```c
      (l*h*m-t*n),y=                12+15*D*(l*h*n
      +t*m),o=x+80*y,               N=8*((f*e-c*d*g
      )*m-c*d*e-f*g-l         *d*n);if(22>y&&
      y>0&&x>0&&80>x&&D>z[o]){z[o]=D;;;b[o]=
      ".,-~:;=!*#$@"[N>0?N:0];}}/*#****!!-*/
        printf("\x1b[H");for(k=0;1761>k;k++)
        putchar(k%80?b[k]:10);A+=0.04;B+=
          0.02;}}/*****####********!!=;:~
            ~::==!!!**********!!!==::-
              .,~~;;;========;;;:~-.
                ..,--------,*/
```

## SpaceWar! : The first videogame

```
/ this routine handles a non-colliding ship invisibly
/ in hyperspace

hp1,  dap hp2
   count i ma1, hp2
   law hp3    / next step
   dac i ml1
   law 7
   dac i mb1
   random
   scr 9s
   sir 9s
   xct hr1
   add i mx1
   dac i mx1
   swap
   add i my1
   dac i my1
   random
   scr 9s
   sir 9s
   xct hr2
   dac i mdy
   dio i mdx
   setup .hpt,3
   lac ran
   dac i mth
hp4,  lac i mth
   sma
   sub (311040
   spa
   add (311040
   dac i mth
   count .hpt,hp4
   xct hd2
   dac i ma1
hp2,  jmp .
```