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10 DIM C$(4):C$="0o00":GRAPHICS 2+16:SETCOLOR 0,3,5:SETCOLOR 1,12,5:SETCOLOR 2,7,4:SETCOLOR 3,13,8:GOTO 90
20 L=1:SC=0:SP=40:POSITION 9,0:? #6;"0":POSITION 0,4:? #6;"o":POSITION 18,4:? #6;"0":POSITION 9,8:? #6;"0"
30 L=L-1:IF L=0 THEN C=INT(RND(0)*4)+1:L=SP:POSITION 9,4:? #6;C$(C,C):SP=SP-1:IF SP=0 THEN GOTO 90
40 J=STICK(0):J1=1:IF J<>14 THEN J1=2:IF J<>11 THEN J1=3:IF J<>7 THEN J1=4:IF J<>13 THEN J1=0
50 SOUND 0,0,0,0:J=J1:IF J1=0 THEN SOUND 0,91,12,15:SC=SC-1:GOTO 80
60 IF C$(J,J)=C$(C,C) THEN SOUND 0,121,5,15:SC=SC+1
70 IF C$(J,J)<>C$(C,C) THEN SOUND 0,91,12,15:SC=SC-1
80 POSITION 2,9:? #6;SC;" "":GOTO 30
90 POSITION 0,10:? #6;"RE-ACTION":
100 SOUND 0,0,0,0:ON (1-STRIG(0))+1 GOTO 90,20

```

RE-ACTION instructions:

Requires a Joystick in Port 1.

Press fire to start.

The game begins immediately, looking at the center character's colour you have to move the joystick left, right, up or down to the matching colour.
The longer you are not pointing at the correct colour the more your score decreases, and the longer you are pointing at the correct colour your score increases.

The game runs for a set time and then stops. (press fire to start a new game).