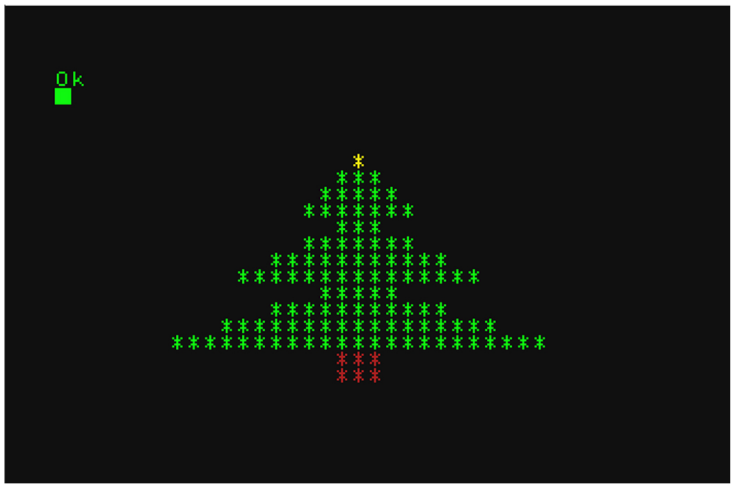
Source Code & Instructions

```
1?chr$(11):poke12369,32:forBG=13312to14311:pokeBG,32:next:S=42:C=1024
2forT=12626to13106step40:pokeT,S:next:forT=12627to13107step40:pokeT,S
3next:forT=12628to13108step40:pokeT,S:next:poke12665,S:poke12669,S
4poke12905,S:poke12909,S:forT=12704to12710:pokeT,S:next:poke12587,S
5forT=12784to12790:pokeT,S:next:forT=12822to12832:pokeT,S:next
6forT=12942to12952:pokeT,S:next:forT=12860to12874:pokeT,S:next
7forT=12979to12995:pokeT,S:next:forT=13016to13038:pokeT,S:next
8poke12587+C,48:forTR=13066to13068:pokeTR+C,224:next
9forTR=13106to13108:pokeTR+C,224:next
```

Go to **https://www.zophar.net/aquarius.html** & download Virtual Aquarius
Run Virtual Aquarius / read the ReadMe.exe
Copy source code & in Virtual Aquarius
Go to “Util”, click “paste”, type “RUN”, press enter.

```
Ok
list

1 PRINTCHR$(11):POKE12369,32:FORBG=133
12TO14311:POKEBG,32:NEXT:S=42:C=1024
2 FORT=12626TO13106STEP40:POKET,S:NEXT
:FORT=12627TO13107STEP40:POKET,S
3 NEXT:FORT=12628TO13108STEP40:POKET,S
:NEXT:POKE12665,S:POKE12669,S
4 POKE12905,S:POKE12909,S:FORT=12704TO
12710:POKET,S:NEXT:POKE12587,S
5 FORT=12784TO12790:POKET,S:NEXT:FORT=
12822TO12832:POKET,S:NEXT
6 FORT=12942TO12952:POKET,S:NEXT:FORT=
12860TO12874:POKET,S:NEXT
7 FORT=12979TO12995:POKET,S:NEXT:FORT=
13016TO13038:POKET,S:NEXT
8 POKE12587+C,48:FORTR=13066TO13068:PO
KETR+C,224:NEXT
9 FORTR=13106TO13108:POKETR+C,224:NEXT
Ok
```



Code Breakdown

1 clear screen:hide cursor:set background & foreground parameters:set background to black & foreground to green:next command:S is a constant of 42:C is a constant of 1024

2 set character parameters:poke characters, star character:next command:set character parameters: poke characters, star character:next command

3 set character parameters:poke location, star character:next command:poke location, star character: poke location, star character

4 poke location, star character:poke location, star character:set character parameters:poke location, star character:next command:poke character, star character

5 set character parameters:poke character, star character:next command:set character parameters: poke character, star character:next command

6 set character parameters:poke character, star character:next command:set character parameters: poke character, star character:next command

7 set character parameters:poke character, star character:next command:set character parameters: poke character, star character:next command

8 set color location, yellow:set character location:poke color location, orange:next command

9 set character location:poke color location, orange:next command

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System: Mattel Aquarius / Language: Microsoft Basic (1982)
Length of Source Code: nine lines