

# MINER MAN

◆ Amstrad CPC ● Christopher Wilson

As the name suggests, this game for the Amstrad CPC range is a version of the now classic arcade game *Manic Miner*. The object of the game is straightforward. The miner's task is to collect gold coins found scattered round each cavern. All of the coins are necessary to gain access to the next level, so each must be collected if the game is to continue.

While that sounds very easy, matters are complicated by the presence of 'X-ltrons' which, if touched by the miner, cause instant death.

An added feature to complicate the miner's task is a time limit set at the start of each level. If it expires the game ends and you return to the title screen.

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9 LIST#0
10 UPC=27:DDC=34:LEC=69:RIC=67
20 DIM KPRS(79)
30 RESTORE 4120:FOR A=0 TO 79:READ KPRS(A):
NEXT A
40 DIM HIS$(10):DIM HIC(10)
50 FOR A=0 TO 10:HIS$(A)="OFFSOFT":HIC(A)=1
0000:NEXT A:A=0
60 INK 1,26:INK 2,3:INK 3,24
70 MODE 1:DIM A(16,11)
80 KEY 128,"MODE 2:LIST":SC=0:TI=200:L=1:V=
0:W=0:INK 1,26:INK 0,0:BOARD 0
90 RESTORE
100 CS=CHRS(154)+CHRS(155):DS=CHRS(156)+CHR
$(157)
110 ES=CHRS(158)+CHRS(159):FS=CHRS(160)+CHR
$(161)
120 KS=CHRS(170)+CHRS(171):LS=CHRS(172)+CHR
$(173)
130 GS=CHRS(162)+CHRS(163):HS=CHRS(164)+CHR
$(165)
140 IS=CHRS(166)+CHRS(167):JS=CHRS(168)+CHR
$(169)
150 ZAS=CHRS(174)+CHRS(175):ZBS=CHRS(176)+C
HRS(177):ZCS=CHRS(178)+CHRS(179)
160 ZDS=CHRS(180)+CHRS(181):ZES=CHRS(182)+C
HRS(183):ZFS=CHRS(186)+CHRS(187)
170 ZGS=CHRS(184)+CHRS(185)
180 SYMBOL AFTER 149
190 SYMBOL 152,63,63,63,63,15,28,28,60:SYMB
OL 153,252,252,252,252,240,56,56,60
200 SYMBOL 154,7,15,31,63,127,236,237,237:SY
MBOL 155,224,240,248,252,254,99,107,107
210 SYMBOL 156,237,237,236,127,63,31,15,7,5
SYMBOL 157,107,107,99,254,252,248,240,224
220 SYMBOL 158,0,48,0,64,4,0,0,97:SYMBOL 15
9,0,0,48,2,0,16,0,0
230 SYMBOL 160,0,0,24,0,4,0,33,0:SYMBOL 161
,0,48,0,4,32,0,194,0
240 SYMBOL 162,0,0,63,39,35,49,56,60:SYMBOL
163,0,0,252,228,186,140,28,60
250 SYMBOL 164,60,56,49,35,39,63,0,0:SYMBOL
165,60,28,140,196,228,252,0,0
260 SYMBOL 166,255,135,255,252,255,135,255,
252:SYMBOL 167,255,225,255,63,255,225,255,6
3
270 SYMBOL 168,255,135,255,252,255,135,255,
252:SYMBOL 169,255,225,255,63,255,225,255,6
3
280 SYMBOL 170,0,4,4,2,98,24,6,0:SYMBOL 171
,0,64,64,128,134,24,96,0:SYMBOL 172,0,6,24,
96,2,4,0:SYMBOL 173,0,96,24,134,128,64,64
,0
290 SYMBOL 174,1,2,15,7,7,7,3,0:SYMBOL 175,
128,192,240,224,176,224,192,0
300 SYMBOL 176,15,31,31,31,15,0,6,7:SYMBOL
177,240,248,248,248,240,0,48,56
310 SYMBOL 178,1,3,15,7,13,7,3,0:SYMBOL 179
,128,192,240,224,224,224,192,0
320 SYMBOL 180,15,31,31,15,0,6,14:SYMBOL
181,240,248,248,248,240,0,48,112
330 SYMBOL 182,1,3,15,7,5,7,3,0:SYMBOL 183,
128,192,240,224,160,224,192,0
340 SYMBOL 184,15,31,31,15,0,6,6:SYMBOL
185,240,248,248,248,240,0,96,96
350 SYMBOL 186,1,3,15,7,7,7,3,0:SYMBOL 187,
128,192,240,224,224,224,192,0
360 IF GC=1 THEN INK 1,0
370 GOTO 3500
380 REM *** main loop ***
390 GOTO 480
400 X=1:Y=11
410 IF CON=0 THEN GOTO 520
420 IF CON=1 THEN GOTO 980
430 IF U=4 THEN GOTO 1070
440 IF T1<=0 THEN CLS:GOTO 3770
450 LOCATE 3,25:PRINT "SCORE:":SC:LOCATE 30
,25:PRINT "TIME:":TI
460 II=TI-1
470 GOTO 410
480 REM *** DRAW SCREENS ***
490 INK 1,26:INK 2,3:INK 3,24
500 WINDOW 6,37,2,23:CLS:WINDOW 1,40,1,25:L
OCATE 16,20:PRINT "L E V E L "L
510 READ W:IF W=200 THEN GOTO 4260
520 FOR Y=1 TO 11
530 FOR X=1 TO 16:READ A(X,Y)
540 IF A(X,Y)=0 THEN LOCATE (X*2)+4,(Y*2)+1:P
EN 1:PRINT W$:LOCATE (X*2)+4,(Y*2)+1:PR

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INT ES
550 IF A(X,Y)=1 THEN LOCATE (X*2)+4,(Y*2)+2
:PEN 2:PRINT GS:LOCATE (X*2)+4,(Y*2)+1:PR
INT HS
560 IF A(X,Y)=2 THEN LOCATE (X*2)+4,(Y*2)+2
:PEN 3:PRINT CS:LOCATE (X*2)+4,(Y*2)+1:PR
INT DS
570 IF A(X,Y)=5 THEN LOCATE (X*2)+4,(Y*2)+2
:PRINT IS:LOCATE (X*2)+4,(Y*2)+1:PRINT JS
580 PEN 1
590 SOUND 1,(19-X)*10+(2*Y),1
600 NEXT X
610 NEXT Y
620 X=1:Y=11:LOCATE (X*2)+4,(Y*2)+2:PRINT ZAS:L
OCATE (X*2)+4,(Y*2)+1:PRINT ZBS:SOUND 3,50,
25,12,0,0,1:FOR AXD=0 TO 100:NEXT AXD
630 GOTO 400
640 REM *** check right ***
650 IF X=16 THEN GOTO 410
660 IF A(X+1,Y)=1 THEN GOTO 1080
670 IF A(X+1,Y)=0 THEN LOCATE (X*2)+4,(Y*2):P
RINT "":LOCATE (X*2)+4,(Y*2)+1:PRINT "X
+1:LOCATE (X*2)+4,(Y*2)+2:PRINT ZAS:LOCATE (X
*2)+4,(Y*2)+1:PRINT ZBS:GOSUB 4150:GOTO 410
700 IF A(X+1,Y)=5 THEN GOTO 410
710 REM *** check left ***
720 IF X=1 THEN GOTO 410
730 IF A(X-1,Y)=1 THEN GOTO 1080
740 IF A(X-1,Y)=0 THEN LOCATE (X*2)+4,(Y*2):P
RINT "":LOCATE (X*2)+4,(Y*2)+1:PRINT "X
-1:LOCATE (X*2)+4,(Y*2)+2:PRINT ZAS:LOCATE (X
*2)+4,(Y*2)+1:PRINT ZBS:GOSUB 4150:GOTO 410
750 IF A(X-1,Y)=5 THEN GOTO 410
760 IF A(X-1,Y)=2 THEN SC=SC+100:U=U+1:GOSUB
B 1050:LOCATE (X*2)+4,(Y*2)+2:PRINT "":LOCATE
(X*2)+4,(Y*2)+1:PRINT ":(AX-1,Y)-3:X=X-1:
LOCATE (X*2)+4,(Y*2)+2:PRINT ZCS:LOCATE (X*2)+4
,(Y*2)+1:PRINT ZDS:LOCATE 3,25:PRINT "SCORE
":SC:GOTO 410
770 IF A(X-1,Y)=3 THEN LOCATE (X*2)+4,(Y*2):P
RINT "":LOCATE (X*2)+4,(Y*2)+1:PRINT "X
-1:LOCATE (X*2)+4,(Y*2)+2:PRINT ZES:LOCATE (X
*2)+4,(Y*2)+1:PRINT ZFS:GOSUB 4150:GOTO 410
780 REM *** check down ***
790 IF Y=11 THEN GOTO 410
800 IF A(X,Y+1)=1 THEN GOTO 1080
810 IF A(X,Y+1)=0 THEN LOCATE (X*2)+4,(Y*2):P
RINT "":LOCATE (X*2)+4,(Y*2)+1:PRINT "Y
+1:LOCATE (X*2)+4,(Y*2)+2:PRINT ZAS:LOCATE (X
*2)+4,(Y*2)+1:PRINT ZGS:GOSUB 4150:GOTO 410
820 IF A(X,Y+1)=2 THEN SC=SC+100:U=U+1:GOSUB
B 1050:LOCATE (X*2)+4,(Y*2)+2:PRINT "":LOCATE
(X*2)+4,(Y*2)+1:PRINT ":(AX,Y+1)-3:Y=Y+1:
LOCATE (X*2)+4,(Y*2)+2:PRINT ZCS:LOCATE (X*2)+4
,(Y*2)+1:PRINT ZDS:LOCATE 3,25:PRINT "SCORE
":SC:GOTO 410
830 IF A(X,Y+1)=3 THEN LOCATE (X*2)+4,(Y*2):P
RINT "":LOCATE (X*2)+4,(Y*2)+1:PRINT "Y
+1:LOCATE (X*2)+4,(Y*2)+2:PRINT ZES:LOCATE (X
*2)+4,(Y*2)+1:PRINT ZFS:GOSUB 4150:GOTO 410
840 IF A(X,Y+1)=5 THEN GOTO 410
850 REM *** check up ***
860 IF Y=1 THEN GOTO 410
870 IF A(X,Y-1)=1 THEN GOTO 1080
880 IF A(X,Y-1)=0 THEN LOCATE (X*2)+4,(Y*2):P
RINT "":LOCATE (X*2)+4,(Y*2)+1:PRINT "Y
-1:LOCATE (X*2)+4,(Y*2)+2:PRINT ZAS:LOCATE (X
*2)+4,(Y*2)+1:PRINT ZGS:GOSUB 4150:GOTO 410
890 IF A(X,Y-1)=2 THEN SC=SC+100:U=U+1:GOSUB
B 1050:LOCATE (X*2)+4,(Y*2)+2:PRINT "":LOCATE
(X*2)+4,(Y*2)+1:PRINT ":(AX,Y-1)-3:Y=Y-1:
LOCATE (X*2)+4,(Y*2)+2:PRINT ZCS:LOCATE (X*2)+4
,(Y*2)+1:PRINT ZDS:LOCATE 3,25:PRINT "SCORE
":SC:GOTO 410
900 IF A(X,Y-1)=3 THEN LOCATE (X*2)+4,(Y*2):P
RINT "":LOCATE (X*2)+4,(Y*2)+1:PRINT "Y

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# PROGRAM LISTINGS

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*Y-1:LOCATE (X*2)+4,Y*2:PRINT Z$:LOCATE (X
*2)+4,(Y*2)+1:PRINT Z$:GOSUB 4150:GOTO 410
910 IF A(X,Y)-5 THEN GOTO 410
920 REM *** KEYBOARD ***
930 IF INKEY(UPC)=0 THEN GOTO 640
940 IF INKEY(DOC)=0 THEN GOTO 710
950 IF INKEY(LEC)=0 THEN GOTO 780
960 IF INKEY(RIC)=0 THEN GOTO 850
970 GOTO 430
980 REM *** JOYSTICK ***
990 IF JOY(O) AND 8 THEN GOTO 640
1000 IF JOY(O) AND 4 THEN GOTO 710
1010 IF JOY(O) AND 2 THEN GOTO 780
1020 IF JOY(O) AND 1 THEN GOTO 850
1030 GOTO 430
1040 FOR A=26 TO 0 STEP -1:FOR Z=0 TO 50:NE
XT Z:INK 1,A:NEXT A:GOTO 3870
1050 FOR A=70 TO 50 STEP -10: SOUND 1,A,1,7:
NEXT
1060 RETURN
1070 U=0:FOR A=-11 TO 0 STEP -4: SOUND 1,50,
1:LOCATE 30,25:PRINT "TIME":A:LOCATE 3,25:
PRINT "SCORE":S:SC-SC+4:NEXT A:L=L+1:TI=
200:GOTO 480
1080 LOCATE (X*2)+4,Y*2:PRINT K$:LOCATE (X*
2)+4,(Y*2)+1:PRINT L$:FOR FX=50 TO 200 STEP
2: SOUND 1,XX,1,10:NEXT XX
1090 MODE 0:INK 1,26:GOTO 3770
1100 MODE 0:INK 1,26:LOCATE 6,12:PRINT"PLAY
ER 1"
1110 SOUND 1,261,40: SOUND 1,0,1: SOUND 1,246
,20: SOUND 1,0,1: SOUND 1,220,40: SOUND 1,0,1:
SOUND 1,261,40: SOUND 1,0,1: SOUND 1,174,80
1120 RESTORE SC=0:1:TI=200:X=1:Y=11
1130 FOR A=0 TO 2000:NEXT A
1140 FOR A=0 TO 15:PRINT:NEXT A
1150 MODE 1
1160 FOR N=1 TO 24 STEP 2:LOCATE 4,N:PRINT
N$:LOCATE 4,N+1:PRINT J$:NEXT N
1170 FOR N=1 TO 24 STEP 2:LOCATE 3B,N:PRINT
N$:LOCATE 3B,N+1:PRINT J$:NEXT N
1180 FOR M=4 TO 39 STEP 2:LOCATE M,1:PRINT
N$:NEXT M
1190 FOR M=4 TO 39 STEP 2:LOCATE M,24:PRINT
N$:NEXT M
1200 GOTO 380
1210 REM *** SCREEN 1 ***
1220 DATA 13,1,1,0,0,0,0,0,0,0,0,0,0,0,0,
0
1230 DATA 2,0,0,0,0,0,1,0,0,0,0,0,1,1,1,0,0,1
1240 DATA 0,0,0,0,0,0,0,0,0,0,0,0,1,1,1,0,0,0
1250 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,2,0,0,0
1260 DATA 0,0,0,0,0,0,1,1,0,0,0,0,0,0,0,0,0
1270 DATA 0,1,0,0,0,0,0,0,0,1,0,0,0,0,0,0,0,0
1280 DATA 0,0,0,0,1,0,2,2,2,0,0,0,0,0,0,0,0,0
1290 DATA 0,0,0,0,1,0,0,0,0,0,0,0,0,2,0,0,0,0
1300 DATA 0,0,0,2,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1310 DATA 0,1,0,2,2,0,0,0,0,0,0,0,0,1,1,1,0
1320 DATA 0,0,0,0,0,0,0,0,0,2,0,0,0,0,0,2,0,0
1330 REM *** SCREEN 2 ***
1340 DATA 26,2,2,0,0,0,0,1,1,1,1,1,1,0,0,2,2,
2
1350 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,2,2,2
1360 DATA 0,0,1,1,0,2,2,2,2,2,0,0,0,0,0,0,0,0
1370 DATA 0,0,0,0,0,5,5,5,5,5,5,0,0,0,0,0,0,0
1380 DATA 0,0,0,0,0,2,2,1,1,1,0,0,0,1,1,0
1390 DATA 0,1,1,1,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1400 DATA 0,2,2,2,0,0,0,0,2,2,2,0,0,0,0,0,0,0
1410 DATA 0,0,0,0,2,0,0,0,0,0,0,0,5,5,5,5,5,5
1420 DATA 0,0,0,0,0,0,0,0,0,0,1,1,1,0,0,0,0,0
1430 DATA 5,5,5,5,5,0,2,0,0,0,0,0,1,1,1,0
1440 DATA 0,0,2,0,2,0,0,0,0,0,0,0,0,2,0,0,0,0
1450 REM *** SCREEN 3 ***
1460 DATA 20,1,1,2,0,1,0,0,1,2,0,0,0,0,5,2,1,
2
1470 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,5,0,1,0
1480 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,5,0,0,0
1490 DATA 2,0,5,5,5,5,0,5,5,5,5,5,5,0,0,0,0,0
1500 DATA 0,0,5,1,1,1,0,0,1,1,1,1,5,0,0,2
1510 DATA 0,0,0,5,0,2,0,0,0,0,0,0,5,0,0,0,0
1520 DATA 0,0,0,5,2,2,0,0,2,2,2,2,0,5,0,0,0,0
1530 DATA 0,1,0,5,0,2,0,0,0,2,0,5,2,0,0,0,0,0
1540 DATA 0,0,0,5,5,5,5,5,5,5,5,5,5,5,0,0,0,0
1550 DATA 0,0,0,0,0,0,1,0,0,1,0,0,0,0,0,0,0,0
1560 DATA 0,2,0,2,0,0,0,0,0,0,2,0,0,0,0,0,0,0
1570 REM *** SCREEN 4 ***
1580 DATA 28,2,1,5,0,1,2,2,1,5,0,1,0,1,0,5,
2
1590 DATA 0,0,5,0,0,0,2,0,5,0,0,0,0,0,5,2
1600 DATA 1,2,5,0,2,5,0,5,2,0,5,0,5,0,2,5,2
1610 DATA 0,0,5,0,5,0,5,0,5,0,5,0,5,0,5,0,5,0
1620 DATA 2,1,5,1,0,5,0,5,0,5,0,1,5,1,0,5,2
1630 DATA 0,0,5,0,5,0,5,0,1,5,0,5,0,5,0,5,0
1640 DATA 0,0,5,0,2,5,0,5,0,5,2,0,5,0,2,5,0
1650 DATA 1,2,5,0,0,5,0,5,0,5,0,5,0,5,0,5,2
1660 DATA 0,5,1,0,5,2,0,5,0,5,0,1,5,0,5,0,0
1670 DATA 0,2,0,0,5,0,0,0,0,0,0,5,1,0,5,0,0
1680 DATA 0,2,0,0,2,5,0,2,0,2,0,5,0,2,2,2,2
1690 REM *** SCREEN 5 ***
1700 DATA 27,1,1,0,0,0,2,0,0,2,0,0,2,0,0,1,
2
1710 DATA 0,0,2,5,5,5,5,5,5,5,5,5,5,5,0,0,0
1720 DATA 2,0,5,5,5,5,5,5,5,5,5,5,5,5,0,2
1730 DATA 0,5,5,5,5,5,5,5,5,5,5,5,5,5,5,0,0
1740 DATA 0,2,5,1,0,0,0,0,0,1,1,1,1,5,0,0,0
1750 DATA 0,0,5,0,1,0,2,5,0,0,0,0,2,5,0,2
1760 DATA 0,0,5,2,0,0,5,0,2,2,2,0,5,1,0
1770 DATA 1,0,5,5,5,5,5,5,0,0,0,0,5,0,0,0
1780 DATA 0,0,5,1,1,1,1,5,0,0,0,0,0,5,0,2
1790 DATA 0,2,5,0,0,0,0,0,0,0,0,2,0,5,0,0,0
1800 DATA 0,5,2,2,2,2,2,5,0,2,2,0,0,2,0,1
1810 REM *** SCREEN 6 ***
1820 DATA 34,2,0,0,0,0,1,1,1,5,5,1,1,1,0,0,0,2
1830 DATA 0,2,2,0,0,0,1,5,5,1,0,0,0,2,2,0
1840 DATA 0,0,0,2,2,0,0,2,5,2,0,0,0,2,5,0
1850 DATA 1,1,0,0,0,2,2,5,2,0,0,0,1,1,1,1
1860 DATA 5,5,5,5,5,5,5,5,5,5,5,5,5,5,5,5
1870 DATA 1,1,1,1,0,0,0,2,2,0,0,0,1,1,1,1
1880 DATA 1,1,0,0,0,2,2,5,2,0,0,0,1,1,1,1
1890 DATA 0,0,0,0,0,1,5,5,1,0,0,0,2,2,0,0
1900 DATA 0,2,0,0,1,1,5,5,1,1,1,0,0,0,2,2
1910 DATA 0,2,0,0,2,0,0,1,5,5,1,0,0,0,2,2,0
1920 DATA 0,2,0,0,1,1,1,5,5,1,1,1,0,0,0,2,2
1930 REM *** SCREEN 7 ***
1940 DATA 34,2,0,0,2,5,2,0,0,2,5,2,0,0,2,5,
2
1950 DATA 0,1,1,0,5,0,1,1,0,5,0,1,1,0,5,0
1960 DATA 2,0,0,2,5,2,0,0,2,5,2,0,0,2,5,0
1970 DATA 5,5,0,5,0,5,0,5,0,5,0,5,0,5,0,5,0
1980 DATA 2,0,0,2,0,2,0,0,2,0,2,0,0,2,0,0,1
1990 DATA 0,1,1,0,5,0,1,1,0,5,0,1,1,0,5,0,2
2000 DATA 2,0,0,2,0,2,0,0,2,0,2,0,0,2,0,5,0
2010 DATA 5,5,5,5,5,5,5,5,5,5,5,5,5,5,5,0
2020 DATA 1,2,1,2,0,0,1,2,0,0,1,2,0,0,5,0
2030 DATA 1,0,1,0,1,0,1,0,1,0,1,0,1,0,5,0
2040 DATA 0,0,0,1,2,0,0,1,2,0,0,1,2,0,0,1,2,0
2050 REM *** SCREEN 8 ***
2060 DATA 29,2,0,1,0,2,0,2,0,2,0,0,2,0,2,0,
1
2070 DATA 1,0,1,0,1,1,1,1,0,1,1,1,1,1,0,1
2080 DATA 1,0,2,0,1,2,2,2,2,2,2,2,2,1,0,0
2090 DATA 5,5,5,5,5,5,5,5,5,5,5,5,5,5,5,0
2100 DATA 1,0,0,0,1,2,0,0,1,2,0,0,1,2,0,0,1,2,0
2110 DATA 0,0,1,2,0,0,1,2,0,0,1,2,0,0,1,1
2120 DATA 0,5,5,5,5,5,5,5,5,5,5,5,5,5,5,5,5
2130 DATA 2,0,0,1,0,0,0,1,0,0,0,1,0,0,0,1,0,0,0
2140 DATA 1,1,0,0,2,1,0,0,2,1,0,0,2,1,0,0,1,0
2150 DATA 5,5,5,5,5,5,5,5,5,5,5,5,5,5,5,5,5,5
2160 DATA 0,2,0,0,0,0,2,0,0,2,0,0,0,2,0,0,2,0
2170 REM *** SCREEN 9 ***
2180 DATA 23,2,0,5,2,2,5,0,2,5,2,0,5,2,0,2,
5
2190 DATA 0,1,5,1,0,5,0,1,5,1,0,5,0,1,0,5
2200 DATA 0,0,5,0,5,0,5,0,5,0,5,0,5,0,1,0,5
2210 DATA 2,0,5,0,5,1,0,5,0,5,0,1,5,0,1,0,5
2220 DATA 1,0,5,2,1,5,0,2,5,0,5,0,5,0,1,0,5
2230 DATA 0,2,5,0,5,0,5,0,1,5,1,0,5,0,1,2,5
2240 DATA 0,1,5,0,5,0,5,0,1,5,1,0,5,2,1,0,5
2250 DATA 0,1,5,1,0,5,1,0,5,0,1,5,5,1,0,5
2260 DATA 0,0,2,0,0,2,0,0,2,0,0,2,0,0,0,2,0,0
2270 DATA 5,5,5,5,5,5,5,5,5,5,5,5,5,5,5,5,5,5
2280 DATA 0,0,0,2,0,0,0,2,0,0,0,2,0,0,0,2,0,0
2290 REM *** SCREEN 10 ***
2300 DATA 26,0,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,
0
2310 DATA 1,0,0,0,2,0,0,0,2,0,0,0,2,0,0,1
2320 DATA 1,0,0,0,1,0,0,0,1,0,0,0,1,0,0,1
2330 DATA 1,2,0,0,1,2,0,0,1,2,0,0,1,2,0,1
2340 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,0,2
2350 DATA 1,0,0,0,2,0,0,0,2,0,0,0,2,0,0,2
2360 DATA 1,2,0,0,1,2,0,0,1,2,0,0,1,2,0,2
2370 DATA 1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,2
2380 DATA 1,0,0,2,0,0,0,0,0,0,0,0,2,0,0,0,0
2390 DATA 1,1,2,1,2,1,1,1,1,1,1,1,2,1,2,1,2
2400 DATA 0,0,0,2,0,0,0,0,0,0,0,0,0,2,0,0,0
2410 REM *** SCREEN 11 ***
2420 DATA 128,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,
2
2430 DATA 2,5,2,2,2,2,2,2,2,2,2,2,2,5,5,5
2440 DATA 2,5,2,2,2,2,2,2,2,2,2,2,2,5,0,0
2450 DATA 2,5,5,2,2,2,5,5,2,2,2,2,2,5,5,5
2460 DATA 2,5,0,2,2,2,5,5,2,2,2,2,2,2,5,5
2470 DATA 2,5,5,2,2,2,5,5,2,2,2,2,2,2,5,5,5
2480 DATA 2,2,2,2,5,5,2,2,2,2,5,5,2,2,2,2
2490 DATA 2,2,2,2,5,5,2,2,2,2,5,5,2,2,2,2
2500 DATA 2,2,2,2,5,5,2,2,2,2,5,5,5,2,2,2
2510 DATA 2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2
2520 DATA 0,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2,2
2530 REM *** SCREEN 12 ***
2540 DATA 18,2,0,0,0,2,0,0,2,0,0,2,0,2,0,0,0,
2
2550 DATA 0,5,5,5,5,5,1,0,5,5,5,5,5,5,5,0
2560 DATA 0,0,0,0,5,5,1,2,5,5,5,5,5,5,5,0,0
2570 DATA 0,5,5,2,1,5,0,0,5,5,2,0,5,0,2,0,0
2580 DATA 0,5,5,0,0,5,1,0,5,5,5,5,5,5,0,0,0
2590 DATA 0,5,1,2,5,5,0,0,0,0,0,2,5,5,0,0
2600 DATA 2,5,5,0,5,0,5,0,1,0,0,0,0,5,0,0
2610 DATA 0,5,5,2,1,5,0,1,0,2,0,1,5,5,2,0
2620 DATA 0,5,5,5,5,5,2,0,5,5,5,5,5,5,0,0
2630 DATA 1,5,5,5,5,5,1,0,5,5,5,5,5,5,0,0
2640 DATA 0,0,0,0,0,0,0,0,0,1,0,0,0,0,0,0,2
2650 REM *** SCREEN 13 ***
2660 DATA 1,0,0,0,0,1,0,0,0,0,0,0,0,0,1,1,1
2670 DATA 0,1,1,0,5,0,5,5,5,5,5,0,0,0,1
2680 DATA 0,0,1,0,5,0,5,0,5,5,5,5,1,1,0,0
2690 DATA 1,0,1,0,5,0,5,0,5,5,5,5,0,0,0,0
2700 DATA 0,1,1,0,5,0,5,0,5,5,5,5,0,1,1,0
2710 DATA 0,1,1,0,5,0,5,0,5,5,5,5,0,1,0,0
2720 DATA 0,0,1,0,5,0,5,0,0,2,5,5,0,0,1,1,1
2730 DATA 1,0,1,0,5,0,5,0,5,5,5,5,0,0,0,0
2740 DATA 0,0,1,0,5,0,5,5,5,5,5,5,1,1,1,0
2750 DATA 0,1,0,0,0,1,1,0,0,0,1,0,0,0,1,0
2760 DATA 0,1,0,0,0,1,1,0,0,0,1,0,0,0,1,0
2770 REM *** SCREEN 14 ***
2780 DATA 45,2,0,0,0,2,0,0,0,2,0,0,0,2,0,0,2
2790 DATA 0,1,1,5,5,5,5,5,5,5,5,5,5,5,5,0,0
2800 DATA 2,1,1,5,2,0,2,0,2,0,2,0,1,2,5,0
2810 DATA 2,0,2,5,1,2,1,2,1,2,1,2,2,2,5,2
2820 DATA 1,2,1,5,2,2,2,0,2,0,2,0,1,2,5,0
2830 DATA 2,0,0,5,5,5,5,5,5,5,5,5,5,5,2,5,0
2840 DATA 0,5,5,5,5,5,5,5,5,5,5,5,5,5,2,5,0
2850 DATA 0,5,2,1,2,0,2,0,2,1,2,0,2,0,5,0
2860 DATA 0,5,0,1,0,1,0,1,0,1,0,1,0,1,5,0
2870 DATA 0,5,2,0,2,1,2,1,2,0,2,1,2,1,5,2
2880 DATA 0,5,5,5,5,5,5,5,5,5,5,5,5,5,5,0

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