

The Adventures of Bouncing Bob  
Bustin' Ghosts

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Player - Type 0	
IF SCREEN = 0	If this is the game screen,
IF L = 0	If the game has just loaded,
LET L 1	Start at Level 1.
COLOUR 71	Bright WHITE
LET LINE 22	
LET COLUMN 24	
DISPLAY L	Display the current Level number.
LET LINE 22	
LET COLUMN 12	
MESSAGE 3	“0000000” - Initial score.
COLOUR 70	Bright YELLOW
LET LINE 22	
LET COLUMN 3	
MESSAGE 5	Life indicator (little Bob).
LET LINE 22	
LET COLUMN 4	
MESSAGE 5	Life indicator (little Bob).
LET LINE 22	
LET COLUMN 5	
MESSAGE 5	Life indicator (little Bob).
ENDIF	
IF KEY 4	If the pause key (H) has been pressed,
COLOUR 135	BLACK and WHITE flashing.
LET LINE 23	
LET COLUMN 5	
MESSAGE 10	“PAUSED - Press ANY key”
WAITKEY	
COLOUR 1	BLUE
LET LINE 23	
LET COLUMN 5	
MESSAGE 4	“©2015 retrific.com”
ENDIF	
IF I > 0	If game mode is not “Normal”,
IF I = 2	If game mode is “Reset Ghosts”,
LET I 0	reset game mode to “Normal”
ENDIF	
IF I = 1	If game mode is “Bob is dead”,
IF IMAGE <= 4	If the current sprite is not Bob dying,
LET IMAGE 7	set the sprite to Bob dying,
LET FRAME 1	and start at frame 1.
ENDIF	
IF A = 0	If it’s time to animate
BEEP 2	Beep!
ANIMATE	
ENDIF	
IF FRAME = 0	If Bob’s dying animation has finished,
LET IMAGE 4	reset to Bob’s normal sprite
LET I 2	Set game mode to “Reset Ghosts”
LET X 120	reset Bob’s position.
LET Y 120	
LET LINE 22	
LET COLUMN 2	
ADD LIVES TO COLUMN	

MESSAGE 6	“ “ - Remove 1 life from the screen.
SUBTRACT 1 TO LIVES	Decrement the life counter
IF LIVES = 0	If Bob has no more lives,
COLOUR 135	BLACK and WHITE flashing.
LET LINE 11	
LET COLUMN 14	
MESSAGE 0	“GAME”
LET LINE 12	
LET COLUMN 14	
MESSAGE 9	“OVER”
WAITKEY	
KILL	Execute the player kill event.
ENDIF	
ENDIF	
ENDIF	
ELSE	
IF M > 0	Bonus object collection timer
ADD 1 TO M	Increment Bonus object collection timer
IF M = 255	If it's time to show/move the bonus object,
IF N = 0	If an object has not been selected, then
IF L = 1	If the current Level is 1 then
LET N 73	select the Cherry object.
ENDIF	
IF L = 2	If the current Level is 2 then
LET N 74	select the Strawberry object.
ENDIF	
IF L > 2	If the current Level is 3 or
IF L <= 4	the current Level is 4 then
LET N 75	select the Orange object.
ENDIF	
ENDIF	
IF L > 4	If the current Level is 5 or
IF L <= 6	the current Level is 6 then
LET N 76	select the Apple object
ENDIF	
ENDIF	
IF L > 6	If the current Level is 7 or
IF L <= 8	the current Level is 8
LET N 77	select the Bell object
ENDIF	
ENDIF	
IF L = 9	If the current Level is 9 then
LET N 78	select the Key object
ENDIF	
IF L > 9	If the current Level is 10 or more then
GETRANDOM 6	
LET N RND	
ADD 73 TO N	select a random bonus object
ENDIF	
ENDIF	
LET O X	Store player's x co-ordinate
LET P Y	Store player's y co-ordinate
IF GOT N	If the bonus object is not on the screen,
LET LINE 22	Top line of object's position.

LET COLUMN 28	
IF N = 73	If this is the Cherry object,
COLOUR 4	change the colour to GREEN.
ENDIF	
IF N > 73	If this is the Strawberry, Orange, or
IF N <=76	Apple object,
COLOUR 2	change the colour to RED.
ENDIF	
ENDIF	
IF N = 77	If this is the Bell object,
COLOUR 6	change the colour to YELLOW.
ENDIF	
IF N = 78	If this is the Key object,
COLOUR 5	change the colour to CYAN.
ENDIF	
MESSAGE 8	“ “ - 2 spaces - Apply the colour change.
LET LINE 23	Bottom line of object’s position.
LET COLUMN 28	
IF N > 72	If this is the Cherry, Strawberry,
IF N <= 76	Orange, or Apple object,
COLOUR 2	change the colour to RED.
ENDIF	
ENDIF	
IF N = 77	If this is the Bell object,
COLOUR 6	change the colour to YELLOW.
ENDIF	
IF N = 78	If this is the Key object,
COLOUR 5	change the colour to CYAN.
ENDIF	
MESSAGE 8	“ “ - 2 spaces - Apply the colour change.
LET M 1	Reset the bonus object timer.
LET X 224	Position the bonus object.
LET Y 176	
PUT N	Place the bonus object on the screen.
ELSE	If the bonus object is already displayed,
LET LINE 15	Top line of object’s new position.
LET COLUMN 15	
IF N = 73	If this is the Cherry object,
COLOUR 4	change the colour to GREEN.
ENDIF	
IF N > 73	If this is the Strawberry, Orange, or
IF N <= 76	Apple object,
COLOUR 2	change the colour to RED.
ENDIF	
ENDIF	
IF N = 77	If this is the Bell object,
COLOUR 6	change the colour to YELLOW.
ENDIF	
IF N = 78	If this is the Key object,
COLOUR 5	change the colour to CYAN.
ENDIF	
MESSAGE 8	“ “ - 2 spaces - Apply the colour change.
LET LINE 16	Bottom line of object’s new position.
LET COLUMN 15	

IF N > 72	If this is the Cherry, Strawberry,
IF N <= 76	Orange, or Apple object,
COLOUR 2	change the colour to RED.
ENDIF	
ENDIF	
IF N = 77	If this is the Bell object,
COLOUR 6	change the colour to YELLOW.
ENDIF	
IF N = 78	If this is the Key object,
COLOUR 5	change the colour to CYAN.
ENDIF	
MESSAGE 8	“ “ - 2 spaces - Apply the colour change.
LET M 0	Stop the bonus object timer.
GET N	Remove the object from the screen.
LET X 120	Position the object at its new location.
LET Y 120	
PUT N	Display the selected bonus object.
LET N 0	Reset the selected object indicator.
ENDIF	
LET X 0	Restore the player's x co-ordinate
LET Y P	Restore the player's y co-ordinate
ENDIF	
ENDIF	
DETECTOBJ	
IF OBJ <> 255	If an object has been touched,
GET OBJ	get it
IF OBJ <= 72	If the object is cookie,
IF OBJ <= 3	and if that cookie is chocolate chip,
BEEP 100	Beep!
LET B 1	Ghosts become edible.
LET D 128	Set how long Bob gets to eat the ghosts.
SCORE 5	Add 50 points to the score.
ELSE	
BEEP 20	Beep!
SCORE 1	Add 10 points to the score.
ENDIF	
SUBTRACT 1 TO C	Decrement the cookie counter
IF C = 0	If all of the cookies have been eaten,
BEEP 150	Beep!
LET B 2	Reset ghosts and
LET D 0	reset eat ghosts counter.
ADD 1 TO L	Increment Level counter.
RESTART	Reset the screen with all cookies in place.
ENDIF	
ELSE	Else, if it's a bonus object,
BEEP 100	Beep!
IF OBJ = 73	Cherry
SCORE 25	Add 250 points to the score.
ENDIF	
IF OBJ = 74	Strawberry
SCORE 50	Add 500 points to the score.
ENDIF	
IF OBJ = 75	Orange
SCORE 100	Add 1000 points to the score.

ENDIF	
IF OBJ = 76	Apple
SCORE 150	Add 1500 points to the score.
ENDIF	
IF OBJ = 77	Bell
SCORE 200	Add 2000 points to the score.
ENDIF	
IF OBJ = 78	Key
SCORE 250	Add 2500 points to the score.
ENDIF	
ENDIF	
LET LINE 22	
LET COLUMN 12	
COLOUR 7	WHITE on BLACK
SHOWSCORE	Display the current score.
ENDIF	
LET PARAMB 0	Default to Bob not moving
IF KEY 3	“Q” - Up
IF CANGOUP	
LET IMAGE 2	
LET FRAME 0	
SUBTRACT 2 TO X	
LET PARAMB 1	Indicate that Bob is moving.
LET DIRECTION 2	Up!
ENDIF	
ENDIF	
IF KEY 2	“A” - Down
IF CANGODOWN	
LET IMAGE 3	
LET FRAME 0	
ADD 2 TO X	
LET PARAMB 1	Indicate that Bob is moving.
LET DIRECTION 3	Down!
ENDIF	
ENDIF	
IF KEY 0	“P” - Right
IF Y > 234	If going off the right of the screen,
IF X = 88	and in the “tunnel”
LET Y 8	reposition on the left of the screen.
ENDIF	
ENDIF	
IF CANGORIGHT	
LET IMAGE 0	
ADD 2 TO Y	
LET PARAMB 1	Indicate that Bob is moving.
LET DIRECTION 0	Right!
ENDIF	
ENDIF	
IF KEY 1	“O” - Left
IF Y <= 4	If going off the left of the screen,
IF X = 88	and in the “tunnel”
LET Y 232	reposition on the right of the screen.
ENDIF	
ENDIF	

IF CANGOLEFT	
LET IMAGE 1	
SUBTRACT 2 TO Y	
LET PARAMB 1	Indicate that Bob is moving.
LET DIRECTION 1	Left!
ENDIF	
ENDIF	
IF X <> 88	If Bob is not in the "tunnel"
SPRITEINK 70	Bright YELLOW
ENDIF	
IF PARAMB = 0	If Bob is *not* moving
LET IMAGE 4	Change sprite to Bob bouncing.
ENDIF	
ENDIF	
LET O X	Store Bob's X and Y position, and his direction of
LET P Y	movement, to allow the ghosts to follow him in some
LET E DIRECTION	form of "intelligent" way (maybe).
IF I = 0	
IF A = 0	
IF PARAMA = 0	
ANIMATE	
IF FRAME = 2	
LET PARAMA 1	
ENDIF	
ELSE	
ANIMBACK	
IF FRAME = 0	
LET PARAMA 0	
ENDIF	

## Ghosts - Type 3

IF B = 1	If Bob has eaten a chocolate chip cookie,
LET OPT 1	Set ghost speed to 1 (slow).
IF J = 0	This code section changes the ghosts'
IF IMAGE = 8	appearance when a chocolate chip cookie
LET IMAGE 5	is eaten by Bob, ...
ENDIF	
IF IMAGE = 9	If the image is a hollow ghost,
LET IMAGE = 6	change it to a solid ghost.
ENDIF	
IF IMAGE = 13	If the image is a hollow ghost,
LET IMAGE 12	change it to a solid ghost.
ENDIF	
ELSE	...and then back again when the timer
IF IMAGE = 5	expires.
LET IMAGE 8	
ENDIF	
IF IMAGE = 6	If the image is a solid ghost,
LET IMAGE 9	change it to a hollow ghost.
ENDIF	
IF IMAGE = 12	If the image is a solid ghost,
LET IMAGE 13	change it to a hollow ghost.
ENDIF	
ENDIF	
ENDIF	
IF B > 1	If "eat ghosts" mode has come to an end,
ADD 1 TO B	
LET OPT 2	Set ghost speed to 2 (normal).
IF IMAGE = 8	If the image is a hollow ghost,
LET IMAGE 5	change it to a solid ghost.
ENDIF	
IF IMAGE 10	If the image is a pair of eyes,
LET IMAGE 5	change it to a solid ghost.
ENDIF	
IF IMAGE 9	If the image is a hollow ghost,
LET IMAGE 6	change it to a solid ghost.
ENDIF	
IF IMAGE 11	If the image is a pair of eyes,
LET IMAGE 6	change it to a solid ghost.
ENDIF	
IF IMAGE = 13	If the image is a hollow ghost,
LET IMAGE 12	change it to a solid ghost.
ENDIF	
IF IMAGE = 14	If the image is a pair of eyes,
LET IMAGE 12	change it to a solid ghost.
ENDIF	
LET RND X	These lines of code ensure the sprites
DIVIDE RND BY 2	are positioned on an even numbered pixel
MULTIPLY RND BY 2	otherwise CANGOUP/DOWN/LEFT/RIGHT won't
IF RND <> X	work properly as sprites are normally
ADD 1 TO X	moved two pixels at a time.
ENDIF	
LET RND Y	(Actually, CANGOUP/DOWN/LEFT/RIGHT
DIVIDE RND BY 2	do work, it's just that blocks are

MULTIPLY RND BY 2	positioned on even numbered boundaries,
IF RND <> Y	and these commands check for blocks two
ADD 1 TO Y	pixels away from where the sprite is
ENDIF	currently located - I'm guessing.)
ENDIF	
IF DIRECTION = 7	If eyes are returning to the cage,
IF X > 88	Move the pair of eyes towards the
SUBTRACT OPT TO X	cage in the middle of the screen, where
ELSE	all of the ghosts start from.
IF X <> 88	
ADD OPT TO X	
ENDIF	
ENDIF	
IF Y > 120	
SUBTRACT OPT TO Y	
ELSE	
IF Y <> 120	
ADD OPT TO Y	
ENDIF	
ENDIF	
IF X = 88	If the pair of eyes have arrived at the
IF Y = 120	cage in the middle of the screen, then
IF IMAGE = 10	If pair of eyes belong to ghost #1,
LET IMAGE 5	change the image to a solid ghost, and
LET PARAMB 160	reset how long it stays in the cage.
ENDIF	
IF IMAGE = 11	If pair of eyes belong to ghost #2,
LET IMAGE 6	change the image to a solid ghost, and
LET PARAMB 96	reset how long it stays in the cage.
ENDIF	
IF IMAGE = 14	If pair of eyes belong to ghost #3,
LET IMAGE 12	change the image to a solid ghost, and
LET PARAMB 64	reset how long it stays in the cage.
ENDIF	
LET DIRECTION 5	Get a random direction on next pass.
ENDIF	
ENDIF	
ELSE	
IF I > 0	
IF I = 2	If indicator set to reset ghosts,
IF IMAGE = 5	If ghost #1,
LET X 88	Position ghost back in the cage, and
LET Y 120	
LET PARAMB 160	reset how long it stays there.
ENDIF	
IF IMAGE = 6	If ghost #2,
LET X 88	Position ghost back in the cage, and
LET Y 136	
LET PARAMB 96	reset how long it stays there.
ENDIF	
IF IMAGE = 12	If ghost #3,
LET X 88	Position ghost back in the cage, and
LET Y 152	
LET PARAMB 64	reset how long it stays there.

ENDIF	
ENDIF	
ELSE	
IF PARAMB > 50	If ghost is waiting in the cage,
SUBTRACT 1 TO PARAMB	decrement it's wait counter.
ENDIF	
IF PARAMB = 50	If it's time to leave, and
IF Y = 120	the ghost is in the right position, then
LET DIRECTION 2	move it up.
IF X = 56	If the ghost is out of the cage, then
LET PARAMB 5	Set chase Bob counter to 5
ELSE	
LET PARAMB 49	Set chase Bob counter to 49
ENDIF	
ENDIF	
ENDIF	
IF PARAMB <= 49	
IF B = 0	
IF PARAMB > 0	
SUBTRACT 1 TO PARAMB	
ENDIF	
ELSE	
LET PARAMB 0	
ENDIF	
ENDIF	
IF DIRECTION = 5	
GETRANDOM 4	
LET DIRECTION RND	
ENDIF	
IF PARAMB = 0	If ready to chase the player,
IF B = 0	
LET PARAMB 1	reset chase timer to default of 1
IF IMAGE = 5	If this is ghost #1, then
IF L <= 48	so long as the level is < 49,
LET PARAMB 49	set the chase timer to 49,
SUBTRACT L TO PARAMB	and subtract the level number from
ENDIF	the timer. This increases difficulty
ENDIF	depending on level.
IF IMAGE = 6	If this is ghost #2, then
IF L <= 38	so long as the level is < 39,
LET PARAMB 39	set the chase timer to 39,
SUBTRACT L TO PARAMB	and subtract the level number from
ENDIF	the timer. This increases difficulty
ENDIF	depending on level.
IF IMAGE = 12	If this is ghost #3, then
IF L <= 28	so long as the level is < 29,
LET PARAMB 29	set the chase timer to 29,
SUBTRACT L TO PARAMB	and subtract the level number from
ENDIF	the timer. This increases difficulty
ENDIF	depending on level.
GETRANDOM PARAMB	
LET PARAMB RND	Set the chase timer
ENDIF	
LET F 0	Store player X position.

LET G P	Store player Y position.
IF IMAGE = 5	If ghost #1,
LET H 1	look 1 positions ahead of the player.
ENDIF	
IF IMAGE = 6	If ghost #2,
LET H 2	look 2 positions ahead of the player.
ENDIF	
IF IMAGE = 12	If ghost #3
LET H 4	look 4 positions ahead of the player.
ENDIF	
IF B = 0	
IF E = 0	If the player is moving down,
ADD H TO G	move towards the player.
ENDIF	
IF E = 1	If the player is moving up,
SUBTRACT H TO G	move towards the player.
ENDIF	
IF E = 2	If the player is moving left,
SUBTRACT H TO F	move towards the player.
ENDIF	
IF E = 3	If the player is moving right,
ADD H TO F	move towards the player.
ENDIF	
IF DIRECTION > 1	
IF Y > G	
IF CANGOLEFT	
LET DIRECTION 1	
ENDIF	
ELSE	
IF Y <> G	
IF CANGORIGHT	
LET DIRECTION 0	
ENDIF	
ENDIF	
ENDIF	
ELSE	
IF X > F	
IF CANGOUP	
LET DIRECTION 2	
ENDIF	
ELSE	
IF X <> F	
IF CANGODOWN	
LET DIRECTION 3	
ENDIF	
ELSE	
IF E = 0	
SUBTRACT H TO G	
ENDIF	
IF E = 1	
ADD H TO G	

ENDIF	
IF E = 2	
ADD H TO G	
ENDIF	
IF E = 3	
SUBTRACT H TO F	
ENDIF	
IF DIRECTION > 1	
IF Y > G	
IF CANGORIGHT	
LET DIRECTION 0	
ENDIF	
ELSE	
IF Y <> G	
IF CANGOLEFT	
LET DIRECTION 1	
ENDIF	
ENDIF	
ENDIF	
ELSE	
IF X > F	
IF CANGODOWN	
LET DIRECTION 3	
ENDIF	
ELSE	
IF X <> F	
IF CANGOUP	
LET DIRECTION 2	
ENDIF	
IF DIRECTION = 0	
IF CANGORIGHT	
ADD OPT TO Y	
IF Y > 239	
LET Y 4	
ENDIF	
ELSE	
LET DIRECTION 5	
ENDIF	
ENDIF	
IF DIRECTION = 1	
IF CANGOLEFT	
SUBTRACT OPT TO Y	
IF Y <= 2	
LET Y 238	
ENDIF	
ELSE	
LET DIRECTION 5	
ENDIF	
ENDIF	

IF DIRECTION = 2	
IF CANGOUP	
SUBTRACT OPT TO X	
ELSE	
LET DIRECTION 5	
ENDIF	
ENDIF	
IF DIRECTION = 3	
IF CANGODOWN	
ADD OPT TO X	
ELSE	
LET DIRECTION 5	
ENDIF	
ENDIF	
IF A = 0	
IF DIRECTION = 0	
ANIMBACK	
ELSE	
ANIMATE	
ENDIF	
ENDIF	
IF COLLISION 0	
IF B = 0	
IF I = 0	
LET I 1	
ENDIF	
ELSE	
BEEP 75	
LET DIRECTION 7	
LET FRAME 0	
IF IMAGE = 5	
LET IMAGE 10	
SCORE 10	Add 100 to score.
ENDIF	
IF IMAGE = 8	
LET IMAGE 10	
SCORE 10	Add 100 to score.
ENDIF	
IF IMAGE = 6	
LET IMAGE 11	
SCORE 20	Add 200 to score.
ENDIF	
IF IMAGE = 9	
LET IMAGE 11	
SCORE 20	Add 200 to score.
ENDIF	
IF IMAGE = 12	
LET IMAGE 14	
SCORE 30	Add 300 to score.
ENDIF	
IF IMAGE = 13	
LET IMAGE 14	
SCORE 30	Add 300 to score.
ENDIF	

ENDIF	
ENDIF	
ENDIF	
ENDIF	

### Initialise sprite

IF SCREEN = 0	
IF TYPE = 0	
LET X 120	
LET Y 120	
ENDIF	
IF TYPE = 3	
GETRANDOM 4	
LET PARAMA RND	
IF IMAGE = 5	
LET PARAMB 160	
ENDIF	
IF IMAGE = 6	
IF L <= 4	
REMOVE	
ELSE	
LET PARAMB 96	
ENDIF	
ENDIF	
IF IMAGE = 12	
IF L <= 9	
REMOVE	
ELSE	
LET PARAMB 64	
ENDIF	

### Main loop 1

IF B = 3	
LET B 0	
ENDIF	
IF B = 1	
IF D = 128	
IF L <= 127	
SUBTRACT L FROM D	
ELSE	
LET D 10	
ENDIF	
IF D <= 9	
LET D 10	
ENDIF	
ELSE	
SUBTRACT 1 FROM D	
IF D > 50	
LET J 1	

ENDIF	
IF D = 50	
LET J 0	
ENDIF	
IF D = 45	
LET J 1	
ENDIF	
IF D = 40	
LET J 0	
ENDIF	
IF D = 35	
LET J 1	
ENDIF	
IF D = 30	
LET J 0	
ENDIF	
IF D = 25	
LET J 1	
ENDIF	
IF D = 20	
LET J 0	
ENDIF	
IF D = 15	
LET J 1	
ENDIF	
IF D = 10	
LET J 0	
ENDIF	
IF D = 5	
LET J 1	
ENDIF	
IF D = 1	
LET J 0	
ENDIF	
IF D = 0	
LET B 2	
LET D 0	
ENDIF	
ENDIF	
ENDIF	
IF A = 0	
ADD 1 TO A	
ELSE	
LET A 0	
ENDIF	

### Main loop 2

IF SCREEN = 1	
IF L = 0	
LET LINE 3	
LET COLUMN 14	
LET MESSAGE 14	"Part goes here"
LET L 1	

LET C 37	
LET R 3	
LET Q C	
ENDIF	
LET LINE R	
LET COLUMN 14	
IF Q <= 36	
MESSAGE Q	
ELSE	
MESSAGE 19	Blank line.
ENDIF	
ADD 1 TO R	
IF R > 14	
LET R 3	
ADD 1 TO C	
IF C > 48	
LET C 14	
ENDIF	
LET Q C	
ENDIF	
IF KEY 4	"H"
COLOUR 1	BLUE
LET LINE 22	
LET COLUMN 0	
MESSAGE 12	A line of spaces to clear the line.
LET LINE 23	
LET COLUMN 0	
MESSAGE 12	A line of spaces to clear the line.
LET LINE 23	
LET COLUMN 5	
MESSAGE 4	"©2015 retrific.com"
LET L 0	Reset level.
LET SCREEN 0	
SPAWN 0 4	
ENDIF	
ENDIF	
IF L = 20	Award a bonus life at level 20. Yes,
IF K = 0	this code should go after the level
LET K 1	is increment, then I wouldn't need to
ADD 1 TO LIVES	waste variable K. Clearly I forgot
LET LINE 22	to move it. Oh well ☺
LET COLUMN LIVES	
ADD 2 TO COLUMN	
COLOUR 6	YELLOW
MESSAGE 5	Life indicator (little Bob).
ENDIF	
ENDIF	

### Game initialisation

LET OPT 2	Default ghost speed.
LET L 0	Reset Level.
GET 73	Remove all bonus objects from the
GET 74	screen...

GET 75	
GET 76	
GET 77	
GET 78	...all done.
LET A 0	Reset animation flip-flop indicator.
LET B 0	
LET C 73	Cookie counter - there are 73, yum yum.
LET D 0	
LET I 0	
LET J 0	
LET K 0	
LET M 1	
LET N 0	
LET LIVES 3	
COLOUR 71	
BORDER 0	
CLS	
LET LINE 0	
LET COLUMN 1	
COLOUR 78	Bright YELLOW on BLUE
MESSAGE 1	"The Adventures of Bouncing Bob"
LET LINE 1	
LET COLOUR 1	
COLOUR 77	Bright CYAN on BLUE
MESSAGE 2	"Bustin' Ghosts"

### Restart screen

IF SCREEN = 1	
COLOUR 7	WHITE
LET LINE 22	
LET COLUMN 2	
MESSAGE 11	"Q=Up, A=Down, O=Left, P=Right"
LET LINE 23	
LET COLUMN 4	
MESSAGE 13	"H=Pause. Press H to start"
ENDIF	
IF SCREEN = 0	
IF C = 0	
COLOUR 7	
LET LINE 22	
LET COLUMN 22	
MESSAGE 8	" " - 2 spaces.
LET LINE 22	
IF L <= 9	
LET COLUMN 24	
ELSE	
IF L <= 99	
LET COLUMN 23	
ELSE	
LET COLUMN 22	
ENDIF	
ENDIF	
DISPLAY L	
ENDIF	

GET 73	Remove all bonus objects from the
GET 74	screen...
GET 75	
GET 76	
GET 77	
GET 78	...all done.
LET M 1	
LET N 0	
LET C 73	Cookie counter - there are 73, yum yum.
LET X 24	Reposition *all* of the cookies...
LET Y 24	
PUT 0	
LET Y 40	
PUT 4	
LET Y 56	
PUT 5	
LET Y 72	
PUT 6	
LET Y 88	
PUT 7	
LET Y 104	
PUT 8	
LET Y 136	
PUT 9	
LET Y 152	
PUT 10	
LET Y 168	
PUT 11	
LET Y 184	
PUT 12	
LET Y 200	
PUT 13	
LET Y 216	
PUT 1	
LET X 40	
LET Y 24	
PUT 14	
LET Y 72	
PUT 15	
LET Y 104	
PUT 16	
LET Y 136	
PUT 17	
LET Y 168	
PUT 18	
LET Y 216	
PUT 19	
LET X 56	
LET Y 24	
PUT 20	
LET Y 40	
PUT 21	
LET Y 56	
PUT 22	

LET Y 72	
PUT 23	
LET Y 88	
PUT 24	
LET Y 104	
PUT 25	
LET Y 120	
PUT 26	
LET Y 136	
PUT 27	
LET Y 152	
PUT 28	
LET Y 168	
PUT 29	
LET Y 184	
PUT 30	
LET Y 200	
PUT 31	
LET Y 216	
PUT 32	
LET X 72	
LET Y 72	
PUT 33	
LET Y 168	
PUT 34	
LET X 88	
LET Y 24	
PUT 35	
LET Y 40	
PUT 36	
LET Y 56	
PUT 37	
LET Y 72	
PUT 38	
LET Y 168	
PUT 39	
LET Y 184	
PUT 40	
LET Y 200	
PUT 41	
LET Y 216	
PUT 42	
LET X 104	
LET Y 72	
PUT 43	
LET Y 168	
PUT 44	
LET X 120	
LET Y 24	
PUT 45	
LET Y 40	
PUT 46	
LET Y 56	
PUT 47	

LET Y 72	
PUT 48	
LET Y 88	
PUT 49	
LET Y 104	
PUT 50	
LET Y 136	
PUT 51	
LET Y 152	
PUT 52	
LET Y 168	
PUT 53	
LET Y 184	
PUT 54	
LET Y 200	
PUT 55	
LET Y 216	
PUT 56	
KET X 136	
LET Y 24	
PUT 57	
LET Y 56	
PUT 58	
LET Y 104	
PUT 59	
LET Y 136	
PUT 60	
LET Y 184	
PUT 61	
LET Y 216	
PUT 62	
LET X 152	
LET Y 24	
PUT 2	
LET Y 40	
PUT 63	
LET Y 56	
PUT 64	
LET Y 72	
PUT 65	
LET Y 88	
PUT 66	
LET Y 104	
PUT 67	
LET Y 136	
PUT 68	
LET Y 152	
PUT 69	
LET Y 168	
PUT 70	
LET Y 184	
PUT 71	
LET Y 200	
PUT 72	

LET Y 216	
PUT 3	...phew! Done 😊
ENDIF	