

```

1 seed +!

decimal

alloc-cells
compile-rule rule
cell-matrix clear-matrix
\ cell-matrix randomize-matrix
: pts
  0 do
    random 2/ 2/ 3 and
    random 2/ 2/ 255 and random 2/ 2/ 2/ 255 and
    cell!
  loop
;

: clumps
  0 do
    random 4 >> 255 and random 7 >> 255 and
    30 0 do
      random 5 >> 7 and 4 - + 255 and swap
      random 4 >> 7 and 4 - + 255 and swap
      random 9 >> 3 and 2 pick 2 pick cell!
    loop drop drop
  loop
;

400 pts

```