IchigoJam first step

Light up the LED

LED1

Type "LED1" and hit enter

Light off the LED

LED0

Every line needs to hit enter

Order your computer to wait for a while

WAIT120

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

WAIT60

Light up the LED 1sec (to join commands)

LED1:WAIT60:LED0

Hit the UP key twice.

Hit the RIGHT key 12 times.

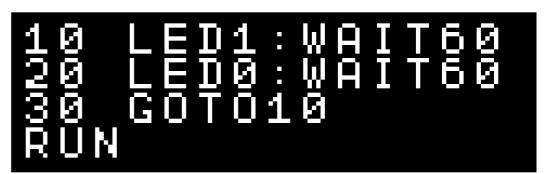
Hit the Backspace key to delete "6".

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

LED1: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.

LIST F4 key works

F4 key works the same way

Can you blink the LED more fast?
Enter key to tell computer your modification
You can save up to four programs (0 to 3)

SAVE" 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.





Ichigo Jam mini games

Rafting! (RIGHT and LEFT key to avoid)

```
10 CLS:X=16
20 LC X,5:?"0"
30 LC RND(32),23:?"*"
35 WAIT 3
36 X=X-BTN(28)+BTN(29)
37 IF SCR(X,5) END
40 GOTO 20
```

How fast? (Push the IchigoJam button after LED)

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

Type! (Type in A to Z)

```
10 LET N,65:CLT
20 ?CHR$(N);
30 IF INKEY()<>N GOTO 30
40 LET N,N+1:IF N<>91 GOTO 20
50 ?:?TICK()/60
```

Calc! (Calculate the sum fast)

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

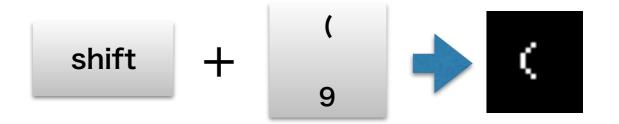
Baseball! (Push the IchigoJam button to hit)

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

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
```

쯹 Hit the shift key to type '(', ')' or '" '



Programming in BASIC!



http://ichigojam.net/