Author: Heidi Taylor

System: Mattel Aquarius

Language used: Microsoft Basic (1982)

Length of Source Code: nine lines

Instructions:

Go to <https://www.zophar.net/aquarius.html> and 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.

Source Code:

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

Line Breakdown:

1 clear screen:hide cursor at location 12369:set background & foreground parameters:set background to black & foreground to green:go to 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