

```

1 goto 90
2 XY=-1034;line 10,-5,3
3 XY=-2324;line 20,-10,3
4 XY=-3614;line 30,-15,3
5 XY=-6194;line 50,-25,3
6 XY=-10064;line 80,-40,3;return
22 B=16384;F=*(P);for C=Yto Y-4step -1;for D=Xto X+2;E=F-B;F=RM;B=B-2;box D,C,1,1,E+2;next D;
    next C;X=X+(4*(P>1));return
29 X=-54;Y=-35;P=18;return
30 X=-18;Y=-35;P=19;return
31 X=18;Y=-35;P=20;return
32 X=54;Y=-35;P=21;return
33 X=-33;Y=-20;P=22;return
34 X=-11;Y=-20;P=23;return
35 X=11;Y=-20;P=24;return
36 X=33;Y=-20;P=25;return
37 X=-21;Y=-10;P=26;return
38 X=-7;Y=-10;P=27;return
39 X=7;Y=-10;P=35;return
40 X=21;Y=-10;P=36;return
41 X=-10;Y=-5;P=37;return
42 X=-4;Y=-5;P=38;return
43 X=4;Y=-5;P=39;return
44 X=10;Y=-5;P=40;return
90 clear;@(17)=256;BC=0;M=0;L=0;O=16;gosub 29;gosub 22
100 for A=0to 30;box rnd (160)-80,rnd (88)-44,1,1,1;next A
110 XY=0;line -80,-40,1;XY=0;line -40,-40,1
120 XY=0;line 0,-40,1;XY=0;line 40,-40,1
130 XY=0;line 80,-40,1
131 box 0,0,21,9,2
132 for A=0to 11;@(A)=0;next A
150 for A=11to 2step -1;@(A)=@(A-2);next A
160 @(1)=rnd (7)-4;@(0)=rnd (3)
161 if @(10)=0if @(11)=0goto 150
170 for A=3to 11step 2;B=(A+1)-2;box @(A),@(A-1),B,B,2
180 @(A-2)=@(A-2)*2;@(A-3)=@(A-3)*2;box @(A-2),@(A-3),B,B,1;next A
185 if L XY=0;line @(12),@(13),3;XY=0;@(12)=@(12)+@(14);@(13)=@(13)+@(15);line @(12),@(13),3
186 if L if @(13)<Y if @(16)=M goto 400
187 if L if @(13)<Y XY=0;line @(12),@(13),3;box -3,40,90,7,2;L=0
190 Q=rnd (30);if Q<5 goto 300
191 if L=0 if Q>27 gosub 350
194 gosub 2;gosub 2;@(17)=@(17)-1
195 O=O-1;if O=0 goto 500
200 goto 150+(TR(1)*40)
300 R= @(0)+(JX(1)*35);S= @(1)-JY(1)*35;for T=1 to 87 step 2
310 U=rnd (T);V=rnd (T);for W=0 to 1
315 if TR(1)=0 R=R-JX(1)*2;S=S+JY(1)*2
316 for W=0 to 1;box R,S,U,V,3;next W
317 BC=200+(T-10)
320 next T;BC=0;if ABS(R)<60 if ABS(S)<60 goto 400
330 goto 150+(TR(1)*40)

```

```

350 CX=-45;CY=40;print #0,"WATCH for RAYS!
352 gosub M+29;@(12)=X-4;@(13)=Y-4;@(14)=@(12);@(15)=@(13);@(16)=M;L=1;XY=0;
    line @(12),@(13),3;return
400 for Z=1 to 20;BC=rnd(255);next Z;BC=0
410 gosub M+29;gosub 22;M=M-1;O=16;if M=-1 print "TRY AGAIN!";STOP
420 goto 150+(TR(1)x40)
500 M=M+1;gosub M+29;gosub 22
510 if M=15 print @(17);print "HOME!";STOP
520 O=16;goto 150+(TR(1)x40)

```

ONLY HANDLE 1 IS USED.

Unless you know exactly when to depress the trigger, you will always go to line 150 from lines 200, 330, 330, 420 and 520

JX and JY are in lines 300 and 315

THESE ARE THE ONLY HUMAN INTERVENTIONS IN THE ENTIRE PROGRAM

There are several BOX commands. They are in lines:

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22 ... box D,C,1,1,E+2 ... (stars?)
100 ... box rnd(160)-80,rnd(88)-44,1,1,1 (more stars?)
131 ... box 0,0,21,9,2 ... ?
170 ... box @(A),@(A-1),B,B,2 ... ?
180 ... box @(A-2),@(A-3),B,B,1 ... ?
187 ... box -3,40,90,7,2 ... ? and
316 ... box R,S,U,V,3 ... ?

```

all other graphics are LINE commands including all XY=0 in 110, 120, 130, 180, 185 and 187

Unless this is an ASTROBASIC program, the F=\*(P) array it will not work

If it IS ASTROBASIC then \*(P) array positions must be preloaded prior to the saving of this program.

This is because there are no other references to any \*( ) array.

Without putting this program in my unit, these are the observations I have seen that may clarify some of this programs playtime.

I have color-coded things to make observation simpler.