

```

1 REM SCRAM---VERSION 1.3
2 N1=1:N0=N1-N1:X=N0:Y=N0:A=N0:I=N0:N2=N1+N1:N3
=N2+N1:N4=N3+N1:N5=N4+N1:N6=N5+N1:N7=N6+N1:N8=N
7+N1:GOTO 1000
4 COLOR B:PLOT X,Y:DRAWTO X,Y-N4:PLOT X+N1,Y:DR
AWTO X+N1,Y-N4:PLOT X+N2,Y:DRAWTO X+N2,Y-N4:COL
OR C:GOTO N5+N
5 PLOT X+N1,Y-N1:DRAWTO X+N1,Y-N3:RETURN
6 PLOT X,Y-N1:DRAWTO X,Y-N3:PLOT X+N2,Y-N1:DRAW
TO X+N2,Y-N4:RETURN
7 PLOT X,Y-N3:DRAWTO X+N1,Y-N3:PLOT X+N1,Y-N1:D
RAWTO X+N2,Y-N1:RETURN
8 PLOT X,Y-N1:DRAWTO X,Y-N3:PLOT X+N1,Y-N1:PLOT
X+N1,Y-N3:RETURN
9 PLOT X,Y:PLOT X+N1,Y:DRAWTO X+N1,Y-N4:PLOT X,
Y-N1:PLOT X+N2,Y-N4:COLOR B:PLOT X+N1,Y-N2:RETU
RN
10 PLOT X,Y-N1:PLOT X+N1,Y-N1:PLOT X+N1,Y-N3:PL
OT X+N2,Y-N3:RETURN
11 PLOT X+N1,Y-N1:PLOT X+N1,Y-N3:PLOT X+N2,Y-N3
:RETURN
12 PLOT X,Y:DRAWTO X,Y-N3:PLOT X+N1,Y:DRAWTO X+
N1,Y-N3:RETURN
13 PLOT X+N1,Y-N1:PLOT X+N1,Y-N3:RETURN
14 PLOT X,Y-N1:PLOT X+N1,Y-N1:PLOT X+N1,Y-N3:RE
TURN
15 PLOT X,Y:DRAWTO X,Y-N4:PLOT X+N1,Y:DRAWTO X+
N1,Y-N4:PLOT X+N2,Y:DRAWTO X+N2,Y-N4:RETURN
24 IF STRIG(N0)=N0 THEN FUNC=RDNG(DEVICE):GOSUB
8020:RETURN
25 FLAG=N0:A=STICK(N0):IF A=N15 THEN RETURN
26 SOUND N0,N50,N8,N8:POKE N77,N0:X=DEVICE:DEVI
CE=PEEK(N10*(X-N1)+A+PMBASE+4777):FUNC=RDNG(DEU
VICE)
27 POKE N1726+N5,DEVICE-N1:A=USR(PMBASE+721,X-N
1):SOUND N0,N0,N0,N0:RETURN
100 IF RDNG(N1)=N0 THEN REACTORPOWER=REACTORPOW
ER*0.99
110 H=53*54/(53+54):A=52*(56+H)/(52+56+H)/55:Q2
=A*REACTORPOWER/(A+N1):Q5=REACTORPOWER-Q2:H=H/5
6:Q3=H*Q2/(N1+H)
120 A=Q3*51*52*53*54/1750000:TURBPOW=TURBPOW+(A
-TURBPOW)/N4:IF TURBPOW>999 THEN TURBPOW=999
130 Q6=Q2-Q3:AC=N50+Q3/54:GOSUB N24:A5=N50+Q6/5
6:AP=N50+Q5/55:AR=AP+REACTORPOWER/51:TC=TC+(AC-
TC)/N24
150 TS=TS+(A5-TS)/N24:TP=TP+(AP-TP)/N24:TR=TR+(
AR-TR)/N24:A=(TP/N3+N256)*UP:PP=PP+(A-PP)/(PRZR
LUL+N1)
160 IF PP>N3000 THEN A=(PP-2500)/2000000:IF A>B
5 THEN B5=A
170 UP=UP-PP*(1E-04*(DEUSET(N3)+DEUSET(N2)/N5)+
B5)+N2*IP:IF UP<TINY THEN UP=TINY
175 PQ=PQ+PP*DEUSET(N3)*5.0E-05:IF PQ>N3 THEN P
Q=N3
180 FOR I=N1 TO N8:OLDTEMP(I)=TEMP(I):NEXT I:TC
RIT=212+33.8*PP^0.33333:TEMP(N3)=TP+(TR-TP)/(N3
+DEUSET(N5)/N4)
190 TEMP(N2)=TP-(TP-TS)/(1.5+DEUSET(N5)/N4):TEM
P(N4)=TS-(TS-TC)/(N6+DEUSET(N7)/N2)
195 TEMP(N5)=TEMP(N3)-DEUSET(N7)*(TEMP(N3)-TS)/
N16:GOSUB N24:TEMP(N6)=TC:TEMP(N7)=TC-(TC-N50)/
(1.3+DEUSET(N9)/N9)
196 TEMP(N1)=TR:TEMP(N8)=TURBPOW
198 POKE CURSX,N4:POKE CURSY,N3: ? INT(TCRIT);"

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F ";POKE CURSY,N1:POKE CURSX,N4:? INT(PP);" P
SI ";
200 FOR I=N1 TO N8:Y=TEMPY(I):A$=STR$(INT(TEMP(
I))):C=N0:B=N2:IF I>N2 THEN C=N3:IF I=N8 THEN C
=N0:B=N3
210 X=TEMPX(I)-N10-N10:FOR J=N4 TO N1 STEP -N1:
N=N10:IF LEN(A$)>=J THEN N=VAL(A$(LEN(A$)-J+N1,
LEN(A$)-J+N1))
220 X=X+N4:GOSUB N4:NEXT J
222 COLOR C:PLOT X+N2,Y+N2:DRAWTO TEMPX(I)-N16,
Y+N2:PLOT X+N2,Y-N6:DRAWTO TEMPX(I)-N16,Y-N6:CO
LOR B
224 IF INT(TEMP(I))<INT(OLDTEMP(I)) THEN PLOT X
+N2,Y+N2:DRAWTO TEMPX(I)-N4*LEN(A$),Y+N2
226 IF INT(TEMP(I))>INT(OLDTEMP(I)) THEN PLOT X
+N2,Y-N6:DRAWTO TEMPX(I)-N4*LEN(A$),Y-N6
227 IF TR<TCRIT+N2 OR I=N8 THEN GOTO 238
228 POKE CURSX,N15:POKE CURSY,N0:IF I/N2=INT(I/
N2) THEN SOUND N1,N100+N100,N10,N6:? "STEAM VOI
DING!":GOTO 238
229 SOUND N1,N100,N10,N6:? "STEAM VOIDDING!"
238 GOSUB N24:NEXT I:A=INT(TURBPOW/N77):SOUND N
2,PEEK(PMBASE+371+A),N4,N2*SGN(A):SOUND N1,N0,N
0,N0
240 POKE CURSY,N0:POKE CURSX,N15:? "
":STBUB=STBUB-PP*DEUSET(N3)*N3:IF STBUB<N0 T
HEN STBUB=N0
250 IF PRZRLUL<N10 THEN STBUB=STBUB+1000
260 PRZRLUL=INT(STBUB/PP):IF PRZRLUL>N23 THEN P
RZRLUL=N23
280 A=USR(PMBASE+523,PRZRLUL):A=INT(N40+N8-PP*N
4):COLOR N0:FOR I=A TO N40+N6:PLOT N50+N1,I:DRA
WTO N50+N13,I:NEXT I
310 ALUL=ALUL+(INT(N40-N3000*53/TP)-ALUL)/N4:IF
ALUL<N2 THEN ALUL=N2
330 A=USR(PMBASE+4737,ALUL):NETNRG=NETNRG+TURBP
OW/144:POKE CURSX,N24+N6-LEN(STR$(INT(NETNRG)))
:POKE CURSY,N3
340 ? " ";INT(NETNRG);:IF N2*N10*RND(N1)>=BA
DLUCK THEN GOTO N400
350 Z=INT(N8*RND(N3)+N2):IF ULIM(Z)=N0 THEN GOT
O N400
355 IF Z>N4 AND ULIM(Z)<=MAX(Z)-RDNG(Z) THEN GO
TO N400
370 ULIM(Z)=ULIM(Z)-N1:GOSUB 8900:A=PMBASE+934:
J=PEEK(A):FOR I=N1 TO N77:POKE A,J+INT(N3*RND(N
3))-N1
380 SOUND N3,N100+N40+INT(N40*RND(N9)),N8,N8:NE
XT I:POKE A,J
390 FOR I=N1 TO N15:SOUND N3,N64,N10,N15-I:SOUN
D N0,N16+N16,N10,N15-I:NEXT I
400 IP=N0:IF LI>N77 THEN GOTO N400+N10
402 IF PP<N3000 THEN IP=((N3000-PP)/N3000)*DEUS
ET(N6)*DEUSET(N2)/N10
404 A=LI:LI=LI+IP:Y=INT(LI):IF Y>A THEN COLOR N
3:PLOT N50+N1,Y:DRAWTO N64,Y:IF Y=N77 THEN A=N0
:GOSUB 8610
410 S5=N3*IP:IF S5<TINY THEN S5=TINY
420 S2=UP*(17*DEUSET(N5)+1.6)/N8:IF S2<TINY THE
N S2=TINY
430 IS=N0:IF LS>N77 THEN GOTO N400+N40
432 IS=DEUSET(N8)*DEUSET(N4)
434 A=LS:LS=LS+IS/N16:Y=INT(LS):IF Y>A THEN COL
OR N3:PLOT N100+N13,Y:DRAWTO 126,Y:IF Y=N77 THE
N A=N0:GOSUB 8670

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440 56=N2*I5:IF 56<TINY THEN 56=TINY
450 53=3.08*DEUSET(N7)+56-DEUSET(N4)/N2:IF 53<T
INY THEN 53=TINY
460 54=N3*N10*DEUSET(N9):IF 54<N2*TINY THEN 54=
N2*TINY
500 IF TR>2300 THEN CTTC=CTTC-(TR-2300)/N100:IF
CTTC<TINY THEN CTTC=TINY
502 51=CTTC*(TCRIT-TP)/(TR-TP):IF 51>N40 THEN 5
1=N40
504 IF 51<0.4 THEN 51=0.4
510 IF TR<5000 THEN GOTO 590
520 POKE CURSY,N0:POKE CURSX,N16+N1:? "MELTDOWN
":Z=PMBASE+CURSY-N16:A=N50:SOUND N2,N8,N8,N8:P
OKE N1726,N13
525 SOUND N3,N100+N100,N4,N4:J=N0:FOR I=N50 TO
N77+N3:A=A-N1:IF A<I-N10-N10 THEN A=I-N10-N10
526 X=N100:IF I/N2>INT(I/N2) THEN X=N50
528 SOUND N1,X,N10,N10
530 FOR K=I TO A STEP -N2:POKE K+Z,PEEK(1768+IN
T((I-K)/N2)):POKE K+Z-N1,PEEK(1768+INT((I-K+N1)
/N2))
535 J=J+N1:SETCOLOR N4,J,N6:SETCOLOR N2,J+N8,N6
:NEXT K:NEXT I
540 SETCOLOR N4,N9,N6:SOUND N1,N0,N0,N0:SOUND N
2,N0,N0,N0:SETCOLOR N2,N0,N0:GOTO 9900
590 IF TR>N2*N100 THEN GOTO N100
600 POKE CURSY,N0:POKE CURSX,N15:? "COLD SHUTDO
WN":GOTO 9900
1000 N9=N8+N1:N10=N9+N1:N14=N7+N7:N13=N9+N4:N15
=N9+N6:N16=N8+N8:N18=N9+N9:N23=N18+N5:N24=N23+N
1:N40=N24+N16
1002 N50=N5*N10:N77=77:N100=N50+N50:N256=N16*N1
6:CURSY=656:CURSX=CURSY+N1:N3000=3000:TINY=0.03
:POKE 82,N1
1006 N400=N4*N100:N64=N40+N24:N1726=1726:DIM A$(
N10),DEVX(N10),DEVY(N10),DEUSET(N10),ULIM(N10)
,MAX(N10),RDNG(N10)
1008 DIM TEMP(N8),TEMPX(N8),TEMPY(N8),E$(898),O
LDTEMP(N8),F$(33),G$(44),H$(256)
1010 E$(1,90)="
1011 E$(91,180)="
1012 E$(181,270)="
1013 E$(271,360)="
1014 E$(361,450)="
1015 E$(451,540)="
1016 E$(541,630)="
1017 E$(631,720)="
1018 E$(721,810)="
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Y:FOR J=N1 TO A:READ X,Y:DRAWTO X,Y:NEXT J
1210 READ X,Y,N,Z:COLOR N0:FOR J=Y TO Z:PLOT X,
J:DRAWTO N,J:NEXT J:NEXT I
1230 DATA 4,50,76,50,63,65,63,65,78,50,78,64,68
,51,77
1240 DATA 4,64,35,64,48,50,48,50,35,63,35,63,46
,51,47
1250 DATA 4,112,76,112,63,127,63,127,78,112,78,
126,69,113,77
1260 DATA 4,34,47,46,47,46,23,34,23,34,47,45,24
,35,46
1280 DATA 10,30,11,30,55,26,59,29,55,25,59,12,5
9,8,55,11,59,7,55,7,11,30,11,29,12,8,54
1284 COLOR N0:FOR I=N1 TO N4:READ X,Y,A:PLOT X,
Y:DRAWTO A,Y:NEXT I:COLOR N2
1286 DATA 9,55,28,10,56,27,11,57,26,12,58,25
1290 FOR J=-N1 TO N1 STEP N2:READ X,Y:PLOT X,Y:
FOR I=N1 TO 16:READ A,B:DRAWTO X+J*A,B:NEXT I:R
ESTORE 1294:NEXT J
1294 DATA 140,11,4,11,5,12,8,13,9,14,9,15,8,18,
7,21,6,26,7,31,8,36,9,40,10,43,14,46,10,47,4,48
,0,48
1296 RESTORE 1310:PLOT 132,N16:DRAWTO 135,N16+N
1:DRAWTO 136,N18:DRAWTO 144,N18:DRAWTO 145,N16+
N1:DRAWTO 148,N16
1300 READ X,Y:COLOR N2:PLOT X,Y:FOR I=N1 TO N10
:READ X,Y:DRAWTO X,Y:NEXT I
1310 DATA 124,50,127,46,130,52,134,48,136,53,14
0,48,144,53,146,48,150,52,153,46,156,50
1320 COLOR N0:FOR I=N9 TO N16+N5:PLOT 112,I:DRA
WTO 129,I:NEXT I
1360 COLOR N2:FOR I=N1 TO N6:READ X,Y,A:PLOT X,
Y:DRAWTO A,Y:NEXT I
1370 DATA 69,11,74,68,12,75,67,13,76,67,61,76,6
8,62,75,69,63,74
1380 COLOR N0:FOR I=N1 TO N5:PLOT I+I+93,N16+N1
+I:DRAWTO I+I+93,13-I:PLOT I+I+94,17+I:DRAWTO I
+I+94,13-I:NEXT I
1385 FOR I=N1 TO N4:PLOT N100+N4+I,N16+N6:DRAWTO
N100+N4+I,N8:NEXT I
1390 COLOR N2:FOR Y=N4 TO N10:READ A:PLOT N18-A
,Y:DRAWTO N18+N1+A,Y:NEXT Y:DATA 3,6,8,9,10,12,
12
1430 COLOR N2:FOR I=N1 TO N10+N1:READ X,Y:PLOT
X,Y:NEXT I
1435 DATA 71,15,71,59,72,15,72,59,62,24,102,37,
103,46,106,37,107,46,107,37,108,46
1440 COLOR N0:FOR I=N1 TO N10+N1:READ X,Y:PLOT
X,Y:NEXT I:DATA 139,59,61,35,81,77,104,45,108,4
5,30,15,30,52,109,45
1445 DATA 46,24,40,48,40,47
1630 COLOR N0:PLOT N100+N9,N15:DRAWTO 112,N15:P
LOT 111,N18:DRAWTO 111,N9+N3
1650 ? " WAITING FOR NRC LICENSE "
1660 G$(N24,N24+N1)="":A=USR(ADR(G$),N0,PMBAS
E+384,546):G$(N24,N24+N1)=" "
1670 COLOR N2:FOR I=N1 TO N8:READ X,Y:POKE PMBA
SE+620+I,X:POKE PMBASE+628+I,Y:PLOT X,Y-N5:NEXT
I:COLOR N0
1680 PLOT X,Y-N5:DATA 27,40,27,54,53,10,95,54,9
5,10,125,32,149,68,129,17
1700 A=USR(ADR(G$),ADR(E$),PMBASE+4320,638)
1710 A=USR(ADR(G$),ADR(E$)+638,PMBASE+1024,N100
-N4)
1720 A=USR(ADR(G$),ADR(E$)+734,PMBASE+512,N100+

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N6)
1722 A=USR(ADR(G$),ADR(E$)+840,PMBASE+896,N24+N
4)
1724 A=USR(ADR(G$),ADR(E$)+868,PMBASE+721,N24+N
6)
1730 A=USR(ADR(G$),ADR(H$),1536,N256)
1800 POKE 559,N50-N4:POKE N1726+N3,INT(PMBASE/N
256)+N1:POKE 53277,N3
1830 POKE 53257,N1:FOR J=PMBASE+664 TO PMBASE+6
78:POKE J,N256-N1:NEXT J:POKE 53258,N3
1840 FOR J=PMBASE+791 TO PMBASE+805:POKE J,N24+
N7:NEXT J:FOR J=PMBASE+807 TO PMBASE+818:POKE J
,127:NEXT J
1850 POKE 53259,N3:POKE PMBASE+927,252:POKE 707
,28:POKE 53260,244
1870 FOR J=PMBASE+415 TO PMBASE+423:POKE J,192:
NEXT J:FOR J=PMBASE+424 TO PMBASE+432:POKE J,56
:NEXT J
1880 FOR J=PMBASE+433 TO PMBASE+442:POKE J,48:N
EXT J:POKE 53253,74:POKE 53254,148:POKE 53255,1
20
1890 POKE 705,56:POKE 706,216:POKE 1726,13
1900 A=PMBASE+4652:X=INT(A/N256):POKE 513,X:POK
E 512,A-N256*X
1910 POKE PMBASE+938,141:POKE PMBASE+950,141:PO
KE PMBASE+958,141:POKE PMBASE+1014,141
1920 FOR I=N0 TO N9:READ A:A=A+PMBASE+1120:C=IN
T(A/N256):POKE 1748+I,A-C*N256:POKE 1758+I,C:NE
XT I
1930 DATA 244,2446,1133,2738,2015,2886,1744,262
6,1869,2953
1940 POKE N1726+N5,N0:POKE 623,N4
2900 FOR I=N1 TO N8:TEMPX(I)=PEEK(PMBASE+620+I)
:TEMPY(I)=PEEK(PMBASE+628+I):TEMP(I)=N0:NEXT I
3000 FOR I=N1 TO N10:DEVX(I)=PEEK(959+I):DEVY(I
)=PEEK(969+I):DEVSET(I)=PEEK(979+I):RDNG(I)=DEV
SET(I):POKE N77,N0
3010 ULIM(I)=PEEK(989+I):MAX(I)=ULIM(I):NEXT I:
NETNRG=N0:WRKRS=N77+N3
3020 A=USR(PMBASE+512,PMBASE+4320)
3030 REACTORPOWER=2700:TR=CURSY:TP=587:TS=526:T
C=95:Q2=2684:Q3=2670:Q5=N16:Q6=14.3:PP=2260:UP=
N5:LS=67:LI=LS
3040 S1=N40:CTTC=S1:S2=43.5:S3=6.2:S4=60:S5=TIN
Y:S6=TINY:B5=N0:IP=N0:IS=N0:TURBPOW=953:PQ=N1/N
2:STBUB=2200
3050 FOR DEVICE=N2 TO N9:FUNC=RDNG(DEVICE):GOSU
B 8200:NEXT DEVICE
3060 DEVICE=N1:A=N2:FOR FUNC=N0 TO N9:GOSUB 811
0:NEXT FUNC:ALUL=N2:BADLUCK=N0
3070 COLOR N3:FOR Y=N64 TO 67:PLOT 126,Y:DRAWTO
N100+N13,Y:PLOT N64,Y:DRAWTO N50+N1,Y:NEXT Y
3080 COLOR N0:FOR Y=N64+N4 TO N77:PLOT 126,Y:DR
AWTO N100+N13,Y:PLOT N64,Y:DRAWTO N50+N1,Y:NEXT
Y
3090 COLOR N3:FOR I=36 TO N40+N5:PLOT N50+N1,I:
DRAWTO N64-N1,I:NEXT I
3130 FOR J=PMBASE+680 TO PMBASE+688:POKE J,213:
NEXT J:FOR J=PMBASE+689 TO PMBASE+719:POKE J,N0
:NEXT J
7200 ? "K RCS PRESSURE RISK":
B=N1:C=N3:N=N0:X=DEVX(N10)+N4
7205 Y=DEVY(N10)-N3:GOSUB N4
7210 ? :? " BOILING TEMP WORKERS NET ENERG
Y":POKE CURSX,N16+N5:?"80":POKE CURSX,35:?"M

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WH";:GOTO N100
8020 IF STICK(N0)=N13 AND FUNC>N0 THEN FUNC=FUN
C-N1:A=N0:GOTO 8100
8030 IF STICK(N0)=N14 AND FUNC<MAX(DEVICE) THEN
FUNC=FUNC+N1:A=N2:GOTO 8100
8040 IF STICK(N0)=N7 OR STICK(N0)=N10+N1 THEN G
OTO 8700
8050 RETURN
8100 RDNG(DEVICE)=FUNC:Z=DEVICE:GOSUB 8900
8102 IF DEVICE>N1 THEN GOTO 8200
8105 REACTORPOWER=270*(FUNC+N1):SOUND N0,N100-N
10*FUNC,N8,N8
8110 FOR J=N14 TO N16+N6 STEP N4:COLOR N0:PLOT
J,N23-FUNC+N5*A:PLOT J+N1,N23-FUNC+N5*A
8115 POKE N1726,INT(1.5*FUNC)
8120 COLOR N1:PLOT J,N16+N16-FUNC-N4*A:PLOT J+N
1,N16+N16-FUNC-N4*A:NEXT J:SOUND N0,N0,N0,N0:RE
TURN
8200 IF DEVICE>N4 THEN GOTO 8300
8210 IF ULIM(DEVICE)=N1 THEN DEVSET(DEVICE)=FUN
C
8220 IF FUNC=N1 THEN SOUND N0,N50,N10,N8:COLOR
N0
8230 IF FUNC=N0 THEN SOUND N0,N100,N10,N8:COLOR
N1
8240 GOSUB 8540+N5*N6*DEVICE:SOUND N0,N0,N0,N0
8250 PLOT DEUX(DEVICE)+N3,DEUY(DEVICE):DRAWTO D
EUX(DEVICE)+N3,DEUY(DEVICE)+N5:RETURN
8300 SOUND N0,N14-FUNC,N2,N8:N=FUNC:B=N3:C=N1:I
F DEVICE=N10 THEN B=N1:C=N3
8310 X=DEUX(DEVICE)+N4:Y=DEUY(DEVICE)-N3:GOSUB
N4:SOUND N0,N0,N0,N0
8320 GOTO 8290+DEVICE*N10
8340 A=USR(PMBASE+572,FUNC):RETURN
8350 GOTO 8600
8360 A=USR(PMBASE+1024,FUNC):RETURN
8370 GOTO 8660
8380 A=USR(PMBASE+1075,FUNC):RETURN
8390 BADLUCK=FUNC:NETNRG=N0:RETURN
8600 A=RDNG(N2)*RDNG(N6):IF LI>N77 THEN A=N0
8610 A=USR(PMBASE+4923,A):RETURN
8630 A=RDNG(N3):A=USR(PMBASE+896,A):RETURN
8660 A=RDNG(N4)*RDNG(N8):IF LS>N77 THEN A=N0
8670 A=USR(PMBASE+4882,A):RETURN
8700 IF FLAG=N1 OR DEVICE=N1 OR DEVICE=N10 THEN
RETURN
8710 FLAG=N1:POKE CURSX,21:POKE CURSY,N3:IF WRK
RS<N5 THEN A$="NO WORKERS":J=N6:A=N100:GOTO 873
0
8720 WRKRS=WRKRS-N5:IF ULIM(DEVICE)=MAX(DEVICE)
THEN A$="WRONG":J=N2:A=35:GOTO 8730
8725 ULIM(DEVICE)=ULIM(DEVICE)+N1:Z=DEVICE:GOSU
B 8910:A$="RIGHT":J=N10:A=N50
8730 ? WRKRS;" ";:FOR Z=N1 TO N3
8740 SOUND N0,A,J,N8:POKE CURSY,N1:POKE CURSX,N
16:? A$;"++++++";:FOR K=N1 TO A/N10:NEXT K
:SOUND N0,N0,N0,N0
8750 ? "++++++";:NEXT Z:RETURN
8900 IF Z<N5 THEN RETURN
8910 DEVSET(Z)=ULIM(Z):IF DEVSET(Z)>RDNG(Z) THE
N DEVSET(Z)=RDNG(Z)
8920 RETURN
9000 COLOR N3:IF Y>N77 THEN GOTO 9020
9010 PLOT X,Y:DRAWTO X+N13,Y

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9020 PLOT X,Y-N1:DRAWTO X+N13,Y-N1:RETURN
9900 POKE CURSX,N9:? "PRESS START TO START OVER
":SOUND N3,N0,N0,N0
9910 IF PEEK(53279)/N2>INT(PEEK(53279)/N2) THEN
  GOTO 9910
9920 POKE N1726+N5,N0:A=USR(PMBASE+721,DEVICE-N
1):? "K";:GOTO N3000
```