

```
10 FOR i=&AA00 TO &AA14:READ a:POKE  
  i,a:NEXT  
20 DATA &af,&c3,&59,&bc  
30 DATA &3e,&01,&c3,&59,&bc  
40 DATA &21,&00,&c0,&c3,&05,&bc  
50 DATA &21,&04,&c0,&c3,&05,&bc  
60 MODE 1:LOCATE 11,12:PRINT "mira
```

```
como se mueven "  
70 FOR j=0 TO 30  
80 SOUND 1,224,5  
90 CALL &AA0F:FOR z=1 TO 50:NEXT z  
100 CALL &AA09:FOR z=1 TO 50:NEXT z  
110 NEXT j
```