

```
10 MODE 1:SYMBOL AFTER 256:MEMORY 424
99:SYMBOL AFTER 240
20 FOR f=42500 TO 42585
30 READ a$:POKE f,VAL("&" + a$)
40 NEXT
50 DATA CD,06,B9,DD,7E,02,CD,A5,BB,EB
,DD,6E,04,DD,66,06,06,08,C5,DD,7E
60 DATA 00,E6,01,28,05,01,80,01,18,03
,01,80,02,C5,E5,CD,75,BB,E1,06,08
70 DATA 1A,A1,28,04,3E,8F,18,02,3E,20
,CD,5A,BB,F5,DD,7E,00,E6,01,20,06,F1
```

```
80 DATA CD,5A,BB,18,01,F1,CB,39,10,E0
,2C,C1,10,04,13,C1,10,CB,CD,09,B9,C9
90 LIST 100
100 REM To use CALL 42500,x,y,a,s x
,y=co-ordinates same as LOCATE a=ASC
II code of character to print s=size
either 1 or 2
```