

```

10 REM *****
20 REM *ABENTEUER PROGRAMM *
30 REM *ROHVERSION V.1.0 *
40 REM *****
50 REM INIT
60 DIM LAB(150),A$(20),WEA$(500)
61 DIM B$(27),C$(3),M$(30),W(5)
70 X=100:Y=40:XM=10:YM=10
80 SCO=0:ROOM=1:Z=0:DEF=3046
81 A$="NICHTS":C$="#'*"
82 WEA$(1)="-":WEA$(100)="-"
83 WEA$(2)=WEA$
100 REM *****
101 REM *LABYRINT GENNERIREN *
110 REM *****
120 GOSUB 6000:REM ZEICHENSATZ/GRAFIK
130 FOR Q=75 TO 150:LAB(Q)=0:NEXT Q
140 RESTORE 210
150 FOR Q=75 TO 150
160 READ A
170 LAB(Q)=A
180 NEXT Q
230 REM SCHAETZE,WAFFEN,MONSTER-DATEN
240 DATA 1,1,4,2,1,3,0,0,0,0,0,0,0,0
250 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0
260 DATA 1,0,2,3,5,7,0,0,0,0,0,0,0,0
270 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0
280 DATA 3,5,0,8,0,0,0,10,0,0,0,0,0,0
290 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0
300 REM *****
310 REM *NEUER RAUM *
320 REM *****
330 GRAPHICS 2:POKE 559,0
331 POKE 756,CH/256:POKE 755,0:POKE 704,255:POKE 538,0:REM RAUM AUSGEBEN
332 DL=PEEK(560)+256*PEEK(561)
333 BILD=ROOM*200+MEM
334 BILDH=INT(BILD/256)
335 BILDL=BILD-BILDH*256
336 POKE DL+4,BILDL
337 POKE DL+5,BILDH
338 POKE 88,BILDL:POKE 89,BILDH
339 POKE 1790,X:REM X POS.PLAYER 1
340 POKE 1791,Y:REM Y POS.PLAYER 1
350 REM ABFRAGE OB WAFFE IM RAUM
370 IF LAB(ROOM+100)>0 THEN POSITION 2,2:? #6;"%"
380 REM FRAGE OB SCHATZ IM RAUM
390 IF LAB(ROOM+75)>0 THEN POSITION 2,7:? #6;"!"
391 REM FRAGE WELCHES MONSTER IM RAUM
392 IF LAB(ROOM+125)>0 THEN XM=5:YM=3:DEF=2040
393 IF LAB(ROOM+125)=0 THEN DEF=3046
470 REM GRAFIKDATEN FUER SCHAEETZE
471 GOSUB 4005
472 GOSUB 6281:REM PM OBJEKT EINLESEN
473 POKE 538,2:REM INTERRUPT STARTEN
481 REM *****
482 REM *MONSTERNAHMEN AUSGEBEN *
483 REM *****
484 RESTORE 488
485 FOR M=1 TO LAB(ROOM+125)
486 READ M$,MOV
487 NEXT M
488 DATA DER GROTTENOLM,7,DER SCHLEIMER,4,DAS EINHORN,3,DER ZOMBIE,9,DER VAMPIER
,2,DIE WOELFE,7,DER GOLEM,9
489 DATA DER ANDEROIDE,5,DER DRUIDE,2,DER DRACHEN,3
490 ? " }HIER BEFINDED/BEFINDEN SICH ":? M$
492 GOTO 3046

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Source code taken from
 "Adventure.atr" disk- immag,
 Seems to be an older version and
 intended for backup, so, not sure if
 this is the latest...

After the described debugging
 measures, it runs :-)

Changed to 559,46 to enable PM GFX

MONSTER UND WAFFEN EINLESEN

```

493 REM *****
500 REM *SCHATZ NEHMEN *
510 REM *****
520 IF A$<>"NICHTS" THEN ? " }DU HAST SCHON EINEN SCHATZ":RETURN
525 RESTORE 550
530 FOR A=1 TO LAB(ROOM+75)
535 READ A$
540 NEXT A
545 SCO=LAB(ROOM+75)
546 LAB(ROOM+75)=0:PLOT X+XR,Y+YR
547 GOTO 3330
550 DATA EIN GOLDSTUECK,EINE TRUHE
560 DATA EINEN GROSEN DIAMANTEN
561 DATA EINEN SCHLUESSEL
570 REM *****
580 REM *SCHATZ WEGWERFEN *
590 REM *****
600 IF LAB(ROOM+75)>0 THEN ? " }SORRY HIER IST SCHON EIN SCHATZ!!":RETURN
601 IF A$="NICHTS" THEN ? " }DU BESITZT KEINEN SCHATZ!!!":RETURN
620 IF ROOM=25 THEN SCORE=SCORE+SCO:LAB(ROOM+75)=0:SCO=0:A$="NICHTS":GOTO 1360
621 LAB(ROOM+75)=SCO:A$="NICHTS"
630 TRAP 640:POSITION X+2,Y:? #6;"!"
631 GOSUB 4050:REM GRAFIKDATEN
632 SCO=0
640 GOTO 3330
650 REM *****
660 REM *WAFFE NEHMEN *
670 REM *****
680 RESTORE 800
685 IF Z=5 THEN ? " }DU KANNST KEINE ANDERE WAFFE MEHERNEHMEN!!":RETURN
687 Z=Z+1:W(Z)=LAB(ROOM+100)
690 FOR A=1 TO LAB(ROOM+100)
700 READ B$
710 NEXT A
711 FELD=Z
760 GOSUB 792:REM DATENPOSITION
780 WEA$(W1,W2)=B$
781 ? " }ICH HABE ";B$
782 LAB(ROOM+100)=0
790 RETURN
791 REM WAFFEN IN WEA$ POSITIONIREN
792 W1=(1*8-7)+(FELD*20-20)
793 W2=W1+19
794 RETURN
800 DATA EINE AXT,EIN MESSER,EINE PEITSCHKE,EIN VOODOO ZAUBER,EIN SILBERKREUTZ,EI
N KOECHER MIT GIFTPEFEILEN
810 DATA EIN FLAMMENWERFER,EINEN LASER,EIN ZAUBERBUCH,DAS ZAUBERSCHILD!!
820 REM *****
830 REM *WAFFE WEGWERFEN *
840 REM *****
850 IF Z=0 THEN 330
851 GRAPHICS 0:SETCOLOR 1,0,0:SETCOLOR 4,5,5:SETCOLOR 2,4,4
860 POSITION 10,0:? ">>WAFFE WEGWERFEN<<"
870 GOSUB 2000:REM WAFFEN ZEIGEN
880 ? "WELCHE WAFFE WILST DU WEGWERFEN";:INPUT WA
890 IF WA<0 OR WA>Z THEN 851
900 REM WEA$ NEU SORTIEREN
921 REM ABFRAGEN OB MOEGLICH
930 IF LAB(ROOM+100)>0 THEN 942
931 REM WAFFE AU WEA$ LOESCHEN
932 FELD=Z:REM LETZTEN EINTARG IN B$
933 GOSUB 792
934 B$=WEA$(W1,W2):WEA$(W1,W2)="-----":REM EINTRAG LOESCHEN
935 FELD=WA:REM B$ AN STELLE DES ALTEN EINTRAGES
936 GOSUB 792
937 WEA$(W1,W2)=B$

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938 LAB(ROOM+100)=W(WA)
939 Z=Z-1:REM WAFFE WENIGER
940 GOTO 330:REM WEITER
941 REM FEHLERMELDUNG
942 POKE 755,0
943 RESTORE 800
944 FOR A=1 TO LAB(ROOM+100)
945 READ WEA$
946 NEXT A
947 ? "HIER LIEGT SCHON ";WEA$
948 FOR DEL=1 TO 500:NEXT DEL
949 GOTO 330
950 REM *****
960 REM *KAMPF*
970 REM *****
980 IF Z=0 THEN GOTO TOD
981 GRAPHICS 0:SETCOLOR 1,0,0:SETCOLOR 4,5,5:SETCOLOR 2,3,3
990 POSITION 13,0:? ">>KAMPF<<"
1000 ? "ALI BABA GEGEN ";M$
1010 ? "WAELE DIENE WAFFE"
1020 GOSUB 2000:REM WAFFEN ZEIGEN
1030 ? "DEINE WAHL:";:INPUT WA
1040 IF W>5 OR W<1 THEN 981
1050 ? "}"DER KAMPF BEGINNT"
1060 ? "MOEGE DER BESSERE GEWINNEN!!"
1070 RETURN
1970 REM *****
1980 REM *WAFFEN AUSGEBEN*
1990 REM *****
2000 FOR FELD=1 TO 5
2010 GOSUB 792
2020 POSITION 1,3+FELD:? FELD;" ";WEA$(W1,W2)
2025 NEXT FELD
2030 RETURN
2040 REM *****
2050 REM *MONSTER BEWEGUNGSROUTINE*
2060 REM *****
2061 CHAR=32:COLOR 0
2062 IF X>XM THEN GOSUB 2080
2063 IF X<XM THEN GOSUB 2085
2064 IF Y<YM THEN GOSUB 2092
2065 IF Y>YM THEN GOSUB 2095
2066 POSITION XM,YM:? #6;"$":RETURN
2067 REM *****
2068 REM *DARF MONSTER HORIZONTAL*
2069 REM *BEWEGT WERDEN?*
2070 REM *****
2080 LOCATE XM+1,YM,CHAR
2081 GOSUB 2101
2082 XM=XM+(XM<18)/MOV:PLOT XM-1,YM
2083 GOTO 2066
2085 LOCATE XM-1,YM,CHAR
2086 GOSUB 2101
2087 XM=XM-(XM>2)/MOV:PLOT XM+1,YR
2088 GOTO 2066
2089 REM *****
2090 REM *DARF MONSTER VERTIKAL*
2091 REM *BEWEGT WERDEN?*
2092 REM *****
2093 LOCATE XM,YM+1,CHAR
2094 GOSUB 2101
2095 YM=YM+(YM<1)/MOV:PLOT XM,YM-1
2096 GOTO 2066
2097 LOCATE XM,YM-1,CHAR
2098 GOSUB 2101
2099 YM=YM-(YM>15)/MOV:PLOT XM,YM+1

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2100 GOTO 2066
2101 IF CHAR=35 THEN 3046
2102 RETURN
3000 REM *****
3010 REM *HAUPTROTINE *
3020 REM *****
3030 GOSUB 330:REM RAUM AUFBAU
3046 K=PEEK(53279):TEST=PEEK(53252)
3047 X=PEEK(1790):REM HORIZONTAL POS.
3048 Y=PEEK(1791):REM VERTIKAL POS.
3093 REM WELCHE TASTE GEDRUECKT?
3100 IF K=6 THEN GOSUB 600
3110 IF K=5 THEN GOSUB 850
3120 REM FRAGE OB ZUSAMMENSTOS
3130 IF TEST=ASC("#") THEN GOTO TOD
3140 IF TEST=ASC("$") THEN GOTO FIGHT
3150 IF TEST=ASC("!") THEN GOSUB 520
3160 IF TEST=ASC("%") THEN GOSUB 680
3161 REM FRAGE OB SCHLUESSEL
3162 IF TEST=ASC("'") AND SCO<>4 THEN GOTO TOD
3170 REM FRAGE OB GEWONNEN
3180 IF SCORE=50 AND ROOM=25 THEN GOTO GEWONNEN
3190 REM FRAGE OB RAUM VERLASSEN
3200 IF X<48 THEN ROOM=ROOM-5:X=199:GOSUB 330
3210 IF X>200 THEN ROOM=ROOM+5:X=49:GOSUB 330
3220 IF Y<14 THEN ROOM=ROOM+1:Y=84:GOTO 3410
3230 IF Y>85 THEN ROOM=ROOM-1:Y=15:GOTO 3470
3240 REM MONSTER BEWEGEN
3250 GOSUB DEF
3310 GOTO 3046
3320 REM STATUSBERICHT
3330 POKE 755,1
3340 ? "PUNKTE ";SCORE;" RAUM ";ROOM
3350 ? "ICH BESITZE ";Z;" WAFFEN"
3360 ? "ICH BESITZE ";A$
3370 GOTO 3046
3380 REM *****
3390 REM *LOESCHE PM OBJEKT *
3400 REM *****
3410 FOR A=TAB+14 TO TAB+22
3411 POKE A,0
3412 NEXT A:GOTO 330
3413 REM MAENCHEN UNTEN LOESCHEN
3470 FOR A=TAB+85 TO TAB+93
3480 POKE A,0
3490 NEXT A:GOTO 330
4000 REM *****
4001 REM *MONSTER,SCHATZ,WAFFEN *
4002 REM *ZEICHENSATZ GRAFIK *
4003 REM *****
4004 REM MONSTER
4005 IF LAB(ROOM+125)=0 THEN 4012
4006 RESTORE 4499+LAB(ROOM+125)
4007 CHP=CH+(ASC("$")-32)*8
4008 FOR A=1 TO 8
4009 READ BYTE:POKE CHP+A,BYTE
4010 NEXT A
4011 REM SCHATZ
4012 IF LAB(ROOM+75)=0 THEN 4019
4013 RESTORE 4519+LAB(ROOM+75)
4014 CHP=CH+(ASC("!")-32)*8
4015 FOR A=1 TO 8
4016 READ BYTE:POKE CHP+A,BYTE
4017 NEXT A
4018 REM WAFFE
4019 IF LAB(ROOM+100)=0 THEN RETURN

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4020 RESTORE 4531+LAB(ROOM+100)
4021 CHP=CH+(ASC("!")-32)*8
4022 FOR A=1 TO 8
4023 READ BYTE:POKE CHP+A,BYTE
4024 NEXT A
4025 RETURN
4026 REM GRAFIKDATEN
4027 REM MONSTER
4500 DATA 0,60,90,126,90,102,60,24
4501 DATA 85,107,127,99,62,54,38,34
4502 DATA 2,4,24,44,126,254,240,236
4503 DATA 56,56,16,254,146,146,40,68
4504 DATA 130,252,84,124,40,146,84,56
4505 DATA 129,126,90,60,60,102,126,66
4506 DATA 28,28,8,127,85,28,20,54
4507 DATA 126,90,126,102,24,126,165,126
4508 DATA 12,158,76,77,126,76,76,94
4509 DATA 0,64,172,240,245,250,208,14
4510 REM SCHAETZE
4520 DATA 3,3,3,3,3,3,3,3
4521 DATA 137,0,74,0,28,42,20,8
4522 DATA 0,0,254,191,173,161,127
4523 REM WAFFEN
4532 DATA 0,2,4,8,16,56,120,240
4533 DATA 0,0,20,8,20,32,64,0
4534 DATA 48,72,132,8,16,56,16,56
4535 DATA 8,28,8,28,42,8,20,34
4536 DATA 28,20,119,73,119,20,20,62
4537 DATA 160,74,68,36,60,36,24,24
4538 DATA 0,0,0,7,253,103,192,128
4539 DATA 0,2,4,4,254,84,100,66
4540 DATA 0,62,54,34,42,34,54,62
4541 DATA 126,90,86,86,90,36,24,0
6000 REM *****
6010 REM *ZEICHENSATZ/PM GRAFIK*
6020 REM *****
6030 REM
6031 GRAPHICS 2+16
6032 POSITION 1,5
6033 ? #6;"EINEN MOMENT bitte"
6040 REM PM GRAFIK VORBEREITEN
6050 POKE 106,PEEK(740)-16
6055 CH=256*PEEK(106):TAB=CH+512
6056 POKE 54279,CH/256:POKE 53277,3
6058 REM PLAYERBEREICH LOESCHEN
6059 FOR A=TAB TO TAB+255
6060 POKE A,0
6070 NEXT A
6091 REM INTERRUPT ROTINE FUER PLAYER-
6092 REM BEWEGUNG EINLESEN
6093 RESTORE 6305
6094 FOR A=1536 TO 1536+141
6095 READ BYTES:POKE A,BYTES
6096 NEXT A
6097 REM INTERRUPT VORBEREITEN
6098 POKE 552,0:POKE 553,6
6099 REM ZEICHENSATZ KOPIEREN
6120 CHORG=(PEEK(756)*256)
6150 FOR A=1 TO 512
6160 POKE CH+A,PEEK(CHORG+A)
6170 NEXT A
6171 RESTORE 6302
6180 FOR A=1 TO LEN(C$)
6190 CHP=CH+(ASC(C$(A,A))-32)*8
6200 FOR AA=0 TO 8
6210 READ BYTE:POKE CHP+AA,BYTE

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UND NEUHE ZEICHEN EINLESEN

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6220 NEXT AA
6230 NEXT A
6235 GOTO 8000 GOSUB !
6260 REM *****
6270 REM *PLAYER 1 EINPOKEN *
6280 REM *****
6281 RESTORE 6290
6282 FOR A=TAB+Y TO TAB+Y+8
6283 READ BYTE:POKE A,BYTE
6284 NEXT A
6285 RETURN
6290 DATA 190,156,156,72,190,29,20,54,0,0,0
6300 REM *****
6301 REM *ZEICHENSATZ DATEN/MC CODE*
6302 REM *****
6303 DATA 255,255,255,255,255,255,255,255
6304 DATA 255,255,255,255,255,255,255,0,0,0,0,0,0,0
6305 DATA 169,001,141,026,002,173
6306 DATA 120,002,201,007,208,011
6307 DATA 173,254,006,170,232,142
6308 DATA 000,208,142,254,006,173
6309 DATA 120,002,201,011,208,011
6310 DATA 173,254,006,170,202,142
6311 DATA 000,208,142,254,006,173
6312 DATA 120,002,201,014,208,043
6313 DATA 162,000,172,255,006,185
6314 DATA 000,146,157,000,007,169
6315 DATA 000,153,000,146,232,200
6316 DATA 224,008,208,239,162,000
6317 DATA 172,255,006,136,140,255
6318 DATA 006,189,000,007,153,000
6319 DATA 146,232,200,224,008,208
6320 DATA 244,173,120,002,201,013
6321 DATA 208,043,162,000,172,255
6322 DATA 006,185,000,146,157,000
6323 DATA 007,169,000,153,000,146
6324 DATA 232,200,224,008,208,239
6325 DATA 162,000,172,255,006,200
6326 DATA 140,255,006,189,000,007
6327 DATA 153,000,146,232,200,224
6328 DATA 008,208,244,096
8000 REM *****
8010 REM *GRAFIK FIER ABENTEUER *
8020 REM *GAME *
8030 REM *****
8040 REM
8041 DIM GR$(3900)
8051 RESTORE 9000
8052 MEM=ADR(GR$)
8060 FOR A=MEM TO MEM+2000
8070 READ BYTE:POKE A,BYTE
8071 IF BYTE=99 THEN 8100
8080 NEXT A
8100 RETURN :REM INIT FERTIG,START!
9000 DATA 00,000,000,000,000,000
9010 DATA 00,000,000,000,000,000
9020 DATA 00,000,000,000,000,000
9030 DATA 00,000,000,000,000,000
9040 DATA 00,000,000,000,000,000
9050 DATA 00,000,000,000,000,000
9060 DATA 00,000,000,000,000,000
9070 DATA 00,000,000,000,000,000
9080 DATA 00,000,000,000,000,000
9090 DATA 00,000,000,000,000,000
9100 DATA 00,000,000,000,000,000
9110 DATA 00,000,000,000,000,000

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9120	DATA	00,000,000,000,000,000
9130	DATA	00,000,000,000,000,000
9140	DATA	00,000,000,000,000,000
9150	DATA	00,000,000,000,000,000
9160	DATA	00,000,000,000,000,000
9170	DATA	00,000,000,000,000,000
9180	DATA	00,000,000,000,000,000
9190	DATA	00,000,000,000,000,000
9200	DATA	00,000,000,000,000,000
9210	DATA	00,000,000,000,000,000
9220	DATA	00,000,000,000,000,000
9230	DATA	00,000,000,000,000,000
9240	DATA	00,000,000,000,000,000
9250	DATA	00,000,000,000,000,000
9260	DATA	00,000,000,000,000,000
9270	DATA	00,000,000,000,000,000
9280	DATA	00,000,000,000,000,000
9290	DATA	00,000,000,000,000,000
9300	DATA	00,000,000,000,000,000
9310	DATA	00,000,000,000,000,000
9320	DATA	00,000,000,000,000,000
9330	DATA	00,000,000,000,000,000
9340	DATA	00,000,000,000,000,000
9350	DATA	00,000,000,000,000,000
9360	DATA	00,000,000,000,000,003
9370	DATA	03,003,003,003,064,064
9380	DATA	03,064,064,003,064,064
9390	DATA	03,003,003,003,003,003
9400	DATA	03,000,000,000,000,003
9410	DATA	00,064,003,064,064,003
9420	DATA	64,064,003,064,064,000
9430	DATA	64,003,003,000,000,000
9440	DATA	00,003,000,064,003,064
9450	DATA	64,003,064,064,003,000
9460	DATA	64,064,064,064,003,000
9470	DATA	00,000,000,003,003,003
9480	DATA	03,064,064,003,003,003
9490	DATA	03,000,064,064,064,003
9500	DATA	03,000,000,000,000,064
9510	DATA	64,064,064,064,064,064
9520	DATA	64,064,064,064,064,064
9530	DATA	64,003,003,000,000,000
9540	DATA	00,000,000,000,000,000
9550	DATA	00,000,000,000,000,000
9560	DATA	00,064,064,003,003,000
9570	DATA	00,000,000,000,000,000
9580	DATA	00,000,000,000,000,064
9590	DATA	64,064,064,000,064,003
9600	DATA	03,000,000,000,000,000
9610	DATA	00,000,000,000,000,000
9620	DATA	00,000,000,000,000,000
9630	DATA	00,003,003,003,003,003
9640	DATA	03,003,003,003,003,003
9650	DATA	03,003,003,003,003,003
9660	DATA	03,003,003,003,000,000
9670	DATA	00,000,000,000,000,000
9680	DATA	00,000,000,000,000,000
9690	DATA	00,000,000,000,000,000
9700	DATA	03,003,003,003,003,003
9710	DATA	03,003,003,003,003,003
9720	DATA	03,003,003,064,064,003
9730	DATA	03,003,003,000,000,000
9740	DATA	00,064,064,064,064,064
9750	DATA	64,064,064,064,064,064
9760	DATA	64,064,064,003,003,000
9770	DATA	00,000,000,003,064,064

9780 DATA 64,000,064,064,064,064
9790 DATA 64,000,064,064,064,003
9800 DATA 03,000,000,000,000,003
9810 DATA 64,003,003,003,003,003
9820 DATA 03,003,003,003,003,003
9830 DATA 03,003,003,000,000,000
9840 DATA 00,003,064,064,064,064
9850 DATA 64,064,064,064,064,064
9860 DATA 64,064,064,003,003,000
9870 DATA 00,064,064,003,003,003
9880 DATA 03,003,003,003,003,003
9890 DATA 03,003,003,064,064,003
9900 DATA 03,000,000,000,064,003
9910 DATA 64,064,064,064,064,064
9920 DATA 64,064,064,064,064,000
9930 DATA 64,003,003,064,064,064
9940 DATA 64,003,064,064,064,064
9950 DATA 64,064,064,064,064,064
9960 DATA 64,064,064,003,003,003
9970 DATA 03,003,003,003,003,003
9980 DATA 03,064,064,003,003,003
9990 DATA 03,003,003,003,003,003
10000 DATA 0,000,000,000,000,000
10010 DATA 0,000,000,000,000,000
10020 DATA 0,000,000,000,000,000
10030 DATA 0,000,003,003,003,003
10040 DATA 3,003,003,003,003,064
10050 DATA 3,003,003,003,003,003
10060 DATA 3,003,003,003,003,000
10070 DATA 0,000,000,064,064,064
10080 DATA 4,064,003,064,064,064
10090 DATA 4,064,000,064,064,003
10100 DATA 3,064,003,003,003,003
10110 DATA 3,003,003,003,003,003
10120 DATA 3,003,003,003,064,003
10130 DATA 4,003,003,064,000,000
10140 DATA 0,064,064,064,064,064
10150 DATA 3,064,064,064,064,064
10160 DATA 4,003,064,003,003,003
10170 DATA 3,003,003,003,003,003
10180 DATA 3,064,003,064,003,003
10190 DATA 3,003,003,003,064,064
10200 DATA 3,000,000,064,064,064
10210 DATA 4,064,064,064,003,064
10220 DATA 4,064,064,064,064,003
10230 DATA 4,003,003,000,000,000
10240 DATA 4,064,064,064,064,064
10250 DATA 3,064,064,064,064,064
10260 DATA 4,003,064,003,003,064
10270 DATA 4,064,064,064,064,064
10280 DATA 4,064,064,064,064,064
10290 DATA 4,064,064,003,064,003
10300 DATA 3,003,003,003,003,003
10310 DATA 3,003,003,003,003,003
10320 DATA 3,003,003,064,064,003
10330 DATA 3,003,000,000,000,000
10340 DATA 0,000,000,000,000,000
10350 DATA 0,000,000,000,000,000
10360 DATA 0,000,000,000,064,064
10370 DATA 4,064,064,064,064,003
10380 DATA 3,003,003,003,064,064
10390 DATA 4,064,064,064,064,064
10400 DATA 4,000,000,000,000,064
10410 DATA 3,064,064,064,064,064
10420 DATA 3,064,064,064,064,064
10430 DATA 4,064,064,064,064,064

10440 DATA 4,003,064,064,064,064
10450 DATA 4,064,064,003,064,064
10460 DATA 4,064,064,064,064,064
10470 DATA 0,000,003,064,064,064
10480 DATA 4,064,064,064,064,064
10490 DATA 3,064,064,064,064,064
10500 DATA 4,064,064,003,064,064
10510 DATA 4,064,064,064,064,064
10520 DATA 4,064,064,003,064,000
10530 DATA 4,064,064,000,003,064
10540 DATA 4,064,064,064,064,064
10550 DATA 4,064,064,064,064,064
10560 DATA 3,064,064,064,064,000
10570 DATA 3,000,064,064,064,064
10580 DATA 4,064,064,064,064,064
10590 DATA 4,064,003,064,064,064
10600 DATA 4,064,003,064,064,064
10610 DATA 4,064,064,064,064,064
10620 DATA 4,064,064,064,003,064
10630 DATA 4,064,064,064,003,003
10640 DATA 3,003,003,003,003,064
10650 DATA 3,003,003,003,003,003
10660 DATA 3,064,064,064,000,000
10670 DATA 0,000,000,000,000,000
10680 DATA 0,000,000,000,000,000
10690 DATA 0,000,000,000,000,000
10700 DATA 3,003,003,003,003,003
10710 DATA 3,003,003,064,003,003
10720 DATA 3,003,003,003,003,003
10730 DATA 3,003,003,064,000,003
10740 DATA 0,064,064,064,064,064
10750 DATA 4,064,064,064,064,064
10760 DATA 4,064,064,003,064,064
10770 DATA 4,003,064,064,064,064
10780 DATA 4,064,064,064,064,064
10790 DATA 4,064,064,003,064,003
10800 DATA 3,064,064,003,064,064
10810 DATA 4,064,000,064,064,064
10820 DATA 4,064,064,064,064,003
10830 DATA 4,003,003,064,064,003
10840 DATA 4,064,064,064,064,064
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10960 DATA 4,064,064,003,003,003
10970 DATA 3,003,003,003,003,003
10980 DATA 3,003,003,003,003,003
10990 DATA 3,003,003,003,003,003
11000 DATA 000,099,000,000,000
11010 DATA 0,000,000,000,000,000
11020 DATA 0,000,000,000,000,000
11030 DATA 0,000,000,000,000,000
11040 DATA 0,000,000,000,000,000
11050 DATA 0,000,000,000,000,000
11060 DATA 0,000,000,000,000,000
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11080 DATA 0,000,000,000,000,000
11090 DATA 0,000,000,000,000,000

11100	DATA	0,000,000,000,000,000
11110	DATA	0,000,000,000,000,000
11120	DATA	0,000,000,000,000,000
11130	DATA	0,000,000,000,000,000
11140	DATA	0,000,000,000,000,000
11150	DATA	0,000,000,000,000,000
11160	DATA	0,000,000,000,000,000
11170	DATA	0,000,000,000,000,000
11180	DATA	0,000,000,000,000,000
11190	DATA	0,000,000,000,000,000
11200	DATA	0,000,000,000,000,000
11210	DATA	0,000,000,000,000,000
11220	DATA	0,000,000,000,000,000
11230	DATA	0,000,000,000,000,000
11240	DATA	0,000,000,000,000,000
11250	DATA	0,000,000,000,000,000
11260	DATA	0,000,000,000,000,000
11270	DATA	0,000,000,000,000,000
11280	DATA	0,000,000,000,000,000
11290	DATA	0,000,000,000,000,000
11300	DATA	0,000,000,000,000,000
11310	DATA	0,000,000,000,000,000
11320	DATA	0,000,000,000,000,000
11330	DATA	0,000,000,000,000,000
11340	DATA	0,000,000,000,000,000
11350	DATA	0,000,000,000,000,000
11360	DATA	0,000,000,000,000,000
11370	DATA	0,000,000,000,000,000
11380	DATA	0,000,000,000,000,000
11390	DATA	0,000,000,000,000,000
11400	DATA	0,000,000,000,000,000
11410	DATA	0,000,000,000,000,000
11420	DATA	0,000,000,000,000,000