

```

1 LED1
2 LED0
3 10 LED 1:WAIT 30
   20 LED 0:WAIT 30
   30 GOTO 10
   RUN

ESC
4 10 LED 1:WAIT 3
   20 LED 0:WAIT 3
   30 GOTO 10
   RUN

5 SAVE

BTN+BOOT
6 15 IF BTN() END
   LIST

7 LED 0
  LET N,1
  LED N,1
  LET N,0
  LED N

8 10 LED N
   20 LET N,1-N
   30 WAIT 3
   40 GOTO 10

9 15 IF BTN() GOTO 50
   30 IF N=0 ?"HAZURE"
   60 IF N=1 ?"ATARI"

10 30 WAIT 1
11 SAVE
   5 IF BTN() CONT
12 NEW
   LIST
   CLS
   LC 30,10:"*"
   LC 20,10:"*"
   LC 20,5:"*"
13 CLS
   10 LET X,31
   20 LC 0,15:"*"
   30 LET X,X-1
   40 WAIT 10
   50 GOTO 20
   RUN

14 45 CLS
   RUN

15 25 LC 0,15:"%"
   RUN

16 20 LET M,BTN()
   30 LC 0,15-M:"%"
   RUN

17 27 IF X=0 LET X,31

18 26 IF X=0 IF M=0 GOTO 60
   60 ?"GAME OVER"

19 70 PLAY"GC"
20 15 PLAY"CDEFG"
21 LIST15
   15 PLAY"#CDEFGAB"
22 70 PLAY"G8C2"
23 ALT+C
   LIST 25
   25 LC 0,15:"@"
   ALT+0
   ALT+V

```

