
Programs

Line 100 clears screen.	>100 CALL CLEAR ! Chimes
Line 110 to ...	>110 DATA 5,159,191,223,255,2
	27,1,9,142,1,164,2,197,1,144
	,182,211,6,3,145,183,212,5,3
	,146,184,213,4
	>120 DATA 5,167,4,147,176,214
	,5,3,148,177,215,6,3,149,178
	,216,7
	>130 DATA 5,202,2,150,179,208
	,6,3,151,180,209,5,3,152,181
	,210,4
	>140 DATA 5,133,3,144,182,211
	,5,3,145,183,212,6,3,146,184
	,213,7
	>150 DATA 5,164,2,147,176,214
	,6,3,148,177,215,5,3,149,178
	,216,4
Line 160 ends sound list.	>160 DATA 5,197,1,150,179,208
	,5,3,151,180,209,6,3,152,181
	,210,7,3,159,191,223,0
Line 170 reads list into B and	>170 A=A+1 :: READ B :: CALL
A is counter	POKEV(A,B)
Line 180 checks end of list?	>180 IF B=0 THEN 190 ELSE 170
Line 190 shows how to access.	>190 PRINT "TYPE:": : "CALL IO(
	1,8192)"
	>200 CALL IO(1,8192)
Line 310 continues AD loop.	>310 NEXT AD
Line 320 executes sound list.	>320 CALL IO(1,4096)
Line 330 prints out suggestion	>330 PRINT "CRASH": : "TYPE:":
on how to test IO.	"CALL IO(1,4096)"