

64 BYTE CHECKSUM DATA FOR SURROUND

See the November, 1978 VIPER for instructions on using this data.

64-byte check at 0200-B0	Row 1790	E18D
	Col 6427	75AA
0240-A2	Row 4EC6	78C0
	Col 4F3C	767B
0280-82	Row 1328	72A1
	Col 23C3	FF9F
02C0-11	Row 1452	47B2
	Col AFC9	39BA
0300-73	Row A9B2	178D
	Col D215	2E45
0340-06	Row 289E	C118
	Col 23CF	CA01
0380-1A	Row 3AC2	7051
	Col 2045	0E97
03C0-60	Row FC55	41EF
	Col 4720	8077

Load the checksum program (which is relocatable) at 0000. This eliminates the need to perform an initial (CO ON 00) long branch, where N=the location of the checksum program. Simply flip the run switch up, enter the above addresses, and check to see that Surround is loaded correctly.

The last checksum at 03C0 assumes that the scoring work area at 03E0 is initially set to zeros - as are all unused memory locations.