CLAVIERS DECHAINES

Pour tous les tapeurs : GOTO Courrier des lecteurs. Une petite lettre signée de moi-même vous y attend. De plus, toutes les rubriques se recoupent, alors jetez un oeil partout.
Je suis désolé, mais le temps me manque pour taper les listings, si merveilleux soient-ils (je perds déjà beaucoup de temps avec les Sept Nains). Aussi, quelle que soit la taille de votre programme, envoyez-le sur support magnétique. Merci d'avance, et vive vos œuvres, que j'attends de clavier ferme.
La rubrique des fous du clavier est consacrée, cette semaine, aux inconditionnels du joystick. Voici un jeu d'arcades écrit cent pour cent en langage machine (moins les quelques lignes de Basic). Comment fonctionne-t-il? C'est très simple, il suffit de se mettre en face de ce qui vous arrive droit dessus, et de faire tactacpoumpoum sans réfléchir. Voici plutôt la définition du jeu par son concepteur : aller de plus en plus loin sur trois planettes (terre, glace, végétaux), pour y affronter des pluies de météores, des monstres sauteurs, des boules de feu et enfin des mines anti-aériennes de la flotte ennemie (tout cela est hautement intellectuel).

Pour les possesseurs de CPC à lecteur de disquette, l'ordre de saisie des programmes n'est pas important. Pour les possesseurs de CPC cassette, un problème d'ordre d'écriture des programmes se présente. Il faut taper et sauver préalablement le générateur d'écran et le programme de datas sur une cassette quelconque, prendre une cassette vierge et y sauver le programme WAR.BAS. Charger ensuite sans le lancer le programme générateur de codes machine, remettre la première cassette dans le lecteur et lancer le programme générateur qui sauvera les codes machine à la suite de WAR.BAS. Faire de même pour l'écran, à la suite de WAR.BIN. Voilà, le tour est joué. Vive les tactacpoumpoum, et si vous avez du mal à passer les tableaux de ce superrapide jeu d'arcades, voyez donc les pokes du docteur Robby du mois prochain.
Sined le Barbare
PS : jetez un œil sur les bidouilles, un rectificatif vous y attend.

```
10 '*************************
20 '*                       *
30 '*   W A R    S P A C E   *
40 '*                       *
50 '*  ALAIN MASSOUMIPOUR   *
60 '*                       *
70 '*  SE JOUE EXCLUSIVEMENT *
80 '*     AU    JOYSTICK    *
90 '*                       *
100 '*************************
110 '*** PRESENTATION ***
120 '*******************
130 SYMBOL AFTER 32:MEMORY 30000:LOAD"WA
R.BIN":GOSUB 230
140 MODE 0:COU=10:CALL &BB00:CALL &BB48:
FOR I=0 TO 15:INK I,1:NEXT
150 BORDER 1:LOAD"WAR.ECR":GOSUB 1110:IN
K 9,1:GOSUB 1140
160 FOR I=10 TO 15:INK I,13:NEXT:SPEED I
NK 6,6:BAT=1
170 EVERY 6 GOSUB 180:GOSUB 1260:A=REMAI
N(0):GOTO 650
180 INK COU,13:COU=COU+1:IF COU=16 THEN
COU=10
190 INK COU,26:RETURN
200 '******************
210 '*** ENVELOPPES ***
220 '******************
230 ENT -1,1,-8,1:ENV 1,1,12,1,8,-1,4,4,
-1,10
240 ENT -2,1,8,2,1,-8,2:ENV 2,1,15,1,15,
-1,12
250 ENT -3,4,120,1,4,-120,1:ENV 3,1,12,1
,12,-1,20
260 ENT -4,1,10,1:ENV 4,2,-4,1,2,4,1
270 ENV 5,1,13,1,3,-2,6:ENT 5,4,20,1,4,-
20,1
280 ENV 6,4,1,10,4,-1,10:ENT -6,2,4,3,2,
-4,3
290 ENT -7,1,-75,1,4,25,3 :ENV 7,1,15,2,
5,-3,4
300 ENT -8,1,1,3,1,-1,3,1,0,1,1,1,3,1,-1
,3:ENV 8,1,12,1,1,0,1,1,0,1,12,-1,8
310 '*******************
320 '*** REDEFINITIONS ***
330 '*******************
340 SYMBOL 48,24,60,36,44,52,36,60,24
350 SYMBOL 49,24,56,24,24,24,24,24,60
```

LISTING

```
360 SYMBOL 50,60,60,12,12,48,48,60,60
370 SYMBOL 51,60,60,12,28,28,12,60,60
380 SYMBOL 52,48,48,48,48,52,60,60,4
390 SYMBOL 53,60,60,48,48,12,12,60,60
400 SYMBOL 54,48,48,48,60,60,36,36,60
410 SYMBOL 55,60,60,12,12,12,12,12,12
420 SYMBOL 56,60,52,52,24,24,44,44,60
430 SYMBOL 57,60,36,36,60,60,12,12,12
440 SYMBOL 58,70,207,73,75,77,73,79,230
450 SYMBOL 59,68,204,68,68,68,68,68,238
460 SYMBOL 200,247,247,198,198,54,54,247
,247
470 SYMBOL 201,187,187,170,43,43,170,186
,186
480 SYMBOL 202,222,222,88,220,156,152,22
2,222
490 SYMBOL 203,219,216,219,219,219,219,1
15,35
500 SYMBOL 204,120,97,97,112,112,97,97,1
20
510 SYMBOL 205,127,128,128,128,128,128,1
28,127
520 SYMBOL 206,255,0,0,0,0,0,0,255
530 SYMBOL 207,254,1,1,1,1,1,1,254
540 SYMBOL 208,124,130,130,130,130,130,1
30,124
550 SYMBOL 209,0,0,56,32,48,32,0,0
560 SYMBOL 210,0,124,68,92,76,92,124,0
570 SYMBOL 211,0,255,255,255,255,255,255
,0
580 DATA 3,31,127,128,224,248,18,63,255,
12,30,191,0,0,174
590 T$="":RESTORE 580:FOR I=212 TO 216:R
EAD A,B,C
600 SYMBOL I,A,B,C,255,255,255,255,255:T
$=T$+CHR$(I):NEXT
610 RETURN
620 '************************
630 '*** DESSIN DU DECOR ***
640 '************************
650 FOR I=0 TO 15:INK I,0:NEXT
660 MODE 0:PAPER 0:CLS:BORDER 0
670 PRINT CHR$(22)CHR$(1):RESTORE 680:FO
R I=208 TO 210
680 READ A:PEN A:LOCATE 1,1:PRINT CHR$(I
);:NEXT:PEN 7
690 DATA 7,6,2
700 PRINT STRING$(2,211);:PEN 5:PRINT ST
RING$(6,211)
710 PEN 8:LOCATE 2,1:PRINT CHR$(205);STR
ING$(6,206);CHR$(207)
720 PEN 9:LOCATE 1,22:FOR I=1 TO 4:PRINT
 T$;:NEXT
730 WINDOW #1,1,20,23,25:PAPER #1,9:CLS#
1:P=10
740 WINDOW #2,5,17,10,14:PAPER #2,2:PEN
#2,6
750 FOR I=80 TO 368 STEP 32:DEB=INT(RND*
10):COU=INT(RND*5)+10
760 FOR X=DEB TO 640 STEP 32:COU=COU+1:I
F COU=16 THEN COU=10
770 PLOT X,I,COU:NEXT X,I
780 RESTORE 800:FOR I=11 TO 20:READ C:IF
 C<100 THEN PEN 7 ELSE PEN 1
790 LOCATE I,1:PRINT CHR$(C);:NEXT:PRINT
 CHR$(22)CHR$(0)
800 DATA 200,201,202,48,48,48,32,203,204
,52
810 GOSUB 1110
```



```
 2,239,-1,0,5,0
1300 SOUND 1,440,19,0,7,7,1+BAT*30:SOUND
 1,0,19,0,8,8,1
1310 BAT=BAT XOR 1:WEND:CALL &BCA7:RETUR
N
```

```
100 '**************************
110 '*                        *
120 '* CREATION DE L'ECRAN *
130 '*                        *
140 '*  CE PROGRAMME CREE     *
150 '*  UNE IMAGE DE 17 Ko *
160 '*  SUR LA DISQUETTE.     *
170 '*                        *
180 '*  IL NECESSITE LA       *
190 '*  PRESENCE DU PROG-     *
200 '*  RAMME "WAR.BIN",      *
210 '*  CREE A PARTIR DU      *
220 '*  PROGRAMME "DATA"      *
230 '*                        *
240 '*  IL NE SERA  PAS       *
250 '*  UTILISE, LORS DU      *
260 '*  JEU "WAR-SPACE".      *
270 '*                        *
280 '**************************
290 '
300 MODE 0:PEN 1:PAPER 0:CLS:MEMORY 3000
0:LOAD"WAR.BIN":DEG
310 SYMBOL 255,120,204,148,156,156,148,2
04,120
320 SYMBOL 254,0,0,0,0,0,0,0,0
330 SYMBOL 253,72,233,169,169,233,233,17
3,173
340 SYMBOL 252,149,213,71,87,213,213,85,
85
350 SYMBOL 251,0,0,0,0,0,0,0,0
360 SYMBOL 250,146,151,245,245,151,151,1
49,149
370 SYMBOL 249,119,85,68,119,119,17,85,1
19
380 SYMBOL 248,37,117,85,85,85,85,119,34
390 SYMBOL 247,74,74,120,122,74,74,74,74
400 SYMBOL 246,196,238,170,170,234,202,1
42,132
410 SYMBOL 245,172,174,170,170,174,172,2
34,74
420 P=10:PRINT"WAR SPACE":FOR J=0 TO 16
STEP 2:P=P+1:IF P=16 THEN P=10
430 FOR I=0 TO 320-32 STEP 4:IF TEST(I,3
98-J)=0 THEN 450
440 PLOT 32*6+I,32*5-(J*2),P:PLOTR 0,2
450 NEXT I,J:LOCATE 1,1:PRINT STRING$(10
,32)
460 DEG:FOR I=0 TO 800 STEP 4:SI=SIN(I)*
16+RND*6+16
470 PLOT I,0,9:DRAWR 0,SI:MOVE I,400:DRA
WR 0,-SI
480 MOVE 0,I/2:DRAWR SI,0:MOVE 640,I/2:D
RAWR -SI,0
490 NEXT:i:LOCATE 6,20:FOR I=255 TO 245
STEP -1:PRINT CHR$(I);:NEXT
500 FOR I=7 TO 15 STEP 2:SHG=49152+7*80+
(I-1)*4
510 S1=INT(SHG/256):S2=SHG-S1*256:POKE &
791E,S2:POKE &791F,S1
520 MECH=30076+((I-7)/2)*32:M1=INT(MECH/
256):M2=MECH-M1*256
530 POKE &7886,M2:POKE &7887,M1:CALL &78
82:NEXT I
```

```
1460 DATA 42,76,FE,3C,C8,3C,32,42,AE
1470 DATA [illegible]
1480 DATA [illegible]
1490 DATA [illegible]
1500 DATA [illegible]
1510 DATA [illegible]
1520 DATA [illegible]
1530 DATA [illegible]
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1580 DATA [illegible]
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1610 DATA [illegible]
1620 DATA [illegible]
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1950 DATA [illegible]
1960 DATA [illegible]
1970 DATA [illegible]
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1990 DATA [illegible]
2000 DATA [illegible]
2010 DATA [illegible]
2020 DATA [illegible]
2030 DATA [illegible]
2040 DATA [illegible]
2050 DATA [illegible]
2060 DATA [illegible]
2070 DATA [illegible]
2080 DATA [illegible]
2090 DATA [illegible]
2100 DATA [illegible]
2110 DATA [illegible]
2120 DATA [illegible]
2130 DATA [illegible]
2140 DATA [illegible]
```

```
820 '**********************
830 '*** INITIALISATION ***
840 '**********************
850 DATA 7C1F,0,7C1E,0,7BED,0,7962,0,782
C,0,7920,0,7640,254,79B4,28
860 DATA 79B5,1,7641,193,7642,30,7643,10
,7BEC,1,7A77,1,7886,124,7887,117
870 RESTORE 850:DM=4:FOR I=1 TO 16:READ
A$,A:POKE VAL("&"+A$),A:NEXT:GOTO 960
880 '*****************
890 '*** LANCEMENT ***
900 '*****************
910 PEN 7:PLOT 0,0,0:CALL &761C
920 WHILE SQ(1)<34:WEND
930 '******************************
940 '*** TESTS DE FIN DE PARTIE ***
950 '******************************
960 DM=DM-1:IF DM=-1 THEN 1040
970 IF PEEK(&79B4)=32 THEN 1040
980 CALL &7C20:CLS#2:PRINT#2:PRINT#2," A
PPUYEZ SUR":
990 PRINT#2:PRINT#2," UNE TOUCHE."
1000 GOSUB 1260:CALL &7C37
1010 PEN 7:LOCATE 20,1:PRINT USING"#";DM
1020 AD=&7640:POKE AD,254:POKE AD+1,193:
POKE AD+2,30:POKE AD+3,10
1030 GOTO 910
1040 CALL &7C20:CLS#2
1050 LOCATE #2,4,2:PRINT#2,"G A M E"
1060 LOCATE #2,4,4:PRINT#2,"O V E R"
1070 GOSUB 1260:CALL &7C37:GOTO 650
1080 '**************
1090 '*** ENCRES ***
1100 '**************
1110 DATA 0,14,2,0,0,15,20,6,9,16,0,0,0,
0,0,0
1120 RESTORE 1110:FOR I=0 TO 15:READ A:I
NK I,A:NEXT
1130 INK 3,24,15:INK 4,15,24:INK 12,26:R
ETURN
1140 '**********************
1150 '*** DATAS MUSIQUES ***
1160 '**********************
1170 DATA 536,478,402,478,536,478,402,35
8,319,478,319,478,301,358
1180 DATA 478,239,319,402,478,239,358,42
6,506,213,402,478,201,239
1190 DATA 268,239,201,239,179,268,213,23
9,119,159,201,239
1200 RESTORE 1170:DIM NOTE(80):FOR I=1 T
O 28:READ NOTE(I)
1210 NOTE(I+28)=NOTE(I)/2:NEXT:FOR I=57
TO 68:READ NOTE(I)
1220 NOTE(I+12)=NOTE(I)/2:NEXT:RETURN
1230 '**********************************
1240 '*** ATTENTE CLAVIER & MUSIQUE ***
1250 '**********************************
1260 CALL &BB00:WHILE INKEY$="":CALL &78
5C
1270 NO=NO+1:IF NO=81 THEN NO=1
1280 SOUND 4,NOTE(NO),-1,1,5:SOUND 4,478
,-1,0,5,5
1290 SOUND 2,NOTE(NO)+0.6,-1,1,5,5:SOUND
```

```
540 POKE &7640,124:POKE &7641,195:CALL &
7646
550 POKE &7640,175:CALL &7646
560 SAVE"WAR.ECR",B,49152,&4000
```

```
10 '*************************
20 '*                       *
30 '*  PROGRAMME GENERATEUR *
40 '*  -------------------- *
50 '*                       *
60 '*************************
70 '
80 SOM=0:LI=1000:MODE 1:PEN 1
90 FOR I=0 TO 227:LOCATE 14,12
100 FOR J=0 TO 7:READ A$:A=VAL("&"+A$)
110 POKE 30000+I*8+J,A
120 SOM=SOM+A*(J+1):NEXT J:READ T$
130 T=VAL("&"+T$):SOM=(SOM+LI) AND 255
140 IF T<>SOM THEN 210
150 PRINT"LIGNE ";LI;" OK"
160 LI=LI+10:NEXT I:LOCATE 11,12
170 FOR I=1 TO 18:READ A$
180 PRINT CHR$(VAL("&"+A$));:NEXT
190 SAVE"WAR.BIN",B,30000,1830
200 END
210 SOUND 1,119,10:SOUND 1,239,40
220 PRINT "ERREUR EN LIGNE ";LI
230 END
1000 DATA 00,00,00,00,00,00,00,00,E8
1010 DATA 00,04,08,00,00,00,00,00,FA
1020 DATA 00,0C,0C,0C,00,00,00,00,32
1030 DATA [illegible]
1040 DATA [illegible]
1050 DATA [illegible]
1060 DATA [illegible]
1070 DATA [illegible]
1080 DATA [illegible]
1090 DATA [illegible]
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1110 DATA [illegible]
1120 DATA [illegible]
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1190 DATA [illegible]
1200 DATA [illegible]
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1390 DATA [illegible]
1400 DATA [illegible]
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1430 DATA [illegible]
1440 DATA [illegible]
1450 DATA [illegible]
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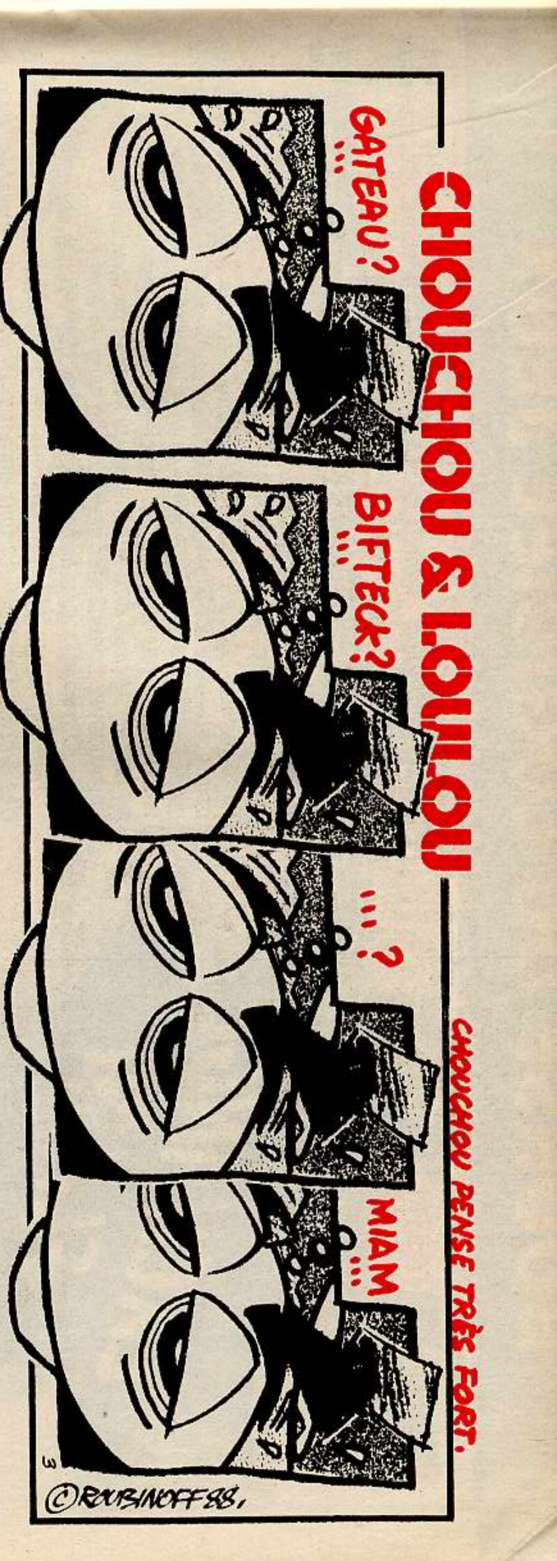

```
2150 DATA 77,CD,AA,BC,06,06,0E,06,DE
2160 DATA 3E,02,CD,32,BC,3A,43,76,4C
2170 DATA FE,26,C2,EC,78,CD,63,79,A9
2180 DATA FD,E1,3E,02,06,02,0E,02,4A
2190 DATA CD,32,BC,C9,CD,46,76,3A,10
2200 DATA 43,76,3C,32,43,76,2A,40,8C
2210 DATA 76,CD,26,BC,CD,26,BC,CD,11
2220 DATA 26,BC,CD,26,BC,22,40,76,42
2230 DATA CD,46,76,CD,2F,77,CD,2D,9F
2240 DATA 78,11,E8,03,1B,7A,B3,C2,15
2250 DATA 14,79,C3,D5,78,C9,00,00,90
2260 DATA 00,00,00,3E,00,32,62,79,FE
2270 DATA 3A,20,79,FE,00,C8,DD,7E,64
2280 DATA 00,DD,86,02,47,3A,21,79,0E
2290 DATA B8,D0,3A,21,79,C6,04,47,DF
2300 DATA DD,7E,00,B8,D0,DD,7E,01,4C
2310 DATA DD,86,03,47,3A,22,79,B8,5D
2320 DATA D0,3A,22,79,C6,02,47,DD,BE
2330 DATA 7E,01,B8,D0,3E,FF,32,62,5E
2340 DATA 79,C9,00,CD,A7,BC,21,BA,23
2350 DATA 77,CD,AA,BC,06,24,C5,06,D9
2360 DATA 08,C5,21,8D,C6,C5,E5,54,99
2370 DATA 5D,13,13,01,50,00,ED,B8,66
2380 DATA E1,CD,26,BC,C1,10,EE,C1,3E
2390 DATA 10,E7,C1,10,E1,C9,3A,2C,06
2400 DATA 78,FE,00,CA,9E,79,3E,00,A0
2410 DATA 32,2C,78,CD,7B,77,3A,20,F7

2420 DATA 79,FE,00,CA,AE,79,3E,00,F6
2430 DATA 32,20,79,CD,82,78,3E,00,91
2440 DATA 32,62,79,C9,1C,01,ED,5B,83
2450 DATA B4,79,1B,ED,53,B4,79,7B,BE
2460 DATA FE,20,C2,CA,79,FD,E1,C3,90
2470 DATA C0,78,21,8C,01,CD,EA,BB,8A
2480 DATA 11,00,00,21,F6,FF,CD,F9,FA
2490 DATA BB,C9,3A,77,7A,FE,01,CA,38
2500 DATA F6,79,FE,02,CA,0B,7A,FE,60
2510 DATA 03,CA,60,7A,FE,04,CA,78,21
2520 DATA 7A,FE,05,CA,CD,7A,3A,21,21
2530 DATA 79,3D,32,21,79,2A,1E,79,03
2540 DATA 2B,22,1E,79,21,7C,75,22,6C
2550 DATA 86,78,C9,3A,21,79,3D,32,D1
2560 DATA 21,79,2A,1E,79,2B,22,1E,17
2570 DATA 79,21,9C,75,22,86,78,3A,6A
2580 DATA 5F,7A,3C,FE,20,C2,2A,7A,9F
2590 DATA 3E,00,32,5F,7A,FE,00,CA,B3
2600 DATA 38,7A,FE,10,CA,4C,7A,C9,99
2610 DATA 11,A0,00,2A,1E,79,ED,52,3B
2620 DATA 22,1E,79,3A,22,79,3D,3D,3B
2630 DATA 32,22,79,C9,11,A0,00,2A,EB
2640 DATA 1E,79,19,22,1E,79,3A,22,30
2650 DATA 79,3C,3C,32,22,79,C9,00,F6
2660 DATA 3A,21,79,D6,02,32,21,79,7E
2670 DATA 2A,1E,79,2B,2B,22,1E,79,A6
2680 DATA 21,BC,75,22,86,78,C9,01,93
2690 DATA 21,DC,75,22,86,78,3A,CC,39
2700 DATA 7A,FE,00,C2,AA,7A,3A,21,0F
2710 DATA 79,CB,3F,47,3A,42,76,CB,CD
2720 DATA 3F,B8,C2,9B,7A,3E,01,32,3B
2730 DATA CC,7A,C9,3A,21,79,3D,32,9E
2740 DATA 21,79,2A,1E,79,2B,22,1E,98
2750 DATA 79,C9,3A,22,79,FE,00,C2,F8
2760 DATA BB,7A,3E,00,32,CC,7A,32,D1
2770 DATA 21,79,C9,3D,3D,32,22,79,18
2780 DATA 2A,1E,79,11,50,00,ED,52,A4
2790 DATA 22,1E,79,C9,00,21,FC,75,C9
2800 DATA 22,86,78,3A,21,79,3C,32,E6
2810 DATA 21,79,FE,4C,C2,E5,7A,3E,8B
2820 DATA 00,32,21,79,C9,2A,1E,79,BD
2830 DATA 23,22,1E,79,C9,3A,77,7A,CA
2840 DATA FE,01,CA,0A,7B,FE,02,CA,21
2850 DATA 0A,7B,FE,03,CA,0A,7B,FE,C4
2860 DATA 04,CA,37,7B,FE,05,CA,4D,1B
2870 DATA 7B,C9,3E,4C,32,21,79,CD,BF
2880 DATA 5C,78,C6,04,E6,FE,32,22,8D
2890 DATA 79,CB,3F,11,50,00,21,00,5E
2900 DATA 00,06,08,1F,D2,28,7B,19,81
2910 DATA CB,23,CB,12,1F,10,F5,11,CF
2920 DATA 9C,C0,19,22,1E,79,C9,3E,01
2930 DATA 4C,32,21,79,3E,26,32,22,F2
2940 DATA 79,21,8C,C6,22,1E,79,3E,82
2950 DATA 00,32,CC,7A,C9,3E,02,32,B7
2960 DATA 21,79,3A,43,76,FE,00,C2,66

2970 DATA 61,7B,CD,5C,78,C6,04,E6,76
2980 DATA FE,32,22,79,CB,3F,21,50,9E
2990 DATA 00,11,50,00,06,08,1F,D2,15
3000 DATA 73,7B,19,CB,23,CB,12,1F,94
3010 DATA 10,F5,11,02,C0,19,22,1E,BF
3020 DATA 79,C9,3A,ED,7B,3C,32,ED,8D
3030 DATA 7B,FE,0A,C2,94,7B,3E,02,88
3040 DATA 32,77,7A,C9,FE,14,C2,9F,CE
3050 DATA 7B,3E,03,32,77,7A,C9,FE,1E
3060 DATA 1C,C2,AA,7B,3E,04,32,77,00
3070 DATA 7A,C9,FE,20,C2,B5,7B,3E,D9
3080 DATA 05,32,77,7A,C9,FE,28,C0,90
3090 DATA 3E,00,32,ED,7B,3E,01,32,9C
3100 DATA 77,7A,3A,EC,7B,FE,01,C2,F3
3110 DATA D1,7B,3E,02,06,1A,C3,E1,B9
3120 DATA 7B,FE,02,C2,DD,7B,3E,03,6B
3130 DATA 06,09,C3,E1,7B,3E,01,06,9C
3140 DATA 10,32,EC,7B,78,4F,3E,09,30
3150 DATA CD,32,BC,C9,01,00,3A,1E,92
3160 DATA 7C,3C,32,1E,7C,FE,0A,C2,A2
3170 DATA 06,7C,3E,00,32,1E,7C,3A,9E
3180 DATA 1F,7C,3C,32,1F,7C,26,0E,9A
3190 DATA 2E,01,CD,75,BB,3A,1F,7C,37
3200 DATA C6,30,CD,5A,BB,3A,1E,7C,61
3210 DATA C6,30,CD,5A,BB,C9,00,00,3D
3220 DATA 21,DC,C2,11,20,4E,06,50,52
3230 DATA C5,E5,01,38,00,ED,B0,E1,C8
3240 DATA CD,26,BC,C1,10,F2,C9,21,44
3250 DATA 20,4E,11,DC,C2,06,50,C5,9B
3260 DATA D5,01,38,00,ED,B0,D1,EB,A6
3270 DATA CD,26,BC,EB,C1,10,F0,C9,62
3280 DATA 4F,55,46,20,21,21,20,45,4E
3290 DATA 46,49,4E,20,46,49,4E,49,2E
3300 DATA 00,00,00,00,00,00,00,00,00
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