

N I C K M O N T F O R T

After Damien Hirst, 2013

```
0 POKE53270,3:POKE53281,1:FORI=1TO20:POKE646,RND(1)*15+2:PRINT"●";:NEXT:PRINT:GOTO
```

After François Morellet, 2013

```
0 POKE53280,1:POKE53281,1:PRINT"█"LEFT$( "█",RND(1)*3)MID$( "█ █ █",1+RND(1)*8,1)SPC(17):GOTO
```

After Jasper Johns, 2013

```
0 PRINT"███"::FORA=0TO39:PRINTCHR$(32+RND(1)*9);:B=-2*A*(A<8):POKE55696+B,1:POKE1438-B,42:NEXT:PRINT:GOTO
```

After Barnett Newman, 2014

```
0 A=20:POKE53281,X:X=RND(1)*A:POKE646,X:PRINT" "::FORI=1TO25:PRINTSPC(A)"█";:A=39:NEXT:WAIT161,4:GOTO
```

Zen for Commodore 64, 2014

```
0 PRINT" ":POKE53281,1:POKE53280,PEEK(TI/79.102):GOTO
```

To type these in to your Commodore 64 or emulator, it's easiest to break them at a colon before the 80-character limit, beginning a new line with 1. Otherwise, keyword abbreviations are needed for the first four.