

```

10 '*****
*****
20 '***** Programs from issue 4 of
CPC464 User Magazine *****
30 '***** 'Amstrad CPC
464 drawing' *****
40 '*****
*****
50 KEY 138,"MODE 2:PEN 1:INK 1,26:ink 0,
13:border 13:list"+CHR$(13)
60 MODE 0:BORDER 14:INK 0,14:INK 6,11:IN
K 2,20:INK 3,6
70 PEN 2:LOCATE 2,2:PRINT"AMSTRAD":PEN 1
3:LOCATE 2,5:PRINT"CPC 464":PEN 11:LO
CATE 2,8:PRINT"presents..."
80 FOR y=1 TO 146:PLOT 68,y:DRAW 572,y,8
:NEXT
90 y=140
100 FOR x=92 TO 548 STEP 12:PLOT x,y,5:N
EXT
110 y=y+1:IF y>146 THEN 120 ELSE 100
120 PLOT 102,124:DRAW 342,124:DRAW 342,1
04:DRAW 102,104:DRAW 102,122
130 PLOT 112,108,4:DRAW 112,121:DRAW 120
,121:DRAW 120,108:PLOT 116,112 :PLOT
128,108:DRAW 128,121:DRAW 144,121:D
RAW 144,108:PLOT 136,118:DRAW 136,10
8 :PLOT 152,108:DRAW 160,108:DRAW 16
0,115:DRAW 152,115:DRAW 152,121:DRAW
160,121
140 PLOT 168,121:DRAW 176,121:PLOT 172,1
19:DRAW 172,108 :PLOT 184,108:DRAW 1
84,121:DRAW 192,121:DRAW 192,115:DRA
W 188,115:DRAW 192,108 :PLOT 200,108
:DRAW 200,121:DRAW 208,121:DRAW 208,
108:PLOT 204,112
150 PLOT 216,108:DRAW 216,121:DRAW 220,1
21:DRAW 224,119:DRAW 224,110:DRAW 22
0,108
160 PLOT 102,92,5:DRAW 342,92:DRAW 342,2
8:DRAW 308,28:DRAW 308,12:DRAW 150,1
2:DRAW 150,28:DRAW 102,28:DRAW 102,9
0 : PLOT 102,90:DRAW 342,90:PLOT 102
,26:DRAW 342,26

170 PLOT 150,28:DRAW 304,28:PLOT 150,14:
DRAW 304,14:PLOT 102,77:DRAW 342,77:
PLOT 102,75:DRAW 342,75:PLOT 102,59:
DRAW 316,59:PLOT 102,61:DRAW 316,61:
PLOT 102,43:DRAW 342,43:PLOT 102,45:
DRAW 342,45:PLOT 294,15:DRAW 294,25
180 y=79
190 FOR x=116 TO 324 STEP 16:PLOT x,y:NE
XT
200 y=y+1:IF y>89 THEN 210 ELSE 190
210 y=63
220 FOR x=120 TO 312 STEP 16:PLOT x,y:NE
XT
230 y=y+1:IF y>73 THEN 240 ELSE 220
240 y=47
250 FOR x=124 TO 316 STEP 16:PLOT x,y:NE
XT
260 y=y+1:IF y>57 THEN 270 ELSE 250
270 y=31
280 FOR x=132 TO 308 STEP 16:PLOT x,y:NE
XT
290 y=y+1:IF y>41 THEN 300 ELSE 280
300 PLOT 330,120:DRAW 330,117,3:PLOT 104
,78:DRAW 104,89:PLOT 108,78:DRAW 108
,89:PLOT 112,78:DRAW 112,89
310 y=63
320 FOR x=104 TO 116 STEP 4:PLOT x,y,12:
NEXT
330 y=y+1:IF y>73 THEN 340 ELSE 320
340 y=47
350 FOR x=104 TO 120 STEP 4:PLOT x,y:NEX
T
360 y=y+1:IF y>57 THEN 370 ELSE 350
370 y=31
380 FOR x=104 TO 128 STEP 4:PLOT x,y:NEX
T
390 y=y+1:IF y>41 THEN 400 ELSE 380
400 y=17
410 FOR x=296 TO 304 STEP 4:PLOT x,y:NEX
T
420 y=y+1:IF y>25 THEN 430 ELSE 410
430 y=31
440 FOR x=312 TO 336 STEP 4:PLOT x,y:NEX
T
450 y=y+1:IF y>41 THEN 460 ELSE 440
460 y=78
470 FOR x=328 TO 336 STEP 4:PLOT x,y:NEX
T
480 y=y+1:IF y>89 THEN 490 ELSE 470
490 y=47
500 FOR x=320 TO 336 STEP 4:PLOT x,y,6:N
EXT
510 y=y+1:IF y>73 THEN 520 ELSE 500
520 PLOT 316,63:DRAW 316,73
530 y=10
540 FOR x=368 TO 416 STEP 16:PLOT x,y,5:
NEXT
550 y=y+1:IF y>76 THEN 560 ELSE 540
560 PLOT 372,10:DRAW 412,10:PLOT 372,12:
DRAW 412,12:PLOT 372,26:DRAW 412,26:
PLOT 372,28:DRAW 412,28:PLOT 372,42:
DRAW 412,42:PLOT 372,44:DRAW 412,44:
PLOT 372,58:DRAW 412,58:PLOT 372,60:
DRAW 412,60:PLOT 372,74:DRAW 412,74
570 PLOT 372,76:DRAW 412,76
580 y=14
590 FOR x=404 TO 412 STEP 4:PLOT x,y,6:N
EXT
600 y=y+1:IF y>25 THEN 610 ELSE 590
610 PLOT 384,84:DRAW 384,132,5:DRAW 400,
132:DRAW 400,84:DRAW 388,84:DRAW 388
,86:DRAW 396,86:PLOT 384,134:DRAW 40
0,134:PLOT 368,100:DRAW 368,118:DRAW
416,118:DRAW 416,100:DRAW 372,100:P
LOT 372,102:DRAW 414,102:PLOT 372,11
6:DRAW 412,116
620 y=104
630 FOR x=388 TO 396 STEP 4:PLOT x,y,6:N
EXT
640 y=y+1:IF y>114 THEN 650 ELSE 630
650 PLOT 448,4:DRAW 544,4,5:PLOT 448,6:D
RAW 544,6:DRAW 544,23:DRAW 448,23:DR
AW 448,7:PLOT 452,21:DRAW 540,21
660 y=7
670 FOR x=464 TO 528 STEP 16:PLOT x,y:NE
XT
680 y=y+1:IF y>20 THEN 690 ELSE 670
690 PLOT 440,1:DRAW 440,26:DRAW 552,26:D
RAW 552,1

```

```

700 y=9
710 FOR x=452 TO 460 STEP 4:PLOT x,y,3:N
EXT
720 y=y+1:IF y>19 THEN 730 ELSE 710
730 PLOT 440,30:DRAW 552,30,5:DRAW 552,5
0:DRAW 440,50:DRAW 440,32
740 PLOT 440,54:DRAW 440,118:DRAW 552,11
8:DRAW 552,54:DRAW 442,54:PLOT 452,7
6:DRAW 452,110:DRAW 540,110:DRAW 540
,76:DRAW 454,76
750 PLOT 452,122:DRAW 472,122:DRAW 472,1
30:DRAW 452,130:DRAW 452,124
760 FOR y=175 TO 182:PLOT 392,y:DRAW 622
,y,8:NEXT
770 FOR y=188 TO 395:PLOT 380,y:DRAW 632
,y,8:NEXT
780 PLOT 378,399,5:DRAW 378,184:DRAW 636
,184:DRAW 636,399:DRAW 382,399:DRAW
382,397:DRAW 632,397:PLOT 382,186:DR
AW 632,186
790 PLOT 378,399,5:DRAW 378,184:DRAW 636
,184:DRAW 636,399:DRAW 382,399:DRAW
382,397:DRAW 632,397:PLOT 382,186:DR
AW 632,186:PLOT 382,202:DRAW 632,202
: PLOT 624,194:PLOT 624,192
800 PLOT 392,218:DRAW 620,218:DRAW 620,3
84:DRAW 392,384:DRAW 392,220:PLOT 39
4,382:DRAW 618,382:PLOT 392,216:DRAW
620,216
810 PLOT 388,182:DRAW 388,172:DRAW 624,1
72:DRAW 624,182:PLOT 400,170:PLOT 40
4,170:PLOT 400,168:PLOT 404,168:PLOT
400,166:PLOT 404,166:PLOT 608,170:P
LOT 612,170:PLOT 608,168:PLOT 612,16
8:PLOT 608,166:PLOT 612,166
820 FOR y=231 TO 370:PLOT 408,y:DRAW 604
,y:NEXT
830 PLOT 480,178:DRAW 480,166:DRAW 472,1
74:DRAW 472,166:DRAW 464,174:DRAW 46
4,166:DRAW 456,174:DRAW 456,166:DRAW
448,174:DRAW 448,166:DRAW 440,174:D
RAW 440,166:DRAW 432,174:DRAW 432,16
6:DRAW 424,174:DRAW 424,166:DRAW 416
,174:DRAW 416,148
840 PLOT 492,178:DRAW 492,154:DRAW 484,1
62:DRAW 484,154:DRAW 476,162:DRAW 47
6,154:DRAW 468,162:DRAW 468,154:DRAW
460,162:DRAW 460,154:DRAW 452,162:D
RAW 452,154:DRAW 444,162:DRAW 444,15
4:DRAW 436,162:DRAW 436,154:DRAW 428
,162:DRAW 428,148
850 PLOT 488,160:DRAW 432,160
860 FOR p=0 TO 12:FOR y=231 TO 370:PLOT
408,y,p:DRAW 604,y:NEXT y:NEXT p
870 FOR t=1 TO 1000:NEXT
880 '***** 'FLASHMAN'
by P.J.Eva *****
890 ENT -1,2,1,4,2,-1,4:ENT -2,50,40,2:E
NT -3,1,-30,10,1,30,10
900 SPEED INK 10,10
910 GOSUB 2000
920 GOSUB 2440
930 FOR t=1 TO 1500:NEXT
940 GOSUB 2040
950 '***** se
t up *****
**

```

```

960 L=1:s=0:f=3:GOTO 1010
970 L=2:GOTO 1010
980 L=3:GOTO 1010
990 L=4:GOTO 1010
1000 L=5:GOTO 1010
1010 MODE 1:BORDER 13:INK 0,26:INK 1,6:I
NK 2,18,8:INK 3,0
1020 GOSUB 2470
1030 FOR q=1 TO 23 STEP 2
1040 PEN 3:LOCATE 1,q:PRINT STRING$(40,C
HR$(143)):NEXT
1050 IF L=5 THEN 1090 ELSE 1060
1060 IF L=4 THEN 1100 ELSE 1070
1070 IF L=3 THEN 1110 ELSE 1080
1080 IF L=2 THEN 1120 ELSE 1140
1090 LOCATE 1,22:PRINT STRING$(40,CHR$(1
43)):LOCATE 1,20:PRINT STRING$(40,C
HR$(143))
1100 LOCATE 1,18:PRINT STRING$(40,CHR$(1
43)):LOCATE 1,16:PRINT STRING$(40,C
HR$(143)):LOCATE 1,14:PRINT STRING$(
40,CHR$(143))
1110 LOCATE 1,12:PRINT STRING$(40,CHR$(1
43)):LOCATE 1,10:PRINT STRING$(40,C
HR$(143)):LOCATE 1,8:PRINT STRING$(
40,CHR$(143))
1120 LOCATE 1,6:PRINT STRING$(40,CHR$(14
3)):LOCATE 1,4:PRINT STRING$(40,CHR
$(143)):LOCATE 1,2:PRINT STRING$(40
,CHR$(143))
1130 IF L=5 GOTO 1160
1140 FOR d=1 TO 40 STEP 3:FOR g=2 TO 22
STEP 2
1150 LOCATE d,g:PRINT CHR$(143):NEXT g:N
EXT d
1160 EVERY 100 GOSUB 1720
1170 x=20:y=24
1180 LOCATE 3,25:PRINT"score":LOCATE 29,
25:PRINT"fazers"
1190 GOSUB 1680
1200 SOUND 1,40,10,6
1210 GOSUB 1690
1220 GOSUB 1700
1230 z=1
1240 '***** character m
ovement routine *****
**
1250 FOR t=1 TO 50:NEXT
1260 IF INKEY(9)=0 AND y-1>0 OR JOY(0)=1
6 AND y-1>0 THEN 1310 ELSE 1270
1270 IF INKEY(0)=0 OR JOY(0)=1 THEN 1350
ELSE 1280
1280 IF INKEY(2)=0 OR JOY(0)=2 THEN 1450
ELSE 1290
1290 IF INKEY(8)=0 OR JOY(0)=4 THEN 1540
ELSE 1300
1300 IF INKEY(1)=0 OR JOY(0)=8 THEN 1610
ELSE 1260
1310 IF f<1 THEN 1270
1320 DI:PEN 0:LOCATE x,y-1:PRINT CHR$(14
3):SOUND 1,10,8,7
1330 f=f-1:GOSUB 1700
1340 EI:FOR t=1 TO 200:NEXT:GOTO 1270
1350 IF TEST((x*16-8),((25-y)*16+24))=3
THEN 1260
1360 y=y-1

```

```

1370 s=s+10:GOSUB 1690
1380 IF y<1 THEN 1390 ELSE 1400
1390 z=0:GOTO 1860
1400 DI
1410 PEN 1:LOCATE x,y+1:PRINT CHR$(32)
1420 GOSUB 1680
1430 EI
1440 GOTO 1250
1450 IF TEST((x*16-8),((25-y)*16-8))=3 THEN 1260
1460 IF y<24 THEN 1470 ELSE 1260
1470 y=y+1:s=s-15
1480 GOSUB 1690
1490 DI
1500 PEN 1:LOCATE x,y-1:PRINT CHR$(32)
1510 GOSUB 1680
1520 EI
1530 GOTO 1250
1540 IF TEST((x*16-24),((25-y)*16+8))=3 THEN 1260
1550 x=x-1:IF x<1 THEN x=1
1560 DI
1570 PEN 1:LOCATE x+1,y:PRINT CHR$(32)
1580 GOSUB 1680
1590 EI
1600 GOTO 1250
1610 IF TEST((x*16+8),((25-y)*16+8))=3 THEN 1260
1620 x=x+1:IF x>40 THEN x=40
1630 DI
1640 PEN 1:LOCATE x-1,y:PRINT CHR$(32)
1650 GOSUB 1680
1660 EI
1670 GOTO 1250
1680 PEN 2:LOCATE x,y:PRINT CHR$(225):RETURN
1690 PEN 1:LOCATE 9,25:PRINT s:RETURN
1700 PEN 1:LOCATE 36,25:PRINT f:RETURN
1710 '***** cosmic rays *****
1720 IF z=1 THEN 1740 ELSE 1730
1730 RETURN
1740 e=1:WHILE e<21
1750 a=INT(RND*40)+1:b=INT(RND*24)+1
1760 PEN 1:LOCATE a,b:PRINT CHR$(143):e=e+1
1770 SOUND 1,0,3,6,0,0,30
1780 LOCATE a,b:PRINT CHR$(32)
1790 IF a=x AND b=y THEN 1820
1800 WEND:RETURN
1810 '***** failure routine *****
1820 z=0:e=21:SOUND 1,0,100,7,0,0,5:INK 0,6,24:BORDER 24,6:FOR t=1 TO 1000:NEXT
1830 SOUND 1,300,190,7,0,2:FOR t=1 TO 1400:NEXT
1840 RUN 960
1850 '***** success routine *****
1860 MODE 0:INK 0,3:INK 1,24:LOCATE 5,12:PRINT"YOU MADE IT !"
1870 SOUND 1,119,150,7,0,3
1880 s=s+50:IF L<5 THEN RESTORE 2580
1890 FOR t=1 TO 1500:NEXT
1900 IF L=5 THEN 2200
1910 IF L=4 THEN 1950

```

```

1920 IF L=3 THEN 1960
1930 IF L=2 THEN 1970
1940 IF L=1 THEN 1980
1950 GOTO 1000
1960 GOTO 990
1970 GOTO 980
1980 GOTO 970
1990 '***** opening screen *****
2000 MODE 0:INK 0,0:BORDER 0:PLOT 32,32,6:DRAW 608,32:DRAW 608,368:DRAW 32,368:DRAW 32,32
2010 INK 1,18,6:INK 3,8:INK 2,2:PEN 1:LOCATE 7,12:PRINT"FLASHMAN":PEN 2:LOCATE 7,13:PRINT"-----":PEN 3:LOCATE 3,22:PRINT"[";CHR$(164);" P.J.Eva 1984]"
2020 RETURN
2030 '***** instructions *****
2040 MODE 1:BORDER 1:INK 0,1:INK 1,24:INK 2,15:INK 3,17
2050 PEN 2:LOCATE 9,1:PRINT"I N S T R U C T I O N S":LOCATE 9,2:PRINT STRINGS(23,"-")
2060 PEN 1:PRINT:PRINT" FLASHMAN is stuck at the bottom of the screen.He desperately wants to get up to the top of the screen but in his way are block structures.":PRINT" Fortunately FLASHMAN has the power to"
2070 PRINT"cause cosmic rays to bombard the block structures and create gaps for him to pass through.These rays,however,strike completely at random and if they hit FLASHMAN he is dead."
2080 PRINT" FLASHMAN also carries 3 Fazers, each incapable of blasting away one block in front of him.Fazers can be used at any time (by pressing the COPY key or joystick FIRE button) but should be kept in reserve for tougher levels,if possible."
2090 PEN 3:PRINT:PRINT"(press any key to continue instructions)"
2100 IF INKEY$="" THEN 2100
2110 CLS:PEN 3:PRINT" Your task is to guide FLASHMAN,using the cursor keys or joystick, through the gaps blasted between the blocks to safety at the top of the screen."
2120 PEN 1:PRINT:PRINT" Points are awarded as follows:-":PRINT:PRINT" Upward movement ";PEN 2:PRINT"+10";PEN 1:PRINT" points.":PRINT" Downward movement";PEN 2:PRINT" -15";PEN 1:PRINT" points."
2130 PRINT" Reaching safety ";PEN 2:PRINT"+50";PEN 1:PRINT" points."
2140 PEN 3:PRINT:PRINT"Sadly,safety,once reached is short lived and FLASHMAN soon realises that the top of one screen is merely the bottom of an other more difficult screen!"

```

```

2150 PEN 1:PRINT:PRINT" You must continu
e up through each of the 5 levels
until you finally reach home (a
nd ";PEN 2:PRINT"500";:PEN 1:PRINT
" bonus points)."
```

```

2160 PEN 2:LOCATE 12,22:PRINT"G 0 0 D
L U C K !":PEN 3:LOCATE 9,24:PRINT"
(press any key to start)"
```

```

2170 IF INKEY$="" THEN 2170
2180 RETURN
2190 '***** home s
creen *****
2200 s=s+500
2210 MODE 1:BORDER 13:INK 0,1:INK 1,1:IN
K 2,17:INK 3,6
2220 PLOT 16,256,3:DRAW 624,256
2230 n$=CHR$(143)
2240 PEN 1:LOCATE 6,2:PRINT n$;n$;" ";n
$;n$;" ";n$;n$;n$;" ";n$;n$;"
";n$;n$;" ";n$;n$;n$;n$;n$;n$;
2250 LOCATE 6,3:PRINT n$;n$;" ";n$;n$;"
";n$;n$;" ";n$;n$;" ";n$;n$;n$;"
";n$;n$;n$;" ";n$;n$;" ";n$
2260 LOCATE 6,4:PRINT n$;n$;" ";n$;n$;"
";n$;n$;" ";n$;n$;" ";n$;n$;n$;
n$;n$;n$;";n$;n$;" ";n$
2270 LOCATE 6,5:PRINT n$;n$;n$;n$;n$;
" ";n$;n$;" ";n$;n$;" ";n$;n$;
n$;n$;n$;";n$;n$;";n$;n$;
2280 LOCATE 6,6:PRINT n$;n$;" ";n$;n$;"
";n$;n$;" ";n$;n$;" ";n$;
n$;" ";n$;n$;" ";n$;n$;" ";n$
2290 LOCATE 6,7:PRINT n$;n$;" ";n$;n$;"
";n$;n$;" ";n$;n$;" ";n$;
";n$;n$;" ";n$;n$;" ";n$
2300 LOCATE 6,8:PRINT n$;n$;" ";n$;n$;"
";n$;n$;";n$;n$;" ";n$;
n$;" ";n$;n$;";n$;n$;";n$
2310 INK 1,24
2320 PEN 2:PRINT:PRINT:PRINT:PRINT" Wel
l done! You have successfully
guided FLASHMAN back to his sanctu
ary."
```

```

2330 PRINT:PRINT:PRINT" Now he can rela
x for a while before venturing o
ut again into his hostile enviro
nment."
```

```

2340 PRINT:PRINT:PRINT" Your final scor
e is";:PEN 3:PRINT s;:PEN 2:PRINT"p
oints."
```

```

2350 PEN 1:PRINT:PRINT:PRINT" [
Another game? (y/n) ]"
```

```

2360 PLOT 1,1,3:DRAW 638,1:DRAW 638,398:
DRAW 1,398:DRAW 1,1:PLOT 3,1:DRAW 3
,398:PLOT 636,1:DRAW 636,398
2370 GOSUB 2510
2380 k$=INKEY$
2390 IF k$="y" THEN 2410 ELSE 2400
2400 IF k$="n" THEN 2420 ELSE 2380
2410 RUN 910
2420 PEN 4:INK 4,1:LOCATE 2,23:END
2430 '***** tunes (sound)
routines *****
2440 READ t,d,t2,d2,t4,d4:IF t=999 OR t2
=999 OR t4=999 THEN RETURN
2450 SOUND 1,t,d,7,0,1:SOUND 2,t2,d2,6,0
,1:SOUND 4,t4,d4,5,0,1
2460 GOTO 2440
2470 READ to1,du1,to2,du2,to4,du4
```

```

2480 IF to1=999 OR to2=999 OR to4=999 TH
EN RETURN
2490 SOUND 1,to1,du1,7:SOUND 2,to2,du2,6
:SOUND 4,to4,du4,4
2500 GOTO 2470
2510 READ t,d,t2,d2,t4,d4:IF t=999 OR t2
=999 OR t4=999 THEN RETURN
2520 SOUND 1,t,d,7:SOUND 2,t2,d2,7:SOUND
4,t4,d4,7
2530 GOTO 2510
2540 DATA 1517,50,379,50,47,50,1276,20,3
19,20,40,20,1517,50,379,50,47,50,0,
10,0,10,0,10,1517,50,379,50,47,50,1
276,20,319,20,40,20,1517,50,379,50,
47,50,0,10,0,10,0,10
2550 DATA 1432,20,358,20,45,20,1276,20,3
19,20,40,20,1432,20,358,20,45,20,17
03,50,426,50,53,50,0,10,0,10,0,10,1
517,20,379,20,47,20,1276,20,319,20,
40,20,1517,20,379,20,47,20,1911,50,
478,50,60,50,0,20,0,20,0,20
2560 DATA 1517,50,379,50,47,50,1276,20,3
19,20,40,20,1517,50,379,50,47,50,0,
10,0,10,0,10,1517,50,379,50,47,50,1
276,20,319,20,40,20,1517,50,379,50,
47,50,0,10,0,10,0,10
2570 DATA 1432,20,358,20,45,20,1276,20,3
19,20,40,20,1432,20,358,20,45,20,17
03,50,426,50,53,50,1276,20,319,20,4
0,20,1911,50,478,50,60,50,0,20,0,20
,0,20,999,999,999,999,999,999
2580 DATA 1276,100,319,100,159,100,1136,
20,284,20,142,20,1073,50,268,50,134
,50,1276,20,319,20,159,20,0,100,0,1
00,0,100
2590 DATA 1276,100,319,100,159,100,1136,
20,284,20,142,20,1073,50,268,50,134
,50,1276,70,319,70,159,70,902,100,2
25,100,113,100,999,999,999,999,999,
999
2600 DATA 239,60,119,60,60,60,268,20,134
,20,67,20,284,20,142,20,71,20,319,2
0,159,20,80,20,284,80,142,80,71,80
2610 DATA 478,9,239,9,119,9,0,1,0,1,0,1,
478,10,239,10,119,10,358,19,179,19,
89,19,0,1,0,1,0,1,358,19,179,19,89,
19,0,1,0,1,0,1
2620 DATA 358,19,179,19,89,19,0,1,0,1,0,
1,358,19,179,19,89,19,0,1,0,1,0,1,3
79,20,190,20,95,20,358,20,179,20,89
,20,319,100,159,100,80,100
2630 DATA 478,9,239,9,119,9,0,1,0,1,0,1,
478,9,239,9,119,9,0,1,0,1,0,1,478,2
0,239,20,119,20,358,20,179,20,89,20
,319,20,159,20,80,20,284,40,142,40,
71,40
2640 DATA 358,10,179,10,89,10,379,10,190
,10,95,10,426,20,213,20,106,20,268,
19,134,19,67,19,0,1,0,1,0,1,268,19,
134,19,67,19,0,1,0,1,0,1,268,40,134
,40,67,40
2650 DATA 239,10,119,10,60,10,268,10,134
,10,67,10,284,20,142,20,71,20,319,2
0,159,20,80,20,358,20,179,20,89,20,
379,20,190,20,95,20,358,20,179,20,8
9,20,319,20,159,20,80,20,358,70,179
,70,89,70
2660 DATA 999,999,999,999,999,999
```