```
0 GRAPHICS 2:PRINT #6;" RACER":? "LAST RUN:";M;" MILES":? "FIRE TO START":M=0:B=
20:SETCOLOR 0,9,9:SETCOLOR 4,0,13
1 POKE 755,0:SETCOLOR 2,0,13:P=PEEK(106)-16:A=PEEK(88)+256*PEEK(89):S=STRIG(1):P
OKE 53278,1:IF S=1 THEN GOTO 1
2 GRAPHICS 0:SETCOLOR 2,0,0:SETCOLOR 1,0,0:SETCOLOR 4,0,4:P1=256*P+512:FOR A=0 T
O 765:POKE P1+A,0:NEXT A
3 POKE 54279,P:POKE 559,46:POKE 704,55:SETCOLOR 0,0,196:P2=256*P+640:POKE 705,6:
P3=256*P+768:POKE 706,59
4 RESTORE 6:FOR A=0 TO 7:READ W:POKE P1+25+A,W:NEXT A:D=PEEK(560)+256*PEEK(561):
POKE 623,1
5 POKE 53277,3:POKE 53248,120:FOR A=6 TO 27:POKE D+A,4:NEXT A:POKE 53256,0
6 TRAP 6:POKE 53250,130+I:POKE 53249,130+I:IF Q>8 THEN Q=0:DATA 219,255,219,24,9
0,126,90,24
7 R=INT(RND(1)*14):X=X+((R<5)):X=X-((R>8)):X=X-((X>10)):X=X+((X<2)):POKE 85,10+X
:? ".":POKE 85,10+B+X:? "."
8 S=STICK(1):POKE 53248,130+I:M=M+1:I=I+((S=7)):I=I-((S=11)):IF PEEK(53252)>0 TH
EN POKE 53277,0:GOTO 0
9 POKE P3+24,24:POKE P3+34,24:POKE P3+33,255:B=B-((B>10))*0.05:POKE P2+27-Q,R*2:
Q=Q+1:GOTO 6
```