

Flash Man

Brief Summary

This program is in two sections. The first comprises lines 10-840 and draws the computer and colour monitor as an introduction to the second part of the program which is the game itself.

The program could be shortened if desired by deleting lines 10-870. Lines 860-2690 comprises the game of "FLASHMAN". The player moves a figure about the screen using the cursor keys or a joystick.

The object is to reach the top of the screen, starting from the bottom before 'Flashman' is hit by randomly produced 'cosmic rays'. These rays also clear the way through a black structure for Flashman to move (he cannot move into a square coloured black).

Points are awarded throughout the game which has five levels of various sounds and three melodies. Use is made of interrupt commands (EVERY/D1/E1) as well as WHILE/WEND.

Full instructions are printed at the start of the game.

Program in Detail

- | | | | |
|-----------------|--|----------------|---|
| Line 50 | Left in for convenience, programs decimal point key for listing purposes. | Line 1720-1800 | 'Cosmic Rays' routine. Use of Z' variable in first line allows avoidance of routine when denied at certain points in the program. Random production of 20 locations on screen. Red ink and sound to represent ray bombardment. Test to see if ray has hit 'Flashman', or to jump the routine below. |
| Lines 60-840 | Draw computer/monitor and introductory heading. | Line 1830-1840 | 'Failure' routine. Interrupt avoided (Z=0), while / wend loop completed (R=21). Explosion sound and red/yellow ink. "Sinking" sound. Program re-started at line 960. |
| Line 860 | Produces different coloured inks on the monitor screen in the drawing. | Line 1860-1960 | 'Success' routine. Interrupt has been avoided (Z = 0) in line 1810. "Winning" sound. Screen prints up "YOU MADE IT". Bonus score 50 points added. Data for second melody 'restored' before game restarted at next level or if already at level 5 - goes to "Home" routine (below). |
| Lines 890-1060 | Draws introductory screen plays a tune. Draws instruction screens. | Line 2000-2030 | Routine called from early in program, draws opening screen, etc. |
| Lines 960-1000 | Establishes starting point for various levels of game. | Line 2040-2180 | Routine called from early in program, draws instruction screens, etc. |
| Lines 1010-1230 | Draws in main screen black block structure on white coloured ground, flashing character, score, faces left). Establishes interrupt routine for cosmic rays. Plays another tune prior to start of play. | Line 2200-2420 | 'Home' routine. Draws find screen. Adds bonus 500 points to score, prints find score. Gives option to play again if desired or end program. |
| Lines 1250-1700 | Main loop. Controls character movement, using E1/E0, "TEST" for limiting movement, tests for reaching top of screen, etc. Score altered with movements. | Line 2440-2660 | Three sound subroutines as called from earlier in the program plus DATA. Some envelopes were defined at the beginning of the program. |

LISTING

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10 '#####
#####
20 '##### Program from Issue 4 of
CPUG&S User Magazine #####
30 '##### "Amstrad CPC
Add drawing" #####
40 '#####
#####
50 KEY 158,"PAGE 2:PEM 1:INK 1,36:INK 0,
15:ORDER 15:LOT"::CORR110
60 MODE 0:ORDER 14:INK 0,14:INK 0,11:IN
K 2,30:INK 3,4
70 PEM 2:LOCATE 2,2::PRINT"AMSTRAD"::PEM 1
:LOCATE 0,5:PRINT"CPC 464"::PEM 11:LO
DATE 2,0:PRINT"present..."
80 FOR y=1 TO 160:PLOT 40,y:ORW 372,y,0
:NEXT
90 y=140
100 FOR x=92 TO 340 STEP 10:PLOT x,y,0:IN
K 1
110 y=y+1:IF y=146 THEN 120 ELSE 100
120 PLOT 182,124:ORW 342,124:ORW 342,1
84:ORW 182,184:ORW 182,122
130 PLOT 112,188,4:ORW 112,121:ORW 120
,121:ORW 120,188:PLOT 116,152 :PLOT
128,188:ORW 120,121:ORW 144,121:0
RAW 144,188:PLOT 156,178:ORW 156,18
8 :PLOT 152,188:ORW 160,188:ORW 16
0,113:ORW 152,113:ORW 152,121:ORW
168,121
140 PLOT 168,121:ORW 176,121:PLOT 172,1
76:ORW 172,180 :PLOT 184,180:ORW 1
84,121:ORW 192,121:ORW 192,113:ORW
188,113:ORW 192,188 :PLOT 200,188
:ORW 200,121:ORW 200,121:ORW 200,
188:PLOT 204,112
150 PLOT 216,188:ORW 216,121:ORW 228,1
21:ORW 224,119:ORW 224,118:ORW 22
0,188
160 PLOT 182,92,5:ORW 342,92:ORW 342,2
0:ORW 308,20:ORW 308,12:ORW 198,1
2:ORW 158,20:ORW 182,20:ORW 182,0
0 :PLOT 182,90:ORW 342,90:PLOT 182
,20:ORW 342,20
170 PLOT 158,20:ORW 182,20:PLOT 158,140
:ORW 184,140:PLOT 182,170:ORW 342,170
:PLOT 182,170:ORW 342,170:PLOT 182,300
:ORW 316,300:PLOT 182,310:ORW 378,310
:PLOT 182,430:ORW 342,430:PLOT 182,430
:ORW 342,430:PLOT 294,150:ORW 294,25
180 y=29
190 FOR x=116 TO 324 STEP 16:PLOT x,y:OR
W 1
200 y=y+16:IF y=69 THEN 210 ELSE 190
210 y=43
220 FOR x=128 TO 312 STEP 16:PLOT x,y:OR
W 1
230 y=y+16:IF y=75 THEN 240 ELSE 220
240 y=47
250 FOR x=124 TO 316 STEP 16:PLOT x,y:OR
W 1
260 y=y+16:IF y=87 THEN 270 ELSE 250
270 y=51
280 FOR x=132 TO 308 STEP 16:PLOT x,y:OR
W 1
290 y=y+16:IF y=101 THEN 300 ELSE 280

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300 PLOT 310,120:ORW 330,117,3:PLOT 184
,170:ORW 184,89:PLOT 180,180:ORW 180
,89:PLOT 112,20:ORW 112,80
310 y=63
320 FOR x=104 TO 156 STEP 4:PLOT x,y,12:
NEXT
330 y=y+1:IF y=73 THEN 340 ELSE 320
340 y=67
350 FOR x=104 TO 120 STEP 4:PLOT x,y:ORW
1
360 y=y+1:IF y=87 THEN 370 ELSE 350
370 y=71
380 FOR x=104 TO 120 STEP 4:PLOT x,y:ORW
1
390 y=y+1:IF y=101 THEN 400 ELSE 380
400 y=75
410 FOR x=104 TO 124 STEP 4:PLOT x,y:ORW
1
420 y=y+1:IF y=125 THEN 430 ELSE 410
430 y=79
440 FOR x=112 TO 136 STEP 4:PLOT x,y:ORW
1
450 y=y+1:IF y=149 THEN 460 ELSE 440
460 y=83
470 FOR x=120 TO 136 STEP 4:PLOT x,y:ORW
1
480 y=y+1:IF y=169 THEN 490 ELSE 470
490 y=87
500 FOR x=120 TO 136 STEP 4:PLOT x,y,0:IN
K 1
510 y=y+1:IF y=173 THEN 520 ELSE 500
520 PLOT 316,180:ORW 316,70
530 y=91
540 FOR x=140 TO 416 STEP 16:PLOT x,y,0:
NEXT
550 y=y+1:IF y=176 THEN 560 ELSE 540
560 PLOT 372,180:ORW 412,180:PLOT 372,120
:ORW 412,120:PLOT 372,20:ORW 412,20:
PLOT 372,20:ORW 412,20:PLOT 372,420
:ORW 412,420:PLOT 372,40:ORW 412,40:
PLOT 372,50:ORW 412,50:PLOT 372,60:
ORW 412,60:PLOT 372,70:ORW 412,70
570 PLOT 372,70:ORW 412,70
580 y=14
590 FOR x=140 TO 412 STEP 4:PLOT x,y,4:IN
K 1
600 y=y+1:IF y=176 THEN 610 ELSE 590
610 PLOT 384,84:ORW 384,132,5:ORW 388,
132:ORW 388,84:ORW 388,84:ORW 388,
84:ORW 388,84:ORW 388,84:ORW 412,84
0,134:PLOT 348,180:ORW 348,118:ORW
416,118:ORW 416,180:ORW 372,180:P
LOT 372,180:ORW 416,180:PLOT 372,11
8:ORW 412,116
620 y=184
630 FOR x=280 TO 396 STEP 4:PLOT x,y,0:IN
K 1
640 y=y+1:IF y=174 THEN 650 ELSE 630
650 PLOT 448,40:ORW 544,4,5:PLOT 448,4:IN
K 1:ORW 544,5:ORW 544,20:ORW 448,20:OR
W 448,20:PLOT 452,20:ORW 548,20
660 y=7
670 FOR x=464 TO 528 STEP 16:PLOT x,y:ORW
1
680 y=y+1:IF y=20 THEN 690 ELSE 670
690 PLOT 448,1:ORW 448,20:ORW 512,20:IN
K 1:ORW 512,1

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900 p=0
910 FOR x=452 TO 448 STEP -4:PL0T x,y,3:G
NEXT
920 p=y-1:IF y>0 THEN FOR z=0 TO 3:G
930 PLOT 448,3:G:BRAN 552,18,5:ORAN 552,5
:ORAN 448,5:ORAN 448,5
940 PLOT 448,5:G:BRAN 448,118:ORAN 552,11
:ORAN 552,5:ORAN 448,5:PL0T 452,7
:ORAN 452,118:ORAN 548,118:ORAN 548
,7:ORAN 456,7
950 PLOT 452,122:ORAN 472,122:ORAN 472,1
:ORAN 452,122:ORAN 452,124
960 FOR y=975 TO 102:PL0T 392,y:ORAN 422
,y:ORAN
970 FOR y=100 TO 593:PL0T 388,y:ORAN 432
,y:ORAN
980 PLOT 378,398,5:ORAN 378,104:ORAN 436
,104:ORAN 436,399:ORAN 382,399:ORAN
382,397:ORAN 432,397:PL0T 382,104:OR
AN 432,104
990 PLOT 378,398,5:ORAN 378,104:ORAN 436
,104:ORAN 436,399:ORAN 382,399:ORAN
382,397:ORAN 432,397:PL0T 382,104:OR
AN 432,104:PL0T 382,398:ORAN 432,392
:PL0T 424,994:PL0T 424,102
000 PLOT 392,378:ORAN 428,378:ORAN 428,5
:ORAN 392,384:ORAN 392,228:PL0T 39
4,352:ORAN 428,382:PL0T 392,216:ORAN
428,376
010 PLOT 388,182:ORAN 388,172:ORAN 424,1
72:ORAN 424,182:PL0T 488,178:PL0T 48
4,178:PL0T 488,188:PL0T 484,188:PL0T
488,186:PL0T 484,186:PL0T 488,178:PL
0T 472,178:PL0T 488,148:PL0T 472,16
8:PL0T 488,186:PL0T 472,166
020 FOR y=231 TO 378:PL0T 488,y:ORAN 484
,y:ORAN
030 PLOT 488,178:ORAN 488,166:ORAN 472,1
74:ORAN 472,166:ORAN 484,174:ORAN 48
4,166:ORAN 456,174:ORAN 456,166:ORAN
456,174:ORAN 448,166:ORAN 448,174:O
RAN 448,166:ORAN 432,174:ORAN 432,16
6:ORAN 424,174:ORAN 424,166:ORAN 416
,174:ORAN 416,166
040 PLOT 492,178:ORAN 492,154:ORAN 484,1
62:ORAN 484,154:ORAN 476,162:ORAN 47
6,154:ORAN 468,162:ORAN 468,154:ORAN
468,162:ORAN 468,154:ORAN 452,162:O
RAN 452,154:ORAN 444,162:ORAN 444,15
4:ORAN 436,162:ORAN 436,154:ORAN 428
,162:ORAN 428,148
050 PLOT 488,168:ORAN 432,168
060 FOR p=0 TO 12:FOR y=231 TO 378:PL0T
488,y:ORAN 484,y:ORAN 484:PIRST 0
070 FOR i=1 TO 1000:ORAN
080 ***** PLEASURAN?
BY P.J.Siv *****
090 ORN -1,2,1,4,2,-1,5:ORN -2,38,48,2:O
RN -3,1,-38,38,1,38,18
100 SPED ONC 18,18
110 G:OR 2000
120 G:OR 2448
130 G:OR 2448
140 FOR i=1 TO 1000:ORAN
150 G:OR 2048
160 ***** G:
C up ***** G:
**
990 L=1:G=0:R=3:G:TO 1010
992 L=2:G:TO 1010
994 L=3:G:TO 1010
996 L=4:G:TO 1010
998 L=5:G:TO 1010
1000 L=6:G:TO 1010
1010 MOD 1:ORAN:OR 13:ORN 8,36:ORN 1,8:O
RN 2,18,8:ORN 3,8
1020 G:OR 2470
1030 FOR q=1 TO 23 STEP 2
1040 FOR S:LOCATE 1,8:PRINT STRING$(148,2
)CHR$(143):ORAN
1050 IF L=1 THEN 1090 ELSE 1060
1060 IF L=4 THEN 1080 ELSE 1070
1070 IF L=3 THEN 1010 ELSE 1080
1080 IF L=2 THEN 1020 ELSE 1040
1090 LOCATE 1,22:PRINT STRING$(148,2)CHR$(
143):LOCATE 1,28:PRINT STRING$(148,2
)CHR$(143)
1100 LOCATE 1,18:PRINT STRING$(148,2)CHR$(
143):LOCATE 1,16:PRINT STRING$(148,2
)CHR$(143):LOCATE 1,14:PRINT STRING$(
148,2)CHR$(143)
1110 LOCATE 1,12:PRINT STRING$(148,2)CHR$(
143):LOCATE 1,10:PRINT STRING$(148,2
)CHR$(143):LOCATE 1,8:PRINT STRING$(
148,2)CHR$(143)
1120 LOCATE 1,6:PRINT STRING$(148,2)CHR$(14
3):LOCATE 1,4:PRINT STRING$(148,2)C
HR$(143):LOCATE 1,2:PRINT STRING$(148
,2)CHR$(143)
1130 IF L=5 G:TO 1060
1140 FOR d=1 TO 48 STEP 8:OR 8:G:TO 22
STEP 2
1150 LOCATE 4,8:PRINT CHR$(143):ORAN 8:G:
TO d
1160 ORAN 188 G:OR 1720
1170 y=231:y=24
1180 LOCATE 8,8:PRINT"score":LOCATE 38,
22:PRINT"raura"
1190 G:OR 1488
1200 G:OR 1,48,18,6
1210 G:OR 1488
1220 G:OR 1788
1230 G:O
1240 ***** Character s
equence routine *****
***
1250 FOR n=1 TO 1000:ORAN
1260 IF ORN(C:)=0 AND y=1:8 OR J:R:)=1
6 AND y=1:8 THEN 1308 ELSE 1270
1270 IF ORN(C:)=0 OR J:R:)=1 THEN 1358
ELSE 1288
1280 IF ORN(C:)=0 OR J:R:)=2 THEN 1458
ELSE 1298
1290 IF ORN(C:)=0 OR J:R:)=4 THEN 1548
ELSE 1388
1300 IF ORN(C:)=0 OR J:R:)=8 THEN 1618
ELSE 1328
1310 IF n=1 THEN 1270
1320 G:PRN 8:LOCATE x,y:PRINT CHR$(14
3):G:ORAN 5,18,8,7
1330 FOR i=1:G:OR 1788
1340 G:FOR n=1 TO 2000:G:TO 1270
1350 IF R:R:)=18-81,(C:)-y=18-24:)=3
THEN 1368
1360 y=y+1

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LISTING

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1370 a=a+10:GOTO 1400
1380 IF y<1 THEN 1390 ELSE 1400
1390 a=a+10:GOTO 1380
1400 GOTO 1420
1410 FOR I=LOCATE x,y:PRINT CHR$(32)
1420 GOTO 1400
1430 GOTO 1400
1440 GOTO 1370
1450 IF TEST1(x=16+80,1123-y)=16+80)GOTO 1370
1460 IF y<24 THEN 1470 ELSE 1360
1470 y=y+1:GOTO 1410
1480 GOTO 1400
1490 GOTO 1410
1500 FOR I=LOCATE x,y:PRINT CHR$(32)
1510 GOTO 1400
1520 GOTO 1410
1530 GOTO 1370
1540 IF TEST1(x=16+80,1123-y)=16+80)GOTO 1370
1550 a=a+1:IF a=1 THEN a=1
1560 GOTO 1410
1570 FOR I=LOCATE x,y:PRINT CHR$(32)
1580 GOTO 1400
1590 GOTO 1410
1600 GOTO 1370
1610 IF TEST1(x=16+80,1123-y)=16+80)GOTO 1370
1620 a=a+1:IF a=48 THEN a=48
1630 GOTO 1410
1640 FOR I=LOCATE a-1,y:PRINT CHR$(32)
1650 GOTO 1400
1660 GOTO 1410
1670 FOR I=LOCATE x,y:PRINT CHR$(32):GOTO 1400
1680 FOR I=LOCATE 9,33:PRINT a:RETURN
1690 FOR I=LOCATE 34,35:PRINT I:RETURN
1710 "*****
1720 IF a=1 THEN 1740 ELSE 1730
1730 RETURN
1740 a=INT(RND)*25
1750 a=INT(RND)*40+1:GOTO 1730
1760 FOR I=LOCATE a,b:PRINT CHR$(145):a=a+1
1770 SOUND 1,8,3,4,8,8,32
1780 LOCATE a,b:PRINT CHR$(32)
1790 IF a=48 AND b=1 THEN 1820
1800 SOUND:GOTO 1770
1810 "***** Failure of
outline *****
1820 a=INT(RND)*1000:GOTO 1,8,100,7,8,8,3:GOTO 8,8,24:GOTO 24,6:FOR I=1 TO 1000:
NEXT
1830 SOUND 1,300,100,7,8,3:FOR I=1 TO 14
GOTO 1810
1840 GOTO 1810
1850 "***** SUCCESS TO
outline *****
1860 Move I=INT(RND)*5:GOTO 1,3:LOCATE 5,12
:PRINT"YOU MADE IT!"
1870 SOUND 1,119,100,7,8,3
1880 a=INT(RND)*45 THEN RETURN 2000
1890 FOR I=1 TO 1500:GOTO 1870
1900 IF L=3 THEN 2000
1910 IF L=1 THEN 1920
1920 IF L=2 THEN 1930
1930 IF L=1 THEN 1940
1940 GOTO 1890
1950 GOTO 1900
1960 GOTO 1900
1970 GOTO 1900
1980 GOTO 1970
1990 "*****
mg screen *****
2000 MOVE I=INT(RND)*5:GOTO 8,12:GOTO 32,32,
40:GOTO 32,32:GOTO 50,34:GOTO 30,
34:GOTO 32,32
2010 INC I,18,6:INC I,8:INC I,2:FOR I=1 TO
40:GOTO 1,12:PRINT"FLASHMAN" :FOR I=1 TO
40:GOTO 1,12:PRINT"*****" :FOR I=1 TO
40:GOTO 1,12:PRINT"()CHR$(145)" :GOTO 1,12
2020 RETURN
2030 "***** Instructional
*****
2040 MOVE I=INT(RND)*1:INC I,1:INC I,1:GOTO
8,2:1:INC 3,7
2050 FOR I=LOCATE 8,9:PRINT" I G T B U
C T I O N 5":LOCATE 8,3:PRINT STRIN
$(123,"-")
2060 FOR I=PRINT:PRINT" FLASHMAN is at
the bottom of the screen, he
operately wants to get up to the top
of the screen but in his way are
rock structures." :PRINT" Fortunately
FLASHMAN has the power!"
2070 PRINT"cause some says to bombe
the block structures and create ga
pa for him to pass through. These
says, however, strike completely at
random and if they hit FLASHMAN
he is dead."
2080 PRINT" FLASHMAN also carries 3
lives, each incapable of blasting awa
y one block in front of him. Powers
can be used at any time the press
ing the COPY key or joystick (hit
B button) but should be kept in re
serve for tougher levels, if possible."
2090 FOR I=PRINT:PRINT"press any key to
continue instructional"
2100 IF INKEY="" THEN 2100
2110 CLS:FOR I=PRINT" Four tasks to do
today FLASHMAN, using the cursor key
or joystick, through the gaps blast
between the blocks to safe
ly at the top of the screen."
2120 FOR I=PRINT:PRINT" Points are award
ed as follows: :PRINT" 100
word movement" :PRINT 2:PRINT" 100
:FOR I=PRINT" points." :PRINT" 5
forward movement" :PRINT 2:PRINT" -15
:PRINT" points."
2130 PRINT" Reaching safety :PRINT
2:PRINT" +50" :PRINT" points."
2140 FOR I=PRINT:PRINT" Sadly, safety
reached is short lived! Standard FLASHMAN
soon realizes that the top of one
screen is merely the bottom of an
other more difficult screen!"

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LISTING

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2150 FOR I=PRINT:PRINT" You must continue
     through each of the 5 levels
     until you finally reach Home (a
     nd "i)FOR I=PRINT:PRINT:FOR I=PRINT
     " Home point3."
2160 FOR I=COUNT 10,20:PRINT% 0 0 0
     L O U I S I"FOR I=COUNT 9,24:PRINT"
     Please any key to start!"
2170 IF INKEY="" THEN 2170
2180 RETURN
2190 "***** Home 4
     area *****
2200 FOR I=0
2210 MOVE I:MOVE I:LINE I,I:LINE I,I:LINE
     I,3,17:LINE I,3
2220 FOR I=0,20,40,60,80,100
2230 FOR I=0,100,200,300,400,500
2240 FOR I=0,200,400,600,800,1000
2250 FOR I=0,200,400,600,800,1000
2260 FOR I=0,200,400,600,800,1000
2270 FOR I=0,200,400,600,800,1000
2280 FOR I=0,200,400,600,800,1000
2290 FOR I=0,200,400,600,800,1000
2300 FOR I=0,200,400,600,800,1000
2310 FOR I=0,200,400,600,800,1000
2320 FOR I=0,200,400,600,800,1000
2330 FOR I=0,200,400,600,800,1000
2340 FOR I=0,200,400,600,800,1000
2350 FOR I=0,200,400,600,800,1000
2360 FOR I=0,200,400,600,800,1000
2370 FOR I=0,200,400,600,800,1000
2380 FOR I=0,200,400,600,800,1000
2390 FOR I=0,200,400,600,800,1000
2400 FOR I=0,200,400,600,800,1000
2410 FOR I=0,200,400,600,800,1000
2420 FOR I=0,200,400,600,800,1000
2430 FOR I=0,200,400,600,800,1000
2440 FOR I=0,200,400,600,800,1000
2450 FOR I=0,200,400,600,800,1000
2460 FOR I=0,200,400,600,800,1000
2470 FOR I=0,200,400,600,800,1000
2480 FOR I=0,200,400,600,800,1000
2490 FOR I=0,200,400,600,800,1000
2500 FOR I=0,200,400,600,800,1000
2510 FOR I=0,200,400,600,800,1000
2520 FOR I=0,200,400,600,800,1000
2530 FOR I=0,200,400,600,800,1000
2540 FOR I=0,200,400,600,800,1000
2550 FOR I=0,200,400,600,800,1000
2560 FOR I=0,200,400,600,800,1000
2570 FOR I=0,200,400,600,800,1000
2580 FOR I=0,200,400,600,800,1000
2590 FOR I=0,200,400,600,800,1000
2600 FOR I=0,200,400,600,800,1000
2610 FOR I=0,200,400,600,800,1000
2620 FOR I=0,200,400,600,800,1000
2630 FOR I=0,200,400,600,800,1000
2640 FOR I=0,200,400,600,800,1000
2650 FOR I=0,200,400,600,800,1000
2660 FOR I=0,200,400,600,800,1000
2670 FOR I=0,200,400,600,800,1000
2680 FOR I=0,200,400,600,800,1000
2690 FOR I=0,200,400,600,800,1000
2700 FOR I=0,200,400,600,800,1000
2710 FOR I=0,200,400,600,800,1000
2720 FOR I=0,200,400,600,800,1000
2730 FOR I=0,200,400,600,800,1000
2740 FOR I=0,200,400,600,800,1000
2750 FOR I=0,200,400,600,800,1000
2760 FOR I=0,200,400,600,800,1000
2770 FOR I=0,200,400,600,800,1000
2780 FOR I=0,200,400,600,800,1000
2790 FOR I=0,200,400,600,800,1000
2800 FOR I=0,200,400,600,800,1000
2810 FOR I=0,200,400,600,800,1000
2820 FOR I=0,200,400,600,800,1000
2830 FOR I=0,200,400,600,800,1000
2840 FOR I=0,200,400,600,800,1000
2850 FOR I=0,200,400,600,800,1000
2860 FOR I=0,200,400,600,800,1000
2870 FOR I=0,200,400,600,800,1000
2880 FOR I=0,200,400,600,800,1000
2890 FOR I=0,200,400,600,800,1000
2900 FOR I=0,200,400,600,800,1000
2910 FOR I=0,200,400,600,800,1000
2920 FOR I=0,200,400,600,800,1000
2930 FOR I=0,200,400,600,800,1000
2940 FOR I=0,200,400,600,800,1000
2950 FOR I=0,200,400,600,800,1000
2960 FOR I=0,200,400,600,800,1000
2970 FOR I=0,200,400,600,800,1000
2980 FOR I=0,200,400,600,800,1000
2990 FOR I=0,200,400,600,800,1000
3000 FOR I=0,200,400,600,800,1000

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