

```

<052A> 10 p=&9000:MEMORY &8FFF
<00F8> 20 MODE 1
<01F0> 30 READ a$
<0642> 40 IF a$="EOF" THEN GOTO 70
<09F9> 50 POKE p,VAL("&"+a$):p=p+1
<0142> 60 GOTO 30
<0972> 70 OUT &7F00,&C1:LOAD "ROM.BIN",&C000:OU
T &7F00,&C0
<0499> 80 OUT &FBBD,0:CALL &9000
<00F8> 90 END
<0AC3> 100 DATA F3,21,50,90,11,C8,B0,01,38,00,E
D,B0,ED,5B,09,00
<0B0C> 110 DATA 3E,11,83,5F,0E,03,ED,B0,3E,13,8
3,5F,0E,03,ED,B0
<0B36> 120 DATA 3E,26,83,5F,0E,04,ED,B0,ED,5B,1
0,B9,0E,02,ED,B0
<0B3D> 130 DATA 3E,0C,83,5F,0E,12,ED,B0,2A,1C,0
0,EB,3E,1D,83,5F
<0BCF> 140 DATA 73,23,72,CD,C8,BC,CD,4E,BB,CD,F
F,BB,AF,CF,7D,80
<0BC0> 200 DATA 06,DF,ED,79,18,03,E6,0C,A9,CB,6
9,C8,CB,99,CB,A9
<0B92> 210 DATA C5,01,C0,7F,ED,49,C1,C9,4F,CB,5
1,CB,59,3E,51,32
<0BB3> 220 DATA E2,B0,3E,C0,20,0D,CD,12,B9,FE,0
3,20,F5,CB,D9,CB
<0C22> 230 DATA E9,3E,C1,ED,79,ED,49,C9,CD,CE,B
0,CD,E0,B0,CD,C8
<0B6E> 240 DATA B0,00,18,0D,C9,F3,08,79,F5,D9,C
B,51,20,05,3E,91
<054A> 250 DATA 32,E2,B0,F1,D1,C3
<01B3> 290 DATA EOF

```