

```

90 MODE 1:BORDER 0
100 INK 0,0:INK 1,6:INK 2,18:INK 3,11
110 PRINT CHR$(23)CHR$(3)
120 SYMBOL AFTER 91
130 SYMBOL 91,255,0,255,0,255,0,255
140 SYMBOL 92,63,0,15,0,3
150 SYMBOL 93,0,0,192,0,240,0,252
160 SYMBOL 255,240,0,120,0,60,0,30
170 PLOT -2,-2,1:TAG
180 a=0:b=0
190 DATA 0,2,25,1,5,0,1,2,6,1,-5,0,1,2,6
,1,5,0,0,3,0,1,-4,-12,1,5,0,1,4,12,0,2,-
12,1,4,12,1,5,0,1,-2,-6,1,-5,0,0,28,6,1,
-5,0,1,-4,-12,1,5,0,0,0,6,1,-3,0,0,12,-6
,1,4,12,1,5,0,1,-2,-6,1,-5,0,1,2,0,1,8,-
6,1,21,0,*,0,0
200 READ e$,s,t:a=a+10*s:b=b+10*t
210 IF e$="*" THEN 430
220 IF t<>0 THEN a=a-5*s
230 IF e$="0" THEN MOVE a,b:PRINT CHR$(2
55);:GOTO 200
240 IF e$(">")"1" THEN 200
250 x=XPOS-16:y=YPOS:dh=a-x:dv=b-y
260 IF dh=0 THEN 370
270 IF dv=0 THEN 400
280 IF MAX(ABS(dh),ABS(dv))=ABS(dv) THEN
330
290 kh=INT(dh/ABS(dv)):kv=INT(SGN(dv))
300 FOR i=x TO a STEP kh
310 MOVE i,y:PRINT CHR$(255);
320 y=y+kv:NEXT:GOTO 200
330 kh=INT(SGN(dh)):kv=INT(dv/ABS(dh))
340 FOR i=y TO b STEP kv
350 MOVE x,i:PRINT CHR$(255);
360 x=x+kh:NEXT:GOTO 200
370 FOR i=y TO b STEP 2*SGN(dv)
380 MOVE a,i:PRINT CHR$(255);
390 NEXT:GOTO 200
400 FOR i=x TO a STEP 2*SGN(dh)
410 MOVE i,b:PRINT CHR$(255);
420 NEXT:GOTO 200
430 TAGOFF:PRINT CHR$(23)CHR$(0):PEN 2

```

```
440 LOCATE 16,12:PRINT"[[[ [[ [ [[ [
[[ [ ]]"
450 LOCATE 16,13:PRINT"[ [ [ [ [ [
[ [ ]]"
460 LOCATE 16,14:PRINT"[[ [[ [ [ [
[ [ \]"
470 LOCATE 16,15:PRINT"[ [ [ [ [ [
[ [ [ ]]"
480 LOCATE 16,16:PRINT"[ [ [ [[ [ [[ [
[[ [ [ ]]"
490 PLOT 0,0,2:DRAW 0,398:DRAW 638,398:D
RAW 638,0:DRAW 0,0
500 PEN 3:PAPER 0:LOCATE 10,24
510 PRINT"LE PROGRAMME SE CHARGE"
520 PEN 1:PAPER 0
530 PLOT 128,32,0:DRAWR 382,0
540 DEG:PLOT 550,380,3
550 FOR i=90 TO 810 STEP 144
560 x=50*COS(i):y=50*SIN(i)
570 DRAW x+550,y+330
580 NEXT
590 PLOT 80,170
600 FOR i=90 TO 810 STEP 144
610 x=50*COS(i):y=50*SIN(i)
620 DRAW x+80,y+120
630 NEXT
640 BORDER 1,4
650 RUN"falcon"
```

```

60 ON BREAK GOSUB 2050
70 BORDER 0
80 ENV 2,1,-2,2,13,-1,20
90 ENV 3,1,-2,2,13,-1,1
100 ENV 4,1,-1,2,14,-1,3
110 ENV 5,2,7,1,1,0,3,14,-1,1
120 ENT 10,20,-20,1
130 GOSUB 360:GOTO 220
140 '-----
150 ' RECAPITULATIF
160 '-----
170 MODE 1:INK 1,26:INK 2,24
180 PEN 1:LOCATE 12,2:PRINT"ENNEMIS ABAT
TUS:"abb
190 CLEAR:ON BREAK GOSUB 2050
200 PEN 2:LOCATE 16,12:PRINT"S U P E R"
210 LOCATE 15,14:PRINT"F A L C O N"
220 PLOT 128,32,0:DRAWR 382,0
230 INK 3,7
240 PEN 3:LOCATE 7,24:PRINT"VOULEZ-VOUS
LES REGLES (o/n)"
250 '-----
260 ' ANIMATION + MUSIQUE
270 '-----
280 BORDER 1:RESTORE 3690
290 ON SQ(1) GOSUB 3630
300 INK 1,INT(RND*31)+1
310 INK 2,INT(RND*31)+1
320 INK 3,INT(RND*31)+1
330 IF INKEY(46)=0 THEN 880
340 IF INKEY(34)=0 THEN 490
350 GOTO 290
360 '-----
370 ' INITIALISATION
380 '-----
390 DEFINT a-u:ENV 1,1,6,1,1,-3,1,3,-1,1
0:ENT 1,60,-1,1
400 IF PEEK(&8000)=&FE THEN RETURN
410 '-----
420 ' CHARGEMENT MACHINE
430 '-----
440 MEMORY &7FFF
450 LOAD"!falcon.bin",&8000
460 RETURN
470 '-----
480 ' AFFICHAGE SCENARIO
490 '-----
500 SOUND 129,0,1
510 SOUND 130,0,1
520 SOUND 132,0,1
530 FOR i=7 TO 1 STEP-1
540 SOUND 1,20,20,i:NEXT
550 BORDER 1:INK 0,1:INK 1,24:PEN 1:PAPE
R 0
560 MODE 1:PLOT -2,-2,1:TAG
570 DATA l'urss a instaure,un embargo su
r le gaz naturel, envers tous les pays de
l'ouest.,les etats-unis sont prêts a fr
apper,durement l'urss en vue de la force
r,a lever cet embargo.,
580 DATA Vous avez ete promu au grade,d'
officier de l'armee de l'air,dans l'u.s.
airforce.,votre escadrille est composee,

```

```

uniquement de chasseurs f16.,appeles com
munement 'falcon'.
590 DATA vous devez detruire un maximum,
d'appareils ennemis qui surveillent,le t
erritoire d'urss.,
600 DATA il est probable que vous rencon
trerez,une forte resistance de la part d
e,l'aviation ennemie.,elle est dotee de
mig 23 sovietiques,et represente donc le
pire,ennemi de votre falcon !,
610 DATA astuces et reflexes vous sauver
ont,... peut etre !, , , ,bonne chance,*
620 RESTORE 570
630 READ a$:IF a$="*" THEN 650
640 GOSUB 670:GOTO 630
650 FOR i=1 TO 120:CALL &B14C:NEXT
660 TAGOFF:GOTO 740
670 l=(640-16*LEN(a$))\2
680 MOVE 1,30:PRINT UPPER$(a$);
690 FOR i=1 TO 11:CALL &B14C:NEXT
700 RETURN
710 '-----
720 ' INTRODUCTION
730 '-----
740 SOUND 129,0,1
750 SOUND 130,0,1
760 SOUND 132,0,1
770 FOR i=7 TO 1 STEP-1
780 SOUND 1,40,20,i:NEXT
790 INK 0,1:BORDER 1:INK 1,24:PEN 1:MODE
1
800 LOCATE 3,10:PRINT"Vous penetrez dans
l'espace aerien"
810 LOCATE 3,12:PRINT"sovietique: une es
cadrille de MIG 23"
820 LOCATE 3,14:PRINT"vous intercepte..."
830 LOCATE 12,25:PRINT"Ein touche please
!"
840 WHILE INKEY$(">"):"":WEND:CALL &BB06
850 BORDER 0:INK 0,0
860 PEN 3:LOCATE 12,25:PRINT" OK
!"
870 PEN 1
880 SOUND 129,0,1
890 SOUND 130,0,1
900 SOUND 132,0,1
910 FOR i=7 TO 1 STEP-1
920 SOUND 1,0,20,i,,,31
930 SOUND 2,0,20,i,,,31
940 SOUND 4,0,20,i,,,31
950 NEXT
960 '-----
970 ' DESSIN DE L'ECRAN
980 '-----
990 SYMBOL 255,16,16,56,16,254,16
1000 SYMBOL 254,18,36,120,48,32,64,128
1010 SYMBOL 253,72,36,30,12,4,2,1
1020 SYMBOL 252,16,16,56,16,254,16,40,25
5
1030 SYMBOL 251,32,9,146,2,72,32,5,148
1040 SYMBOL 250,130,68,40,16,40,68,130
1050 '-----
1060 ' DEBUT BOUCLE
1070 '-----
1080 niv=niv+1
1090 GOSUB 3730
1100 b$=CHR$(250):all=6:enn=6
1110 MODE 0:INK 5,0:PAPER 5:CLS:PEN 12
1120 LOCATE 1,22:PRINT"CARBURANT"
1130 LOCATE 12,22:PRINT"MIG F16"
1140 LOCATE 1,24:PRINT"MUNITIONS"
1150 PEN 9
1160 LOCATE 11,23:PRINT CHR$(255)" "CHR$(
255)" "CHR$(255)
1170 LOCATE 12,24:PRINT CHR$(255)" "CHR$(
255)
1180 LOCATE 13,25:PRINT CHR$(255)
1190 PEN 1
1200 LOCATE 18,23:PRINT CHR$(255)
1210 LOCATE 17,24:PRINT CHR$(255)" "CHR$(
255)
1220 LOCATE 16,25:PRINT CHR$(255)" "CHR$(
255)" "CHR$(255);
1230 PAPER 0:WINDOW 1,20,1,20:CLS:PRINT
CHR$(23)"0"
1240 WINDOW #1,1,20,22,25
1250 FOR i=2 TO 14 STEP 2
1260 PLOT 6,i,0:DRAWR 308,0
1270 NEXT
1280 FOR i=34 TO 46 STEP 2
1290 PLOT 6,i,0:DRAWR 308,0

```

```

1300 NEXT
1310 FOR muni=0 TO 360-60*niv
1320 GOSUB 2320:NEXT
1330 muni=muni+4
1340 FOR kero=0 TO 360-60*niv
1350 GOSUB 2130:NEXT
1360 kero=kero+4
1370 PAPER 0:CLS:BORDER 0
1380 INK 0,11:INK 1,26:INK 2,1:INK 3,6,1
8:INK 4,0:INK 5,0:INK 6,18:INK 7,15:INK
8,12:INK 9,20:INK 10,26:INK 11,13:INK 12
,24:INK 14,3
1390 SPEED INK 3,2
1400 '-----
1410 ' DESSIN DES NUAGES
1420 '-----
1430 FOR i=68 TO 118
1440 PLOT 0,i,2:DRAWR 638,0
1450 NEXT:GOTO 1680
1460 x=INT(RND*540)+20:s=100
1470 FOR i=270 TO 300 STEP 2
1480 PLOT x,i,10:DRAWR s,0
1490 x=x+INT(RND*61)-30
1500 s=INT(RND*100)+50
1510 NEXT
1520 x=INT(RND*540)+20:s=100
1530 FOR i=190 TO 250 STEP 2
1540 PLOT x,i:DRAWR s,0
1550 x=x+INT(RND*61)-30
1560 s=INT(RND*100)+50
1570 NEXT
1580 x=INT(RND*540)+20:s=100
1590 FOR i=330 TO 380 STEP 2
1600 PLOT x,i:DRAWR s,0
1610 x=x+INT(RND*61)-30
1620 s=INT(RND*100)+50
1630 NEXT
1640 RETURN
1650 '-----
1660 ' DESSIN DES COTES
1670 '-----
1680 FOR i=0 TO 636 STEP 4
1690 a=INT(RND*5)-2:b=b+a
1700 IF b<0 THEN b=b-a
1710 IF b>0 THEN PLOT i,120,8:IF b-1>0 T
HEN MOVER 0,2:DRAWR 0,b
1720 NEXT:CALL &80F3
1730 '-----
1740 ' BOUCLE PRINCIPALE
1750 '-----
1760 CALL &809A:GOSUB 1460
1770 PRINT CHR$(23)"1":TAG
1780 av=255:av1=av:vh=0:vv=0:x=320:y=200
:xx=x:yy=y
1790 IF kero<1 THEN vv=-2
1800 ave=255:avel=ave:vhe=0:vve=0
1810 xe=INT(RND*600)+20
1820 ye=INT(RND*250)+140
1830 xxe=xe:yye=ye
1840 CALL &8000,av1,xx,yy
1850 CALL &8052,avel,xxe,yye
1860 CALL &8000,av1,xx,yy
1870 CALL &8000,av,x,y
1880 av1=av:xx=x:yy=y
1890 GOSUB 2400
1900 IF muni<=0 THEN 1920
1910 IF INKEY(76)=0 THEN GOSUB 2220
1920 IF y<130 THEN 2170
1930 GOSUB 2060
1940 IF INKEY(75)=0 THEN IF vh<12 THEN a
v=253:vh=vh+2:GOTO 1970 ELSE 1970
1950 IF INKEY(74)=0 THEN IF vh>-12 THEN
av=254:vh=vh-2:GOTO 1970 ELSE 1970
1960 av=255
1970 IF kero<0 THEN 2000
1980 IF INKEY(73)=0 AND vv<12 THEN vv=vv
+2:GOTO 2000
1990 IF INKEY(72)=0 AND vv>-12 THEN vv=v
v-2
2000 x=x+vh:y=y+vv
2010 IF x>630 THEN x=0:GOTO 2030
2020 IF x<10 THEN x=620
2030 IF y>398 THEN vv=0:y=398
2040 GOTO 1860
2050 GOSUB 3940:MODE 2:INK 1,14:PEN 1:PR
INT CHR$(23)"0":LIST
2060 IF kero>0 THEN 2080
2070 SOUND 129,0,30,3,,,y/15-2:RETURN
2080 SOUND 129,40,30,5,,,y/10-10
2090 zk=zk+0.2
2100 IF zk<4 THEN RETURN
2110 kero=kero-zk:zk=0

```

```

2120 IF kero<0 THEN GOSUB 2990
2130 MOVE 10+kero,36:DRAWR 0,8,7:RETURN
2140 '-----
2150 ' ALLIER ABATTU
2160 '-----
2170 CALL &B000,av1,xx,yy
2180 TAGOFF:PRINT CHR$(23)"3":TAG
2190 PLOT -2,-2,3:CALL &B00B,251,x,y
2200 TAGOFF:PRINT CHR$(23)"0":GOTO 2640
2210 '-----
2220 SOUND 130,0,6,7,1,,20
2230 SOUND 2,0,6,7,1,,20
2240 SOUND 2,0,6,7,1,,20
2250 CALL &B01E,x+12+4*vh,y-8+4*vv
2260 s=PEEK(&A000)
2270 IF s=4 OR s=12 THEN 2590
2280 zm=zm+0.8
2290 IF zm<4 THEN RETURN
2300 muni=muni-zm:zm=0
2310 IF muni<0 THEN 3080
2320 MOVE 10+muni,4:DRAWR 0,8,7:RETURN
2330 SOUND 132,0,6,7,1,,20
2340 SOUND 4,0,6,7,1,,20
2350 SOUND 4,0,6,7,1,,20
2360 CALL &B05A,x+12+6*vhe,ye-8+6*vve
2370 s=PEEK(&A001)
2380 IF s=1 OR s=9 THEN 2170
2390 GOTO 2450
2400 CALL &B052,ave1,xxe,yye
2410 CALL &B052,ave,xe,ye
2420 ave1=ave:xxe=xe:yye=ye
2430 k=ABS(xe+6*vhe-x)+ABS(ye+6*vve-y)
2440 IF k<40 THEN 2330
2450 IF ye<130 THEN 2590
2460 IF x>xe+3*vhe THEN IF vhe<7+niv THE
N ave=253:vhe=vhe+1+INT(niv/1.5)/2:GOTO
2490 ELSE 2490
2470 IF x<xe+3*vhe THEN IF vhe>-7-niv TH
EN ave=254:vhe=vhe-1-INT(niv/1.5)/2:GOTO
2490 ELSE 2490
2480 ave=255
2490 IF y>ye+3*vve AND vve<7+niv THEN vv
e=vve+1+INT(niv/1.5)/2:GOTO 2510
2500 IF y<ye+3*vve AND vve>-7-niv THEN v
ve=vve-1-INT(niv/1.5)/2
2510 xe=xe+vhe:ye=ye+vve
2520 IF xe>630 THEN xe=0:GOTO 2540
2530 IF xe<10 THEN xe=620
2540 IF ye>398 THEN vve=0:ye=398
2550 RETURN
2560 '-----
2570 ' ENNEMI ABATTU
2580 '-----
2590 touch=1:abb=abb+1
2600 CALL &B052,ave1,xxe,yye
2610 TAGOFF:PRINT CHR$(23)"3":TAG
2620 PLOT -2,-2,3:CALL &B00B,251,xe,ye
2630 '-----
2640 BORDER 7,18:INK 5,7,18
2650 FOR i=7 TO 1 STEP-1
2660 SOUND 4,0,30,i,,,31:NEXT
2670 TAGOFF:INK 5,0:BORDER 0
2680 WINDOW SWAP 1,0:PAPER 5
2690 LOCATE 1,1:PRINT CHR$(23)"0"CHR$(22
)"1":PEN 3
2700 '-----
2710 ' TOTALISEUR
2720 '-----
2730 IF touch=1 THEN 2840
2740 all=all-1
2750 IF all=5 THEN LOCATE 20,4:PRINT b$:
2760 IF all=4 THEN LOCATE 18,4:PRINT b$:
2770 IF all=3 THEN LOCATE 16,4:PRINT b$:
2780 IF all=2 THEN LOCATE 19,3:PRINT b$:
2790 IF all=1 THEN LOCATE 17,3:PRINT b$:
2800 IF all=0 THEN LOCATE 18,2:PRINT b$:
2810 WINDOW SWAP 0,1
2820 IF all=0 THEN 3170
2830 GOTO 2930
2840 touch=0:enn=enn-1
2850 IF enn=5 THEN LOCATE 15,2:PRINT b$:
2860 IF enn=4 THEN LOCATE 13,2:PRINT b$:
2870 IF enn=3 THEN LOCATE 11,2:PRINT b$:
2880 IF enn=2 THEN LOCATE 14,3:PRINT b$:
2890 IF enn=1 THEN LOCATE 12,3:PRINT b$:
2900 IF enn=0 THEN LOCATE 13,4:PRINT b$:
2910 WINDOW SWAP 0,1
2920 IF enn=0 THEN 3320
2930 WHILE INKEY$<>"":WEND
2940 FOR z=1 TO 2000:NEXT
2950 LOCATE 1,1:PRINT CHR$(22)"0":GOTO 1
760

```

```

2960 '-----
2970 ' CARBURANT
2980 '-----
2990 TAGOFF:PEN 3
3000 LOCATE 2,20:PRINT"PLUS DE CARBURANT
"
3010 PEN 1:LOCATE 1,1:TAG:vv=-2
3020 FOR i=1 TO 10
3030 SOUND 1,120,30,4,,1
3040 NEXT:RETURN
3050 '-----
3060 ' MUNITIONS
3070 '-----
3080 TAGOFF:PEN 3
3090 LOCATE 2,20:PRINT"PLUS DE MUNITION"
3100 PEN 1:LOCATE 1,1:TAG
3110 FOR i=1 TO 10
3120 SOUND 1,120,30,4,,1
3130 NEXT:RETURN
3140 '-----
3150 ' FIN DE PARTIE
3160 '-----
3170 TAGOFF:INK 0,1:INK 10,1:BORDER 1
3180 LOCATE 5,10:PRINT"PAS DE CHANCE"
3190 IF abb>1 THEN 3220
3200 PRINT:PRINT"C'ETAIT VRAIMENT NUL"
3210 GOTO 3240
3220 PRINT:PRINT"VOUS AVEZ QUAND MEME"
3230 PRINT" ABATTU"abb"ENNEMIS"
3240 FOR i=100 TO 1000 STEP 50
3250 SOUND 1,i,20,7,,10
3260 NEXT
3270 FOR i=7 TO 1 STEP-1
3280 SOUND 1,60,20,i:NEXT
3290 FOR z=1 TO 2000:NEXT
3300 GOSUB 3940
3310 GOTO 170
3320 TAGOFF:BORDER 0:PRINT CHR$(23)"0"
3330 '-----
3340 IF niv<5 THEN 1080
3350 '-----
3360 ' VOUS AVEZ GAGNE
3370 '-----
3380 WHILE INKEY$<>"":WEND
3390 INK 0,1:INK 10,1:BORDER 1
3400 LOCATE 4,10:PRINT"FELICITATIONS"
3410 PRINT:PRINT" PASSEZ MAINTENANT"
3420 PRINT:PRINT" A UN AUTRE JEU !"
3430 FOR z=1 TO 4000:NEXT
3440 GOSUB 3940
3450 FOR i=7 TO 1 STEP-1
3460 SOUND 1,40,20,i:NEXT
3470 MODE 1
3480 FOR i=35 TO 1 STEP-1
3490 CALL &BD19
3500 LOCATE i,1:PRINT"Ready "
3510 CALL &BD19:NEXT
3520 FOR i=23 TO 2 STEP-1
3530 CALL &BD19
3540 LOCATE i,i+1:PRINT CHR$(143)
3550 LOCATE i+1,i+2:PRINT" "
3560 CALL &BD19:NEXT
3570 LOCATE 2,3:PRINT" "
3580 WHILE INKEY$<>"":WEND
3590 LOCATE 1,1:END
3600 '-----
3610 ' MUSIQUE
3620 '-----
3630 READ b,n,d
3640 IF d=0 THEN RESTORE 3690:GOTO 3630
3650 IF b=1 THEN SOUND 2,800,23,0,4,,1:S
OUND 2,800,23,0,5
3660 SOUND 1,n,d,0,2
3670 SOUND 4,n-1,d,0,2
3680 RETURN
3690 DATA 1,213,46,1,213,23,0,159,23,1,1
26,46,1,126,23,0,213,23,1,119,46,1,119,2
3,0,126,23,1,213,46,1,213,23,0,213,23,1,
119,46,1,119,23,0,126,23,1,213,46,1,213,
23,0,126,23,1,126,46,1,126,23,0,142,23,1
,142,46,1,142,46,1,142,46,1,2,46,0,0,0
3700 '-----
3710 ' AFFICHAGE NIVEAU
3720 '-----
3730 MODE 1:BORDER 13:INK 0,13
3740 INK 1,0:INK 2,7:INK 3,9
3750 PEN 1
3760 LOCATE 15,10:PRINT"*****"
3770 FOR i=11 TO 13
3780 LOCATE 15,i:PRINT"*"SPC(10)"*"
3790 NEXT
3800 LOCATE 15,14:PRINT"*****"
3810 PEN 2

```

```

3820 LOCATE 17,12:PRINT"NIVEAU";
3830 PEN 3:PRINT niv
3840 PEN 1:INK 3,26,0
3850 FOR i=1 TO 5
3860 FOR j=350 TO 100 STEP-15
3870 SOUND 1,j,2,7:NEXT
3880 NEXT
3890 INK 3,9:BORDER 0
3900 RETURN
3910 '-----
3920 ' EFFACE L'ECRAN
3930 '-----
3940 TAGOFF:PRINT CHR$(23)"0":BORDER 0
3950 PLOT 0,0,5
3960 FOR i=0 TO 200 STEP 2
3970 PLOT i,i:DRAWR 640-2*i,0:DRAWR 0,40
0-2*i
3980 DRAWR -640+2*i,0:DRAW i,i
3990 NEXT
4000 RETURN

```

```

10 '### Chargeur Falcon ###
20 MEMORY &8FFF
30 lig=100:FOR i=&9000 TO &91A0 STEP 8
40 som=0:FOR j=i TO i+7
50 READ byte$:byte=VAL("&H"+byte$):POKE
j,byte:som=som+byte:NEXT j
60 READ som$
70 IF VAL("&H"+som$)<>som THEN PRINT "Je
ris: erreur dans les datas, ligne: ";li
g:STOP
80 lig=lig+10:NEXT i
90 SAVE "falcon.bin",b,&9000,&1A8:END
100 DATA FE,03,C0,3E,01,CD,DE,BB,466
110 DATA DD,6E,00,DD,66,01,DD,5E,3CA
120 DATA 02,DD,56,03,DD,7E,04,CD,364
130 DATA C0,BB,CD,FC,BB,C9,FE,02,5C8
140 DATA C0,DD,6E,00,DD,66,01,DD,42C
150 DATA 5E,02,DD,56,03,D5,E5,CD,41D
160 DATA F0,BB,32,00,A0,3E,01,CD,389
170 DATA DE,BB,CD,19,BD,E1,D1,D5,5C3
180 DATA E5,CD,EA,BB,CD,19,BD,3E,538
190 DATA 01,CD,DE,BB,E1,D1,CD,EA,5D0
200 DATA BB,C9,FE,03,C0,3E,04,C3,44A
210 DATA 05,80,FE,02,C0,DD,6E,00,390
220 DATA DD,66,01,DD,5E,02,DD,56,3B4
230 DATA 03,D5,E5,CD,F0,BB,32,01,468
240 DATA A0,3E,04,CD,DE,BB,CD,19,42E
250 DATA BD,E1,D1,D5,E5,CD,EA,BB,69B
260 DATA CD,19,BD,3E,04,CD,DE,BB,44B
270 DATA E1,D1,CD,EA,BB,C9,06,00,4F3
280 DATA AF,21,00,06,11,18,0D,C3,1CF
290 DATA 50,8C,01,40,06,11,00,C0,224
300 DATA 21,00,40,ED,B0,01,40,06,245
310 DATA 11,00,C8,21,00,48,ED,B0,2DF
320 DATA 01,40,06,11,00,D0,21,00,149
330 DATA 50,ED,B0,01,40,06,11,00,245
340 DATA D8,21,00,58,ED,B0,01,40,32F
350 DATA 06,11,00,E0,21,00,60,ED,265
360 DATA B0,01,40,06,11,00,E8,21,211
370 DATA 00,68,ED,B0,01,40,06,11,25D
380 DATA 00,F0,21,00,70,ED,B0,01,31F
390 DATA 40,06,11,00,FB,21,00,78,1E8
400 DATA ED,B0,C9,01,40,06,21,00,2CE
410 DATA C0,11,00,40,ED,B0,01,40,2EF
420 DATA 06,21,00,C8,11,00,48,ED,235
430 DATA B0,01,40,06,21,00,D0,11,1F9
440 DATA 00,50,ED,B0,01,40,06,21,255
450 DATA 00,DB,11,00,58,ED,B0,01,2DF
460 DATA 40,06,21,00,E0,11,00,60,1B8
470 DATA ED,B0,01,40,06,21,00,E8,2ED
480 DATA 11,00,68,ED,B0,01,40,06,25D
490 DATA 21,00,F0,11,00,70,ED,B0,32F
500 DATA 01,40,06,21,00,FB,11,00,171
510 DATA 78,ED,B0,C9,01,80,07,11,377
520 DATA 00,FB,21,50,C0,ED,B0,01,3C7
530 DATA D0,07,11,00,C0,21,00,C8,291
540 DATA ED,B0,01,D0,07,11,00,C8,34E
550 DATA 21,00,D0,ED,B0,01,D0,07,366
560 DATA 11,00,D0,21,00,DB,ED,B0,377
570 DATA 01,D0,07,11,00,DB,21,00,1E2
580 DATA E0,ED,B0,01,D0,07,11,00,366
590 DATA E0,21,00,EB,ED,B0,01,D0,457
600 DATA 07,11,00,EB,21,00,F0,ED,2FE
610 DATA B0,01,D0,07,11,00,F0,21,2AA
620 DATA 00,FB,ED,B0,C9,00,00,00,35E

```