

```

1000 REM *** 430 7" -4 2000
1010 0$=""
1020 02$=""
1030 T$=""
1040 T1$=""
1050 C$=""
1060 A$(8)="
1070 A$(1)="
1080 A$(2)="
1090 A$(3)="
1100 A$(4)="
1110 D$(8)="
1120 D$(1)="
1130 D$(2)="
1140 D$(3)="
1150 COLOR 7,1:CLS
1160 X=20:Y=14:BX=4:BY=15:R=1:B$="" →":
SC=0
1170 LOCATE X,Y:PRINT 0$:LOCATE 8,Y:PRINT
02$
1180 LOCATE 15,5:PRINT"*** 4300"
1190 PLAY4,"-E4-C1-E3-A5"
1200 LOCATE 8,Y:PRINT T$
1210 P=4:W=100
1220 0$=INKEY$(8):IF (0$<>"")*(P=4) THEN P
=0
1230 P=P-1*(P<4)
1240 LOCATE X,Y:PRINT A$(P):IF P=3 THEN
FORI=0TO100:NEXT:GOSUB 1300
1250 BX=BX+2
1260 IF(BX=20)*(P=2) THEN BEEP:LOCATE BX,B
Y:PRINT" \":PLAY7,"-G0+G":LOCATE BX,BY:
PRINT" ":SC=SC+100:BX=2+INT(RND(1)*2)
#2:GOSUB 1360
1270 IF(BX=22)*(P<>3) THEN GOTO 1320
1280 IF BX=10 THEN LOCATE 8,Y:PRINT T1$
1290 LOCATE BX,BY:PRINT B$
1300 FOR Q=0 TO W:NEXT:W=W+R*(W>0)
1310 GOTO 1220
1320 PLAY7,"-C0+#B":LOCATE X,Y:PRINTC$:X=
X+2:FORI=0TO5:LOCATE X,Y:PRINTD$(I):FORR=
0TO600-I*30:NEXT:NEXT
1330 PLAY4,"-D4-C4R0"
1340 LOCATE15,5:PRINT"SCORE:";SC
1350 END
1360 LOCATE 8,Y:PRINTT$:LOCATE X,Y-1:PRIN
T"1000":IF W<5 THEN W=50:R=R+1
1370 RETURN
1380 LOCATE X,Y-1:PRINT" ":RETURN
OK

```