

```

Filename:WAM
Lbl 2↵
M→L:U→E↵
0→P:0→Q↵
ClrText↵
[[0][0][0][0][0][0][0][0][0][0]]→Mat Z↵
72→Mat Z[1,1]↵
62→Mat Z[2,1]↵
52→Mat Z[3,1]↵
73→Mat Z[4,1]↵
63→Mat Z[5,1]↵
53→Mat Z[6,1]↵
74→Mat Z[7,1]↵
64→Mat Z[8,1]↵
54→Mat Z[9,1]↵
" === Whack-a-Mole ==="↵
For 3→I To 5↵
Locate 2,I,"[ ][ ][ ]"↵
Next↵
Locate 11,5,"Prize:"↵
Locate 17,5,P↵
Locate 2,7,"Life:"↵
Locate 7,7,L↵
Locate 16,7,"Go:<0>"↵
While Getkey≠71↵
WhileEnd↵
Locate 16,7,"      "↵
While Getkey↵
WhileEnd↵
Lbl 0↵
Int (90Ran#÷10)+1→T↵
Int (30Ran#÷10)+1→X↵
Int (30Ran#÷10)+1→Y↵
Int (40Ran#÷10)→Z↵
Int (30Ran#÷10)+1→W↵
9+X-3Y→N↵
If P≥V:Then Z=0⇒2→Q↵
Z=1⇒1→Q↵
Z≥2⇒0→Q↵
Else 0→Q:IfEnd↵
AT→T↵
Lbl 1↵
Dsz T↵
Goto 1↵
0→C↵
If Q=2:Then Locate 3X,Y+2,"Q"↵
Else Q=1⇒Locate 3W,X+2,"Q"↵
Locate 3X,Y+2,"O"↵
IfEnd↵
Do↵
Isz C↵
C>AE⇒Break↵

```

```

Getkey→K↵
LpWhile K=0↵
Q=1⇒Locate 3W,X+2," "↵
Locate 3X,Y+2," "↵
If Q≤1↵
Then If C≤AB And K=Mat Z[N,1]↵
Then P+F-Int (C÷A)→P↵
Else L-1→L↵
C>AE⇒P-S→P↵
IfEnd↵
Else C≤AE⇒L-1→L↵
IfEnd↵
Locate 17,5," "↵
Locate 17,5,P↵
Locate 7,7,L↵
While Getkey↵
WhileEnd↵
L⇒Goto 0↵
For 1→I To 3↵
For 1→J To 3↵
Locate 3J,I+2,"Q"↵
Next:Next↵
Locate 2,4,"Game Over"↵
Locate 16,7," <EXE> ↵
While Getkey≠31↵
WhileEnd↵
ClrText↵
Locate 1,4,"Game Over"↵
Locate 2,6,"<0>:Go Back"↵
Locate 3,7,"<EXIT>:Try Again"↵
Do:Getkey→K↵
K=71 Or K=47⇒Break↵
LpWhile 1↵
K=47⇒Goto 2↵
K=71⇒Return

```