IchigoJam first step

Light up the LED



Type "LED1" and hit the Enter.

Light off the LED



Every line needs to hit the Enter.

Order your computer to wait for a while

WAIT120

"WAIT120" means "wait 2sec" Q:"WAIT60" means?

WAIT60

Light up the LED 1 sec (: to connect commands)

LED1:WAIT60:LED0

Hit the UP key twice. Hit the RIGHT key 12 times.

Hit the Backspace key to delete "6".

Type "12". Hit the Enter to modify your order.

D1:WAIT120:LED0

Blink the LED (Hit the Space key to input space)



"RUN" is a command to start your program. Hit the **ESC** key to stop the program. Also the F5 key is same as "RUN".

"LIST" is a command to display the program.



The F4 key works same way.

Can you blink the LED more fast?

The Enter to tell computer your modification.

You can save up to four programs (0 to 3)



The F3 key types "SAVE".

After reboot your computer,

you can load that program.



The F2 key types "LOAD".

Type "NEW" to clear your program.





IchigoJam mini games

Rafting! (The RIGHT and the LEFT key to avoid)

```
CLS:X=15
10
       X,5:?"0"
20
   LC
       RND(32),23:?"*"
30
35
   LC
   WAI
          3
36
   X = X - BTN(28) + BTN(29)
       SCR(X,5)
37
   IF
                   END
40
   GOTO
          20
```

How fast? (Hit the Space key after lighting up LED)

10 LED 0 20 WAIT RND(180)+60 30 LED 1:CLT 40 IF BTN(32)=0 GOTO 40 50 ?TICK()

Type! (Type in A to Z)

N,65:CLT 10 LE 20 ?CHR\$(N 30 IF INKE $Y \bigcirc i = N$ GOTO -30 N, N+1:IF N<91 GOTO 40 20 50 ?:?TICK()/60

Calc! (Calculate the sum quickly)

```
LET
10
         N,0:CLT
20
    LET
         A, RND
30
    LET
         B, RND
                  1
                   0
    ?Ā;
40
                  = "
                     ;:INPUT
          +
50
                  ?"
    IF
                     NG!
        C! = A + B
                           :END
60
                      N<10
                                    20
                  IF
                             GOTO
70
    2 T
       ICK()/60
```

Baseball! (Hit any key to hit the ball)

```
LET
         Υ,0
10
    CLS
20
   ĹĊ
LC
IF
        4,15:?"%"
30
        5,Y:?"O"
40
50
                   GOTO
                          90
        INKEY()
    LΕ
60
         Y,Y+1
70
    WAIT
           6
80
          20
    GOTO
               ?"HIT!"
        Y = 15
90
    IF
```

Screen jack! (Hit any key)

```
10 LET C,1:CLS
20 LC RND(32),RND(22)
30 ?CHR$(C)
40 LET K,INKEY():IF K C=K
50 GOTO 20
```

