

```

1270 REM *****
1280 REM *   NEW COLOUR   *
1290 REM *****
1300 CMOB 7,2
1310 PRINT "J"
1320 REM *****
1330 REM * HIGH-RES.-MOB NO.5 *
1340 REM * FROM BLOCK 14   *
1350 REM *****
1360 MOB SET 5,14,6,0,0
1370 REM *****
1380 REM * HIGH-RES.-MOB NO.4 *
1390 REM * FROM BLOCK 13   *
1400 REM *****
1410 MOB SET 4,13,9,5,0
1420 REM *****
1430 REM * THE SAME POSITION *
1440 REM *   FOR MOB NO.4 & 5 *
1450 REM * EXP. FOR MOB NO.5 IN *
1460 REM *   X & Y WAY   *
1470 REM *****
1480 Y=150:Z=50
1490 FOR X=30 TO 280 STEP 4
1500 Y=Y-2:Z=Z+2
1510 IF Y<60 THEN Y=60
1520 IF Z>140 THEN Z=140
1530 FOR DY=1 TO 10
1540 RLOCMOB 5,X,Y+DY*4,3,0
1550 RLOCMOB 4,X,Z+DY*2,0,1
1560 NEXT DY
1570 NEXT X
1580 REM *****
1590 REM *   DELETE MOB   *
1600 REM *****
1610 PRINT "MOB DELETE (Y/N)"
1620 FETCH "YN",1,ANT$
1630 IF ANT$="N" THEN 1670
1640 FOR L=0 TO 7
1650 : MOB OFF L
1655 PAUSE 2
1660 NEXT L
1670 END
READY.

```