

```

380 WEND
390 LOCATE 1,8:PEN 3:PRINT"Willst Du den
    ersten Zug machen ?"
400 PEN 1:PRINT CHR$(10);">";:PEN 3:PRIN
    T" ja":PRINT"    nein"
410 ss=1:GOSUB 6060:WHILE NOT te
420 LOCATE 1,9+ss:PEN 1:PRINT">"
430 GOSUB 6000:IF NOT(ta XOR tu) THEN 46
    0
440 LOCATE 1,9+ss:PRINT"    "
450 ss=(1 AND ta)+(2 AND tu)
460 WEND
470 sc=ss XOR 3:s(ss)=f:s(sc)=f XOR 3
500 CLS:PEN 2:ZONE 15:PRINT"SPIELSTUFE",
    "Bedenkzeit pro Zug ca."
510 PEN 1:PRINT CHR$(10);">  0",:PEN 3:P
    RINT"    ";CHR$(169);"    sec."
520 PRINT"    1","    3 sec."
530 PRINT"    2","    30 sec."
540 PRINT"    3","    10 min."
550 IF sm=1 THEN GOSUB 900:GOTO 600
560 s(1)=1:s(2)=2:FOR j=1 TO 2
570 LOCATE 1,8:PRINT"Bitte Spielstufe f"
    ;CHR$(255);"r Spieler";j;:IF j=1 THEN PE
    N 1:PRINT"(rot)" ELSE PEN 2:PRINT"(gr";C
    HR$(255);"n)"
580 PEN 3:PRINT"eingeben !":GOSUB 900:st
    (j)=st:LOCATE 1,3+st:PEN 3:PRINT"    ";st
590 NEXT
600 CLS:INK 3,0
610 ORIGIN 152,56,152,466,56,374:CLG 3
620 PAPER 3:PEN 0:FOR j=1 TO 8
630 LOCATE 11+2*j,3:PRINT CHR$(64+j)
640 LOCATE 11+2*j,21:PRINT CHR$(64+j)
650 LOCATE 11,3+2*j:PRINT CHR$(48+j)
660 LOCATE 29,3+2*j:PRINT CHR$(48+j)
670 NEXT
680 FOR l=-5.5 TO 5.5
690 sl=CINT(SQR(36-1^2))*2
700 FOR i=326 TO 102 STEP-32
710 FOR j=200 TO 424 STEP 32
720 ORIGIN j,i
730 MOVE -sl,-INT(1)*2:DRAW R 2*sl-2,0,0
740 NEXT j,i,l:INK 3,13
741 REM Gruenmonitor: INK 3,18
750 x=3:y=3:f=s(1):f(x,y)=1:GOSUB 6100
760 x=4:y=3:f=s(1):f(x,y)=1:GOSUB 6100
770 x=3:y=4:f=s(2):f(x,y)=2:GOSUB 6100
780 x=4:y=4:f=s(2):f(x,y)=2:GOSUB 6100
790 q=2:s(0)=0
800 ON sm GOTO 1000,1500
810 :
900 st=0:GOSUB 6060:WHILE NOT te
910 LOCATE 1,3+st:PEN 1:PRINT"> ";st
920 GOSUB 6000:IF NOT(ta XOR tu) THEN 95
    0
930 LOCATE 1,3+st:PEN 3:PRINT"    ";st
940 st=(st+ta-tu) AND 3
950 WEND:RETURN
1000 :
1001 REM %%%%%%%%%%%
1002 REM % Spiel gegen Computer %
1003 REM %%%%%%%%%%%
1004 :
1010 PAPER 0:PEN 2:LOCATE 14,1:PRINT"Spi
    elstufe ";:PEN 3:PRINT st
1020 PEN 2:LOCATE 1,3:PRINT"MENU"
1030 mlf$=CHR$(13)+CHR$(10):m$(1)="Passe
    n":m$(2)="Tip":m$(3)="Seiten-"+mlf$+"wec
    hsel":m$(4)="Zug"+mlf$+"zur"+CHR$(255)+"
    ck-"+mlf$+"nehmen":m$(5)="Spiel-"+mlf$+"
    stufe"+mlf$+CHR$(253)+"ndern":FOR j=1 TO
    5:m$(j)=m$(j)+mlf$+CHR$(10):NEXT:m$(3)=
    m$(3)+CHR$(10)
1040 LOCATE 1,5:FOR j=1 TO 5
1050 PEN 2:PRINT TAB(9);CHR$(242);CHR$(1
    3);:PEN 3:PRINT m$(j);
1060 NEXT

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1070 WINDOW#1,1,40,24,25:PAPER#1,0:PEN #
1,3:CLS#1
1080 WINDOW#2,31,40,3,23:PAPER#2,0:CLS#2
1100 WHILE s<60 AND fp<2
1110 q=q XOR 3
1120 ON (q=ss)+2 GOSUB 3000,4000
1130 CLS#1:GOSUB 2000
1140 WEND
1150 GOTO 5000
1500 :
1501 REM %XXXXXXXXXXXX%
1502 REM % Demo-Spiel %
1503 REM %XXXXXXXXXXXX%
1504 :
1510 PAPER 0:LOCATE 1,3:PEN 1:PRINT"Spie
ler 1":LOCATE 1,5:PEN 3:PRINT"Stufe":st(
1)
1520 LOCATE 1,9:PEN 2:PRINT"Spieler 2":L
OCATE 1,11:PEN 3:PRINT"Stufe":st(2)
1530 LOCATE 15,1:PEN 2:PRINT"DEMO - SPIE
L"
1540 WINDOW#1,1,40,24,25:PAPER#1,0:PEN #
1,3:CLS#1
1550 WINDOW#2,31,40,3,23:PAPER#2,0:CLS#2
1600 WHILE s<60 AND fp<2
1610 q=q XOR 3
1620 sc=q:st=st(q):GOSUB 4000
1630 CLS#1:GOSUB 2000
1640 WEND
1650 GOTO 5000
2000 :
2001 REM %XXXXXXXXXXXX%
2002 REM % Zug ausfuehren %
2003 REM %XXXXXXXXXXXX%
2004 :
2010 zu=zu+1:zu(zu)=z AND 63
2020 IF zu MOD 2 THEN PEN#2,3:PRINT#2,US
ING "##":CINT(zu/2);
2030 IF z=512 THEN fp=fp+1:a$=" - ":zu(
zu)=-1:GOTO 2100
2040 x=(z AND 56)/8:v=z AND 7:z=(z AND 4
48)/64
2050 fp=0:s=s+1:a$=" "+CHR$(65+x)+CHR$(4
9+y)+CHR$(240+z)
2060 FOR j=1 TO 5:f=s(q)*(j MOD 2):GOSUB
6100:NEXT:f(x,y)=q
2070 RESTORE:FOR j=1 TO z+1:READ rh,rv:N
EXT
2080 x=x+rh:y=y+rv:IF f(x,y)=(q XOR 3) T
HEN f(x,y)=q:f=s(q):GOSUB 6100:GOTO 2080
2090 zu(zu)=zu(zu)+512*x+64*y
2100 PEN#2,s(q):PRINT#2,a$;:IF q=1 THEN
PRINT#2,CHR$(10);CHR$(10);CHR$(11);CHR$(
11);
2110 RETURN
3000 :
3001 REM %XXXXXXXXXXXX%
3002 REM % Spieler Zug %
3003 REM %XXXXXXXXXXXX%
3004 :
3010 DEF FN menue(x)=x+1-(CINT(x/4) AND
(x>2)):x=3:y=3:CLS#1:PRINT#1,CHR$(7);CHR
$(10);"Bitte Zug eingeben !"
3020 GOSUB 6060:WHILE NOT te
3030 IF x=-1 THEN PAPER 3:PEN 1:LOCATE 1
,5+2*y:m=FN menue(y):PRINT m$(m)
3040 IF x>-1 THEN PAPER s(f(x,y)):PEN 3-
3*SGN(f(x,y)):LOCATE 13+2*x,5+2*y:PRINT
CHR$(159)
3050 GOSUB 6000
3060 IF NOT(ta OR tu OR tl OR tr OR te)
THEN 3130
3070 IF x=-1 THEN PAPER 0:PEN 3:LOCATE 1
,5+2*y:m=FN menue(y):PRINT m$(m)
3080 IF x>-1 THEN PAPER s(f(x,y)):LOCATE
13+2*x,5+2*y:PRINT " "
3090 x=x+tl-tr
3100 IF x<-1 THEN x=-1 ELSE IF x>7 THEN

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x=0
3110 y=(y+ta-tu) AND 7
3120 IF x=-1 AND (y=3 OR y=5 OR y=7) THE
N IF ta XOR tu THEN 3110 ELSE x=0
3130 WEND
3140 IF x=-1 THEN ON FN menue(y) GOTO 35
00,3600,3700,3800,3900
3150 IF q=sc THEN 4000
3160 IF f(x,y)<>0 THEN CLS#1:PRINT#1,CHR
$(7);CHR$(10);"Feld schon besetzt !":GOT
0 3020
3170 RESTORE:z=-1:fm=0:FOR j=0 TO 7
3180 READ rh,rv:a=x:b=y:fz=0
3190 a=a+rh:b=b+rv
3200 IF a<0 OR a>7 OR b<0 OR b>7 THEN 32
40
3210 IF f(a,b)=0 THEN 3240
3220 IF f(a,b)=sc THEN fz=-1:GOTO 3190
3230 IF fz THEN IF z>-1 THEN fm=-1:j=7 E
LSE z=j
3240 NEXT:IF z=-1 THEN CLS#1:PRINT#1,CHR
$(7);CHR$(10);"Unerlaubter Zug !":GOTO 3
020
3250 IF NOT fm THEN 3450
3260 CLS#1:PRINT#1,CHR$(7);CHR$(10);"Bit
te Richtung angeben !"
3270 LOCATE 13+2*x,5+2*y:PAPER 0:PEN s(s
s):PRINT CHR$(231)
3280 f1=0:GOSUB 6060:FOR i=1 TO 0 STEP-1
3290 RESTORE:FOR j=0 TO 7
3300 READ rh,rv:a=x+rh:b=y+rv
3310 IF a>=0 AND a<8 AND b>=0 AND b<8 TH
EN LOCATE 13+2*a,5+2*b:PAPER s(f(x+rh,y+
rv)):PEN i*3+(1-i)*s(f(x+rh,y+rv)):PRINT
CHR$(240+j)
3320 NEXT:FOR j=1 TO 10:IF INKEY$<>" " OR
f1 THEN j=10:f1=-1
3330 NEXT j,i:IF NOT f1 THEN 3280
3340 a=x:b=y:GOSUB 6060:WHILE NOT te
3350 LOCATE 13+2*a,5+2*b:PAPER s(f(a,b))
:PEN 3-3*SGN(f(a,b)):PRINT CHR$(159)
3360 GOSUB 6000:IF NOT(ta OR tu OR tl OR
tr OR te) THEN 3390
3370 LOCATE 13+2*a,5+2*b:IF a=x AND b=y
THEN PAPER 0:PEN s(ss):PRINT CHR$(231) E
LSE PAPER s(f(a,b)):PRINT " "
3380 a=a+tl-tr:a=a+(a>7)-(a<0):a=a+(a>x+
1)-(a<x-1):b=b+ta-tu:b=b+(b>7)-(b<0):b=b
+(b>y+1)-(b<y-1)
3390 WEND:IF a=x AND b=y THEN 3340
3400 RESTORE:FOR j=0 TO 7
3410 READ rh,rv:IF a-x=rh AND b-y=rv THE
N z=j:j=7
3420 NEXT:a=x:b=y:fz=0:f1=0
3430 a=a+rh:b=b+rv:IF a<0 OR a>7 OR b<0
OR b>7 THEN f1=-1 ELSE IF f(a,b)=0 THEN
f1=-1 ELSE IF f(a,b)=sc THEN fz=-1:GOTO
3430 ELSE IF NOT fz THEN f1=-1
3440 IF f1 THEN CLS#1:PRINT#1,CHR$(7);"U
nerlaubter Zug !":PRINT#1,"Bitte Richtun
g angeben !":GOTO 3340
3450 z=z*64+x*8+y
3460 RETURN
3500 :
3501 REM ***
3502 REM *** Passen
3503 REM ***
3504 :
3510 sc=sc XOR 3:st(1)=st:st=0:GOSUB 402
0:st=st(1):sc=sc XOR 3
3520 IF z=512 THEN CLS#1:PRINT#1,CHR$(7)
;CHR$(10);"O.k.":RETURN
3530 CLS#1:PRINT#1,CHR$(7);CHR$(10);"Nur
passen, wenn Ziehen unm";CHR$(254);"gli
ch !"
3540 x=-1:y=0:GOTO 3020
3600 :
3601 REM ***

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3602 REM *** Tip
3603 REM ***
3604 :
3610 sc=sc XOR 3:GOSUB 4000:sc=sc XOR 3
3620 CLS#1:PRINT#1,CHR$(7);CHR$(10);"Mei
n Tip: ";
3630 PEN#1,s(ss):z=PEEK(&A009):IF z=0 TH
EN PRINT#1,"Passen":GOTO 3680
3640 FOR j=0 TO (z-1)*2 STEP 2
3650 z=PEEK(&A200+j)+256*PEEK(&A201+j)
3660 PRINT#1,CHR$(65+(z AND 56)/8);CHR$(
49+(z AND 7));CHR$(240+(z AND 448)/64);"
";
3670 NEXT
3680 PEN#1,3:x=-1:y=1:GOTO 3020
3700 :
3701 REM ***
3702 REM *** Seitenwechsel
3703 REM ***
3704 :
3710 ss=sc:sc=sc XOR 3
3720 CLS#1:PRINT#1,CHR$(7);CHR$(10);"O.k
. Du spielst jetzt mit ";
3730 ON s(ss) GOSUB 3780,3790
3740 PRINT#1," weiter."
3750 IF q=sc THEN PEN#1,1:PRINT#1,"Achtu
ng";:PEN#1,3:PRINT#1," , ich bin am Zug !
"
3760 GOTO 3020
3780 PEN#1,1:PRINT#1,"rot";:PEN#1,3:RETU
RN
3790 PEN#1,2:PRINT#1,"gr";CHR$(255);"n";
: PEN#1,3:RETURN
3800 :
3801 REM ***
3802 REM *** Zug zuruecknehmen
3803 REM ***
3804 :
3810 IF zu=0 THEN CLS#1:PRINT#1,CHR$(7);
CHR$(10);"Spiel bereits in Ausgangsstell
ung !":GOTO 3020
3820 IF zu(zu)=-1 THEN 3840 ELSE GOSUB 3
890:f(x,y)=0:f=0:GOSUB 6100
3830 WHILE x<>x2-rh OR y<>y2-rv:x=x+rh:y
=y+rv:f(x,y)=q:f=s(q):GOSUB 6100:WEND
3840 x=7-6*(zu MOD 2):y=CINT(zu/2):IF y>
19 THEN y=19
3850 LOCATE#2,x,y:PRINT#2,CHR$(18):LOCAT
E#2,x,y
3860 IF (zu MOD 2)=1 AND zu>38 THEN zu=z
u-38:PEN#2,3:PRINT#2,CHR$(30);CHR$(11);:
PRINT#2,USING"###";CINT(zu/2);:GOSUB 3890
: PEN#2,s(1):GOSUB 3880:zu=zu+1:GOSUB 389
0: PEN#2,s(2):GOSUB 3880:zu=zu+37:LOCATE#
2,1,20
3870 zu=zu-1:s=s-1:q=q XOR 3:x=-1:y=4:CL
S#1:PRINT#1,CHR$(7);CHR$(10);"O.k.":GOTO
3750
3880 RESTORE:z=-1:rh1=0:rh2=0:WHILE rh<>
rh1 OR rv<>rv1:READ rh1,rv1:z=z+1:WEND:P
RINT#2," ";CHR$(65+x);CHR$(49+y);CHR$(24
0+z);:RETURN
3890 z=zu(zu):x=(z AND 56)/8:y=z AND 7:x
2=(z AND 3584)/512:y2=(z AND 448)/64:rh=
SGN(x2-x):rv=SGN(y2-y):RETURN
3900 :
3901 REM ***
3902 REM *** Spielstufe aendern
3903 REM ***
3904 :
3910 CLS#1:PRINT#1,CHR$(7);CHR$(10);"Neu

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e Spielstufe: 0 1 2 3":x=st
3920 GOSUB 6060:WHILE NOT te
3930 LOCATE#1,19+2*x,2:PAPER#1,3:PEN#1,1
:PRINT#1,HEX$(x)
3940 GOSUB 6000:IF NOT(ta OR tr OR tu OR
t1 OR te) THEN 3970
3950 LOCATE#1,19+2*x,2:PAPER#1,0:PEN#1,3
:PRINT#1,HEX$(x)
3960 x=(x+t1-tr) AND 3:y=(y+ta-tu) AND 3
3970 WEND:CLS#1:PEN#1,3:PAPER#1,0:PRINT#
1,CHR$(7);CHR$(10);"O.k.":LOCATE 26,1:PA
PER 0: PEN 3:PRINT HEX$(x)
3980 st=x:x=-1:y=6:GOTO 3020
4000 :
4001 REM %%%%%%%%%%%%%%
4002 REM % Computer Zug %
4003 REM %%%%%%%%%%%%%%
4004 :
4010 CLS#1:PRINT#1,CHR$(10);"Ich ";CHR$(
255);"berlege."
4020 IF sc=1 THEN x=0 ELSE x=3
4030 z=&A300:FOR i=0 TO 7:FOR j=0 TO 7
4040 POKE z,(f(j,i) XOR x)*SGN(f(j,i))
4050 z=z+1:NEXT j,i
4060 POKE &A006,st+1:CALL &9000
4070 z=PEEK(&A009):IF z=0 THEN z=512:RET
URN
4080 r=INT(RND*z)*2
4090 z=PEEK(&A200+r)+256*PEEK(&A201+r)
4100 RETURN
5000 :
5001 REM %%%%%%%%%%
5002 REM % Ende %
5003 REM %%%%%%%%%%
5004 :
5010 CLS#1:PEN#1,1:PRINT#1,CHR$(7);"Spie
lende";:PEN#1,3:IF fp=2 THEN PRINT#1," (
kein Zug mehr m";CHR$(254);"glich)"
5020 f=s(1):s(1)=0:s(2)=0
5030 FOR i=0 TO 7:FOR j=0 TO 7:s(f(j,i))
=s(f(j,i))+1:NEXT j,i
5040 LOCATE#1,1,2:PRINT#1,"Ergebnis: ";:
PEN#1,f:PRINT#1,s(1);:PEN#1,3:PRINT#1,"
";:PEN#1,f XOR 3:PRINT#1,s(2);
5050 IF sm=2 THEN 5100
5060 LOCATE#1,22,2:PEN#1,3
5070 IF s(1)=s(2) THEN PRINT#1,"Unentsch
ieden.";
5080 IF s(sc)>s(ss) THEN PRINT#1,"Ich ha
be gewonnen.";
5090 IF s(sc)<s(ss) THEN PRINT#1,"Du has
t gewonnen.";
5100 GOSUB 6060:WHILE NOT te
5110 GOSUB 6000:WEND
5120 GOTO 30
6000 :
6001 REM %%%%%%%%%%%%%%
6002 REM % Tastaturabfrage %
6003 REM %%%%%%%%%%%%%%
6004 :
6010 t$=INKEY$
6020 ta=(t$=CHR$(11)):tu=(t$=CHR$(10))
6030 tl=(t$=CHR$(8)):tr=(t$=CHR$(9))
6040 te=(t$="*")
6050 RETURN
6060 ta=0:tu=0:tl=0:tr=0:te=0
6070 WHILE INKEY$<>"":WEND
6080 RETURN
6100 :
6101 REM %%%%%%%%%%%%%%
6102 REM % Spielstein setzen %
6103 REM %%%%%%%%%%%%%%
6104 :
6110 ORIGIN 200+32*x,326-32*y
6120 FOR l=-5.5 TO 5.5
6130 sl=CINT(SQR(36-1^2))*2
6140 MOVE -sl,-INT(1)*2:DRAW 2*sl-2,0,f
6150 NEXT:RETURN

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7000 :
7001 REM %%%%%%%%%%
7002 REM % Error %
7003 REM %%%%%%%%%%
7004 :
7010 MODE 1:INK 0,0:INK 1,13:INK 2,6:PAP
ER 0:BORDER 1:CLS
7020 ORIGIN 0,0,0,640,0,400:CLG 0
7030 PLOT -10,0,1:MOVE 64,288
7040 PRINT CHR$(5);CHR$(162);
7050 LOCATE 17,3:PEN 2:PRINT"Error."
7060 LOCATE 2,6:PEN 1:PRINT"Bitte Comput
er mit <Ctrl><Shift><Esc>"
7070 PRINT CHR$(10):" zurucksetzen und P
rogramm erneut":PRINT CHR$(10):" laden !
"
7080 CALL &BB00:LOCATE 1,15
7090 END
8000 :
8001 REM %%%%%%%%%%
8002 REM % Maschinenprogramm einlesen %
8003 REM %%%%%%%%%%
8004 :
8010 RESTORE 10210:p=0
8020 FOR i=0 TO 57:FOR j=0 TO 15
8030 READ a$:a=VAL("&"a$)
8040 p=p+a:POKE &9000+16*i+j,a
8050 NEXT
8060 READ l:IF p<>l THEN 8100
8070 NEXT
8080 RETURN
8100 CLS:PRINT"DATA-Error in Zeile";
8110 PRINT 10210+i*10
8120 PRINT"Bitte korrigieren !"
8130 PRINT:CALL &BB00:CLEAR
8140 END
10000 :
10001 REM %%%%%%%%%%
10002 REM % Daten %
10003 REM %%%%%%%%%%
10004 :
10010 REM ***
10011 REM *** Zugrichtungen
10012 REM ***
10013 :
10020 DATA 0,-1,0,1,-1,0,1,0,-1,-1,1,-1,
1,1,-1,1
10100 :
10101 REM ***
10102 REM *** Zeichenumdefinitionen
10103 REM ***
10104 :
10110 DATA F0,18,3C,7E,7E,18,18,18,00,F1
,18,18,18,7E,7E,3C,18,00,F2,00,30,70,FE,
FE,70,30,00,F3,00,18,1C,FE,FE,1C,18,00,F
4,F8,F8,F0,F8,DC,0E,06,00,F5,3E,3E,1E,3E
,76,E0,C0,00,F6,C0,E0,76,3E,1E,3E,3E,00,
F7,06,0E,DC,F8,F0,F8,F8,00
10120 DATA FD,66,00,78,0C,7C,CC,76,00,FE
,66,00,3C,66,66,66,3C,00,FF,66,00,66,66,
66,66,3E,00
10200 :
10201 REM ***
10202 REM *** Maschinenprogramm
10203 REM ***
10204 :
10210 DATA CD,89,92,AF,32,09,A0,3C,32,00
,A0,32,05,A0,3C,32,1477
10220 DATA 01,A0,FD,21,00,A0,F3,CD,48,91
,FB,C9,DD,21,0A,A0,3625
10230 DATA 11,06,00,FD,46,05,DD,19,10,FC
,C9,FD,5E,05,16,00,5065
10240 DATA 06,06,A7,CB,13,CB,12,10,FA,21
,00,A3,19,C9,78,82,6625
10250 DATA 57,79,83,5F,79,87,87,87,80,85
,6F,C9,F5,C5,D5,CD,9018
10260 DATA 2B,90,D1,D5,7B,07,07,07,82,85
,6F,D1,C1,F1,C9,15,11010

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10270 DATA 1D,01,01,00,18,13,14,1D,01,0B
,00,18,0C,15,1C,01,11228
10280 DATA 01,00,18,05,15,1D,01,08,00,CD
,4C,90,FD,36,04,FC,12305
10290 DATA 1E,03,7E,B7,C8,09,1D,20,F9,FD
,36,04,01,C9,15,1D,13729
10300 DATA 18,0A,14,1D,18,06,14,1C,18,02
,15,1C,CD,4C,90,FD,14643
10310 DATA 36,04,E7,7E,B7,C8,FD,36,04,01
,C9,15,18,07,14,18,16050
10320 DATA 04,1D,18,01,1C,CD,4C,90,FD,36
,04,01,A6,C8,FD,36,17546
10330 DATA 04,0A,C9,FD,35,05,CD,2B,90,FD
,34,05,E5,11,40,00,19084
10340 DATA 19,EB,E1,01,40,00,ED,B0,C9,3A
,05,A0,FD,BE,06,30,20968
10350 DATA 0A,DD,6E,06,DD,66,07,22,07,A0
,C9,CD,2B,90,E5,21,22701
10360 DATA FF,A0,01,00,80,1E,00,16,00,E3
,7E,23,E3,23,B7,28,24170
10370 DATA 35,32,02,A0,7E,CB,7F,28,19,CB
,BF,C5,D5,E5,C6,90,26331
10380 DATA 6F,26,93,6E,26,90,3A,02,A0,CD
,F8,FF,3A,04,A0,E1,28294
10390 DATA D1,C1,FD,35,02,20,02,ED,44,E5
,26,00,6F,CB,7F,28,30091
10400 DATA 01,25,09,44,4D,E1,14,CB,5A,2B
,BE,1C,CB,5B,28,B7,31596
10410 DATA FD,71,07,FD,70,08,E1,C9,CD,C3
,90,3A,00,A0,32,01,33581
10420 DATA A0,EE,03,32,00,A0,CD,1C,90,3E
,FE,FD,86,01,DD,77,35613
10430 DATA 00,DD,77,01,DD,36,05,00,CD,2B
,90,2B,E5,DD,36,02,37175
10440 DATA 00,DD,36,03,00,E1,23,E5,7E,B7
,C2,68,92,DD,36,04,38974
10450 DATA 00,DD,56,03,DD,5E,02,FD,36,04
,00,DD,7E,04,07,C6,40468
10460 DATA 80,6F,26,93,46,23,4E,E1,E5,CD
,3E,90,7A,B3,CB,5F,42539
10470 DATA C2,5E,92,7E,B7,CA,5E,92,FD,BE
,00,20,06,FD,36,04,44516
10480 DATA 01,18,E6,3A,04,A0,B7,CA,5E,92
,DD,56,03,DD,5E,02,46245
10490 DATA E1,E5,3A,01,A0,77,CD,3E,90,3A
,00,A0,BE,20,05,EE,48131
10500 DATA 03,77,18,F2,3A,05,A0,FD,BE,06
,30,1E,FD,34,05,CD,49784
10510 DATA 48,91,DD,7E,05,B7,20,0C,CD,EB
,90,2A,07,A0,DD,75,51711
10520 DATA 00,DD,74,01,FD,35,05,CD,1C,90
,CD,D9,90,CD,C3,90,53847
10530 DATA DD,5E,00,DD,56,01,2A,07,A0,CD
,B8,FF,FD,CB,05,46,55854
10540 DATA 28,01,3F,38,0F,DD,75,00,DD,74
,01,3A,05,A0,3D,20,57021
10550 DATA 39,32,09,A0,3A,05,A0,3D,20,30
,DD,5E,00,DD,56,01,58284
10560 DATA CD,B8,FF,20,25,FD,6E,09,FD,34
,09,16,00,DD,5E,04,60024
10570 DATA A7,CB,1B,CB,1B,CB,1B,CB,12,DD
,7E,03,07,07,07,DD,61694
10580 DATA B6,02,B3,CB,05,26,A2,77,23,72
,DD,36,05,01,DD,34,63287
10590 DATA 04,DD,CB,04,5E,CA,81,91,DD,34
,03,DD,CB,03,5E,CA,65288
10600 DATA 75,91,DD,34,02,DD,CB,02,5E,CA
,71,91,3A,00,A0,32,67073
10610 DATA 01,A0,EE,03,32,00,A0,E1,C9,CD
,00,B9,21,12,A3,0E,68729
10620 DATA 04,06,04,7E,23,B7,28,1D,10,F9
,23,23,23,23,0D,20,69606
10630 DATA F0,3E,FC,32,7F,90,3E,E7,32,A2
,90,3E,0A,32,C1,90,71589
10640 DATA 21,40,93,18,12,3E,F6,32,7F,90
,3E,9C,32,A2,90,3E,73140
10650 DATA 28,32,C1,90,21,00,93,11,00,A1
,01,40,00,ED,B0,C9,74604

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10660 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,74604
10670 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,74604
10680 DATA 00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,00,74604
10690 DATA 64,88,28,28,28,28,89,64,8A,84,80,80,80,80,85,8A,76290
10700 DATA 28,83,05,02,02,05,81,28,28,83,02,01,01,02,81,28,76990
10710 DATA 28,83,02,01,01,02,81,28,28,83,05,02,02,05,81,28,77690
10720 DATA 8B,87,82,82,82,82,86,8B,64,88,28,28,28,28,89,64,79390
10730 DATA 19,88,0A,0A,0A,0A,89,19,8A,84,80,80,80,80,85,8A,80806
10740 DATA 0A,83,02,02,02,02,81,0A,0A,83,02,01,01,02,81,0A,81380
10750 DATA 0A,83,02,01,01,02,81,0A,0A,83,02,02,02,02,81,0A,81954
10760 DATA 8B,87,82,82,82,82,86,8B,19,88,0A,0A,0A,0A,89,19,83384
10770 DATA 00,FF,00,01,FF,00,01,00,FF,FF,01,FF,01,01,FF,01,84920
10780 DATA 5F,66,6D,74,8E,92,96,9A,AB,AE,B1,B4,00,00,00,00,86636
10790 :

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