRAWR 0,-12:MOVER 0,8:DRAWR 8,4:DRA
WR 0,-12:MOVER 8,12:RETURN
3580 MOVER 0,-12:DRAWR 0,12:DRAWR 8,0:DR
AWR 0,-12:MOVER 8,12:RETURN
3590 MOVER 8,-2:DRAWR 0,-8:DRAWR -4,-2:D
RAWR -4,2:DRAWR 8,8:PLOTR 4,2:MOVER
 12,0:RETURN
3600 MOVER 0,-12:DRAWR 0,12:DRAWR 8,0:DR
AWR 0,-6:DRAWR -8,0:MOVER 16,6:RETU
RN
3610 MOVER 8,-2:DRAWR 0,-8:DRAWR -4,-2:D
RAWR -4,2:DRAWR 8,8:PLOTR 4,2:MOVER
 0,-8:DRAWR 4,-4:MOVER 8,12:RETURN
3620 MOVER 0,-12:DRAWR 0,12:DRAWR 4,0:DR
AWR 4,-4:DRAWR -4,-4:DRAWR -4,0:DRA
WR 8,-4:MOVER 8,12:RETURN
3630 PLOTR 8,-2:PLOTR -4,2:PLOTR -4,-2:P
LOTR 0,-2:PLOTR 4,-2:PLOTR 4,-2:PLO
TR 0,-2:PLOTR -4,-2:PLOTR -4,2:MOVE
R 16,10:RETURN
3640 DRAWR 8,0:MOVER -4,0:DRAWR 0,-12:MO
VER 12,12:RETURN
3650 DRAWR 0,-12:DRAWR 8,0:DRAWR 0,12:MO
VER 8,0:RETURN
3660 DRAWR 0,-8:PLOTR 4,-2:PLOTR 0,-2:MO
VER 4,4:DRAWR 0,8:MOVER 8,0:RETURN
3670 DRAWR 0,-12:PLOTR 4,2:MOVER 4,-2:DR
AWR 0,12:MOVER 8,0:RETURN
3680 DRAWR 0,-2:MOVER 4,-2:DRAWR 0,-4:MO
VER -4,-2:DRAWR 0,-2:MOVER 8,0:DRAW
R 0,2:MOVER 0,8:DRAWR 0,2:MOVER 8,0
:RETURN
3690 DRAWR 0,-4:MOVER 4,-2:DRAWR 0,-6:MO
VER 4,8:DRAWR 0,4:MOVER 8,0:RETURN
3700 DRAWR 8,0:PLOTR 0,-2:MOVER -4,-2:DR
AWR 0,-4:PLOTR -4,-2:MOVER 0,-2:DRA
WR 8,0:MOVER 8,12:RETURN
3710 ' ***     LONG  ISN'T it???     ***
```