

```
10 FOR location=&9000 TO &9006
20 READ code$ : POKE location, VAL("&" + code$)
30 NEXT location
40 DATA CD,B,BC,22,0,95,C9
```

Listing 1.

```
10 FOR location=&9007 TO &900D
20 READ code$ : POKE location, VAL("&" + code$)
30 NEXT location
40 DATA 2A,0,95,CD,5,BC,C9
50 FOR scroll = 0 TO 80
60 POKE &9500,scroll : POKE &9501,0
70 CALL &9007 : NEXT scroll
```

Listing 2.

```

10 location=&9900: MEMORY &8FF0
20 READ a$:IF a$="-1" THEN END
30 POKE location,VAL("&" + a$)
40 location=location+1:GOTO 20
100 '-----set up sound at &9a00-----
110 DATA 21,07,9a,3e,0,77,2b,3e,0f,77,2b,77,2b,3e,0,77,2b,3e,1,77,2b,3e,0,6,3
120 DATA 77,2b,10,fc,3e,1,77,c9
130 '-----put parameters to &9000/3-----
140 DATA fe,0,c8,e,0,6,8,2b,10,fd,6,2,3e,2c,be,c0,23,3e,1c,be,20,8,23,c,e5,23
150 DATA 23,23,10,f5,79,fe,0,c8,11,3,90,6,2,e1,7e,12,1b,23,7e,12,1b,23,10,f5
160 '-----check parameter values-----
170 DATA 21,0,90,7e,fe,51,d0,fe,0,c8,46,23,7e,fe,0,c8,80,d8,fe,52,d0,23,3e,19
180 DATA be,d8,3e,0,be,c8,46,23,7e,fe,0,c8,80,d8,fe,1b,d0
190 '-----OK if reach here...BEEP-----
200 DATA cd,0,99,cd,aa,bc
210 '-----store screen values at &9004 onwards-----
220 DATA cd,b0,99,7c,65,69,48,47,22,0,90,ed,43,2,90,e5,cd,75,bb,cd,60,bb,fe,0
230 DATA 20,2,3e,20,12,13,e1,24,10,ed,cd,bb,99,fe,0,20,e6,ed,53,fc,99,c9
240 '-----'set up' subroutine-----
250 DATA 11,4,90,ed,4b,2,90,2a,0,90,c9
260 '-----common subroutine-----
270 DATA 2c,7d,21,3,90,46,2a,0,90,6f,d,79,c9
280 '-----load characters from memory to screen-----
290 DATA cd,b0,99,d5,e5,c5,cd,75,bb,1a,cd,5d,bb,c1,e1,d1,13,24,10,ef,cd,bb,99
300 DATA fe,0,20,e8,c9,-1

```

```
10 location = &9004
20 FOR loop = 1 TO 8
30 FOR character = 0 TO 255
40 POKE location,character : location = location + 1
50 NEXT character
60 NEXT loop
70 POKE &9000,1:POKE &9001,1:POKE &9002,25:POKE &9003,80
80 CALL &99CB
```

Listing 4.