```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7----+----8----+----9

4140 TRAP 4190:OPEN #2,4,0,A$(1,15)
4150 POKE 752,1:? " ALREADY EXISTS!":? "  ";"WANT TO REPLACE IT (Y/N)?";:POKE 764,255
4160 I=PEEK(764):IF I=255 THEN 4160
4170 POKE 764,255:IF I<>43 THEN XF=1:? "N":CLOSE #2:GOTO 3720
4180 ? " YES"
4190 CLOSE #2:TRAP 4710:OPEN #2,8,0,A$(1,14)
4200 I=480:IF MODE=1 THEN I=1920
4210 PUT #2,MODE
4220 PUT #2,5ESC
4230 PUT #2,WHT:PUT #2,ESC:PUT #2,ALLC:PUT #2,BLK
4240 FOR J=0 TO I:PUT #2,PEEK(5A+J):NEXT J
4250 PUT #2,155
4260 REM [END OF SCREEN SAVE]
4270 CLOSE #2:TRAP 40000:? "      [SCREEN SAVED]!":JIF=60:GOSUB 2730
4280 POKE 764,255:T$=5$:TESC=ESC:TSESC=5ESC:TWHT=WHT:MODE=1-MODE:TBLK=BLK:TALLC=ALLC:GOSUB
     1690
4290 IF TSESC=1 THEN GOSUB 4940
4300 IF TWHT=0 THEN WHT=1:GOSUB 2700
4310 IF TESC=1 THEN ESC=0:GOSUB 2600
4320 IF TALLC=1 THEN ALLC=0:GOSUB 2370
4330 IF TBLK=1 THEN BLK=1:POKE 712,0:POKE 704,14
4340 5$=T$:POKE 53768,0:POKE 53775,0:POKE 204,0:POKE 203,K2:GOTO 240
4350 ? CHR$(28);CHR$(156);" ENTER NUMBER OF FILE:";
4360 TRAP 4350:INPUT J:IF J<1 OR J>A THEN 4350
4370 TRAP 4710:OPEN #2,6,0,"D:PICTURE.???"
4380 FOR I=1 TO J:INPUT #2;A$:NEXT I:CLOSE #2:A$(1,2)="D:"
4390 A$(10,10)="."
4400 POKE 752,1:? " LOAD ";A$(3,13);" (Y/N)?";:POKE 764,255
4410 I=PEEK(764):IF I=255 THEN 4410
4420 POKE 764,255:IF I<>43 THEN XF=1:? "N":GOTO 3720
4430 ? " YES"!? " LOADING ";A$(3,13):TRAP 4710:OPEN #2,4,0,A$(1,13)
4440 GET #2,MODE
4450 GET #2,TSESC
4460 I=480:IF MODE=1 THEN I=1920
4470 GET #2,TWHT
4480 GET #2,TESC
4490 GET #2,TALLC
4500 GET #2,TBLK
4510 FOR J=0 TO I:GET #2,A:T$(J+1,J+1)=CHR$(A):NEXT J
4520 J=I+1 TO 1680:T$(J,J)="♥":NEXT J
4530 REM [END OF SCREEN LOAD]
4540 CLOSE #2:TRAP 40000:MODE=1-MODE:GOSUB 1690:POKE 764,255
4550 IF TSESC=1 THEN GOSUB 4940
4560 IF TWHT=0 THEN WHT=1:GOSUB 2700
4570 IF TESC=1 THEN ESC=0:GOSUB 2600
4580 IF TALLC=1 THEN ALLC=0:GOSUB 2370
4590 IF TBLK=1 THEN BLK=1:POKE 712,0:POKE 704,14
4600 5$=T$:POKE 53768,0:POKE 53775,3:POKE 204,0:POKE 203,K2:GOTO 240
4610 CLOSE #2:? :? :FOR I=0 TO 5:? CHR$(28);" [DISK ERROR]":SOUND 0,121,10,10:GOSUB 2730:?
     CHR$(28);" DISK ERROR "
4620 SOUND 0,04,10,10:GOSUB 2730:NEXT I:SOUND 0,0,0,0:? CHR$(28);
4630 J=PEEK(195):IF J<>144 THEN 4650
4640 ? " YOUR DISK IS WRITE PROTECTED":? " OR NO DISK IS AVAILABLE!  ";:JIF=240:GOSUB 2730
     :RETURN
4650 IF J<>138 THEN 4680
```

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7----+----8----+----9

4660 XF=0:? " YOUR DISK DRIVE IS OFF":? " OR DISCONNECTED OR DISKETTE":? " IS NOT FORMATTE
     D!":
4670 JIF=240:GOSUB 2730:RETURN
4680 IF J<>167 THEN 4700
4690 ? " FILE IS LOCKED! ":? " Use DOS to unlock.";:JIF=240:GOSUB 2730:RETURN
4700 ? " ERROR #";J;? " PLEASE CHECK YOUR DISK AND DRIVE!";:JIF=240:GOSUB 2730:RETURN
4710 XF=1:GOSUB 4610:? "K":POKE 712,14-BLK*14:GOTO 3720
4720 ? CHR$(28);CHR$(156);" ENTER NUMBER OF FILE:";
4730 TRAP 4720:INPUT J:IF J<1 OR J>A THEN 4720
4740 TRAP 4710:OPEN #2,6,0,"D:PICTURE.???"
4750 FOR I=1 TO J:INPUT #2:A$:NEXT I:CLOSE #2:A$(1,2)="D:"
4760 A$(10,10)="."
4770 POKE 752,1:? " DELETE ";A$(3,13);" (Y/N)?";:POKE 764,255
4780 I=PEEK(764):IF I=255 THEN 4780
4790 POKE 764,255:IF I<>43 THEN 4820
4800 ? " YES":XIO 33,#2,0,0,A$(1,13):TRAP 40000
4810 ? " DELETION COMPLETED ":JIF=60:GOSUB 2730
4820 XF=1:? "K":POKE 712,14-BLK*14:GOTO 3720
4830 END
4840 DATA 0,0,10,35,0,40,1,33,0,50,1,33,0,35,1,52,0,37,1,50,0,64,1
4850 DATA 6,8,4,38,1,53,0,46,1,1,0
4860 DATA 5,24,5,48,1,50,1,37,1,51,1,51,1
4870 DATA 5,32,5,51,0,52,0,33,0,50,0,52,0
4880 DATA 0,8,4,0,0,53,0,57,0,0,0
4890 DATA 0,16,4,26,0,33,0,40,0,27,0
4900 DATA 0,24,4,0,0,58,0,56,0,0,0
4910 DATA 0,32,4,31,0,12,0,59,0,15,0
4920 DATA 4,16,1,113,1
4930 DATA 4,24,1,106,1
4940 L2=10:SESC=1-SESC:T2=ADR(DL4$):IF MODE=0 AND SESC=1 THEN T2=ADR(DL20$):L2=12
4950 IF MODE=1 AND SESC=1 THEN T2=ADR(DL22$):L2=20
4960 ROW5=32+40*MODE+8*SESC*(SESC+MODE)
4970 A=USR(ADR(MOV$),T2,DL2,L23:RETURN
```

```
    ---  END OF LISTING  ---
```

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7----+----8----+----9
0 REM *******************************
1 REM *                             *
2 REM * C H A R A C T E R ♥   F U N *
3 REM *                             *
4 REM *    by  Bruce E. Campbell    *
5 REM *                             *
6 REM *   VERSION 1.0  DATE: 9/1/83 *
7 REM *      COPYRIGHT (C) 1983     *
8 REM *                             *
9 REM *******************************
200 REM
210 GRAPHICS 0:CLR :POKE 712,14:POKE 710,14:POKE 53768,0:POKE 53775,3
220 POKE 709,14:POKE 752,1
230 BC1=0:JIF=7:GOTO 2760
240 REM ▓MAIN ROUTINE▓
250 POKE 764,255:POKE 53279,7:POKE 657,0:TCAP=0:POKE 77,0
260 POP :A=PEEK(53279):IF A=7 THEN 280
270 ON A*1 GOSUB 1690,1990,1640,2240,2350,1070,2380:POP
280 POP :IF PEEK(19)>55 THEN MODE=1:GOSUB 1690 POKE 53248,0:POKE 53249,0:POKE 53250,0:BC1=
    0:GOTO 1170
290 STK=PEEK(632):STK1=PEEK(633):IF STK<>15 OR STK1<>15 THEN GOSUB 2010
300 STK=PEEK(644):STK1=PEEK(645):IF STK=0 OR STK1=0 THEN GOSUB 900
310 A=PEEK(764):IF A=204 THEN 3710
320 IF A=156 THEN GOSUB 4940:GOSUB 620:GOTO 250
330 IF A=119 OR A=183 THEN GOTO 1150
340 IF A=182 THEN GOSUB 2470:GOTO 250
350 IF A>191 THEN 260
360 POKE 19,0:ZZ=ASC(B764$(A+1,A+1))
370 ON ZZ GOTO 250,1080,1090,1100,1110,1120,2470,2520,1130,1140
380 E3=ASC(C(764$(A+1,A+1))
390 IF A>63 AND A<128 THEN TCAP=1
400 GOSUB 420:A=135:GOSUB 620
410 GOTO 250
420 REM ▓CHARACTER PLOT ROUTINE▓
430 START=5A+Y*COL5+K:REM START ADDRESS FOR DISPLAY
440 R=INT(PEEK(53770)*10/17+30)
450 IF ESC=1 THEN 760
460 CHAR=CHARSET+E3*8
470 IF CHARSET=57856 AND (E3<33 OR E3>58) THEN CHAR=CHAR-512
480 CS=0:IF CHARSET=57856 THEN CS=1
490 IF TCAP=1 THEN CHAR=57344+E3*8:CS=0
500 A=ADR(MU5$)-1:A=PEEK(A+E3-32+7*CS)
510 IF E3>32 AND E3<40 THEN SOUND 0,A,10,5:SOUND 1,A+1,10,5
520 FOR E2=7 TO 0 STEP -1
530 E4=7*UP+E2*(1-2*UP)
540 K=PEEK(CHAR+E23:IF BWD=0 THEN 560
550 K=USR(ADR(BWD$),K):K=PEEK(213)
560 POKE START+E4*COL5,255*INV+K*(1-2*INV)
570 IF E3<33 OR E3>39 THEN SOUND 0,R+10*E4,14,9-E4
580 NEXT E2
590 IF E3>32 AND E3<40 THEN JIF=5:GOSUB 2730
600 SOUND 0,0,0,0:SOUND 1,0,0,0
610 RETURN
620 YI=YL*2+520*(MODE+1)+1:PMRAM5$(YI,YI+15)=BCUR5$:POKE ADR(PMRAM5$)+YI+15,0
625 PMRAM5$(YI+RST,YI+RST+15)=BCUR5$:POKE ADR(PMRAM5$)+YI+RST+15,0
```

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7----+----8----+----9
627 PMRAM5$(YI+RST+RST,YI+RST+RST+15)=BCUR$:POKE ADR(PMRAM$)+YI+RST+RST+15,0
630 IF A=142 THEN Y=Y-8:GOTO 670
640 IF A=143 THEN Y=Y+8:GOTO 670
650 IF A=134 THEN X=X-1:GOTO 670
660 IF A=135 THEN X=X+1
670 IF X>=COLS THEN X=0:Y=Y+8
680 IF X<0 THEN X=COLS-1:Y=Y-8
690 IF Y>ROWS THEN Y=0
700 IF Y<0 THEN Y=ROWS
710 M=16*X+48-X*8*MODE:POKE 53248,M:POKE 53249,M:POKE 53250,M
720 YL=Y:YI=Y*2+528*(MODE+1)+1:POKE PMRAM$(YI,YI+15)=CUR$:POKE ADR(PMRAM$)+YI+15,0
725 PMRAM5$(YI+RST,YI+RST+15)=CUR2$:POKE ADR(PMRAM$)+YI+RST+15,0
727 PMRAM5$(YI+RST+RST,YI+RST+RST+15)=CUR3$:POKE ADR(PMRAM$)+YI+RST+RST+15,0
730 RETURN
740 Z2=PEEK(ADR(S$)+COLS*Y*8*COLS):S$(COLS*Y+1,COLS*Y+8*COLS)=W$:POKE ADR(S$)+COLS*Y+8*COL
    S,Z2
750 RETURN
760 IF E3$123 THEN 250
770 CHAR=E3*8+8
780 IF TCAP=1 THEN 800
790 IF CHARSET=57856 AND E3>32 AND E3<59 THEN CHAR=CHAR+512
800 FOR E2=7 TO 0 STEP -1
810 A=ASC(E5C$(CHAR-E2,CHAR-E2))
820 E3=7*UP+E2*(1-2*UP)
830 IF BWD=0 THEN 850
840 A=USR(ADR(BWD$),A):A=PEEK(213)
850 POKE START+E3*COLS,255*INV+A*(1-2*INV)
860 SOUND 0,R+10*E3,14,9-E3
870 NEXT E2
880 SOUND 0,0,0,0
890 RETURN
900 POKE 19,0:IF STK=1 THEN 1040
910 A=PEEK(203):POKE 203,0:DL=PEEK(560)+256*PEEK(561)+4:J1=PEEK(DL):J2=PEEK(DL+1):K=J1+J2*
    256+40*40*MODE
920 K2=INT(K/256):K1=K-K2*256:L=1:FOR I=100 TO 1500 STEP 10:J=INT(I/10):K=INT(J/40):V=2+IN
    T(I/190)
930 SOUND 0,J,10,V:SOUND 1,J+K,10,V:NEXT I:SOUND 0,0,0,0:SOUND 1,0,0,0:FOR I=1 TO 40:POKE
    53279,0:NEXT I
940 F1=700:F2=1000:GOSUB 980:F1=700:F2=1500:GOSUB 980:F1=1000:F2=2100:GOSUB 980:F1=1500:F2
    =2500:GOSUB 980
950 POKE DL+1,J2:POKE DL,J1:SOUND 0,0,0,0:SOUND 1,0,0,0:POKE 203,A
960 IF STK=1 THEN RETURN
970 GOTO 1040
980 K=0:FOR I=F1 TO F2 STEP 5:J=INT(I/10):V=INT(28-J/10):IF V>7 THEN V=7
990 SOUND 0,J,4,V:SOUND 1,J-50,8,V:IF K<4 THEN 1030
1000 K=0:IF L=1 THEN POKE DL+1,K2:POKE DL,K1
1010 IF L=0 THEN POKE DL+1,J2:POKE DL,J1
1020 L=1-L
1030 K=K+1:NEXT I:RETURN
1040 A=ADR(STARS):START=SA+Y*COLS+X:IF X=LX AND Y=LY THEN RETURN
1050 FOR I=0 TO 7:POKE START+I*COLS,PEEK(A+I):NEXT I:FOR I=200 TO 1300 STEP 10:J1=INT(I/10
1060 SOUND 0,J1,10,6:SOUND 1,J1+1,10,6:NEXT I:SOUND 0,0,0,0:SOUND 1,0,0,0:LX=X:LY=Y:RETURN
1070 SOUND 0,164,10,8:GOSUB 2730:FOR I=8 TO 0 STEP -1:SOUND 0,164,10,I:JIF=1:GOSUB 2730:NE
```

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7----+----8----+----9
     XT I:BWD=1-BWD:GOTO 250
1080 INV=1-INV:GOTO 250
1090 CHARSET=58336-8*A:GOTO 250
1100 GOSUB 2700:GOTO 250
1110 GOSUB 1510:GOTO 250
1120 GOSUB 2600:GOTO 250
1130 SND=1-SND:POKE 203,SND*162:GOTO 250
1140 A=0:X=0:Y=Y+8:GOSUB 1510:GOTO 250
1150 BLK=1-BLK:POKE 712,14-BLK*14
1152 IF BLK=0 OR WHT=1 THEN C$="xhH:,█":GOSUB 2390:POKE 704,90:POKE 247,90:POKE 705,94:POK
     E 706,138:GOTO 1156
1154 IF BLK=1 AND WHT=0 THEN C$="vff8x█":GOSUB 2390:POKE 704,88:POKE 705,92:POKE 706,136:P
     OKE 247,88
1155 IF BLK=1 AND WHT=0 THEN POKE 704,88:POKE 247,88:POKE 705,92:POKE 706,136
1156 GOTO 250
1160 A=USR(ADR(MOV$),T2,DL2,L2):RETURN
1170 REM  DEMO PROGRAM
1175 DL4$(3,3)=CHR$(DM1):DL4$(4,4)=CHR$(DM2):T2=ADR(DL4$):L2=10:A=USR(ADR(MOV$),T2,DL2,L2)
1180 POKE 709,14:? "M":CHARSET=57344:POKE 657,6:POKE 656,0:? "C H A R A C T E R ♥    F U N        ";
1190 POKE 657,9:POKE 656,1:? "by  Bruce E. Campbell ";
1200 POKE 657,6:POKE 656,3:? "♥♥♥  COPYRIGHT(C) 1983   ♥♥♥";:T2=1:POKE 709,6
1210 RESTORE 4840:POKE 53248,0:POKE 53249,0:POKE 53250,0:POKE 53250,0:POKE 77,0
1220 CHARSET=57344:TCAP=0:ESC=0
1230 POKE 203,162
1240 FOR I=1 TO 10:READ X,Y,N
1250 FOR J=1 TO N:READ E3,INV
1260 IF F=1 THEN INV=1-INV
1270 GOSUB 420:X=X+1
1280 IF PEEK(53279)=6 THEN POP :POP :GOTO 1470
1290 GOSUB 2730
1300 NEXT J:IF I=2 THEN CHARSET=57856
1310 IF I=4 THEN CHARSET=57344:ESC=1:UP=0
1320 IF I=8 THEN CHARSET=57856
1330 NEXT I:X=0:Y=0:F=0
1340 GOSUB 2350:POKE 19,0:POKE 203,166
1350 GOSUB 2380
1360 IF PEEK(19)<2 THEN 1460
1370 FOR Z=1 TO 5:GOSUB 1630
1380 IF PEEK(53279)=6 THEN POP :GOTO 1470
1390 NEXT Z:JIF=80:GOSUB 2730
1400 FOR Z=1 TO 10:GOSUB 1980
1410 IF PEEK(53279)=6 THEN POP :GOTO 1470
1420 NEXT Z:JIF=80:GOSUB 2730
1430 T2=T2+1:IF T2-INT(T2/2)*2=0 THEN UP=1-UP
1440 IF T2-INT(T2/3)*3=0 THEN F=1
1450 POKE 203,0:GOSUB 2350:POKE 77,0:5$(1)="♥":IF WHT=1 THEN 5$(1)="█"
1455 5$(2081)=5$(1):5$(2)=5$:W$=5$:X=0:Y=0:LK=-1:LY=-1:POKE 203,162:GOTO 1210
1460 IF PEEK(53279)<>6 THEN 1350
1470 MODE=1:GOSUB 1690
1480 POKE 53277,2:POKE 559,42+16*MODE:POKE 53248,48:POKE 623,33:POKE 53256,1-MODE:POKE 532
     49,48:POKE 53257,1-MODE
1485 POKE 53250,48:POKE 53258,1-MODE
1490 YI=Y*2+528*(MODE/2)+1:PMRAM$(YI,YI+15)=CUR$:POKE ADR(PMRAM$)+YI+15,0
1495 PMRAM$(YI+RST,YI+RST+15)=CUR2$:POKE ADR(PMRAM$)+YI+RST+15,0
1497 PMRAM$(YI+RST+RST,YI+RST+RST+15)=CUR3$:POKE ADR(PMRAM$)+YI+RST+RST+15,0
```

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7----+----8----+----9
1500 POKE 203,162:GOTO 250
1510 YI=YL*2+528*(MODE+1)+1:PMRAM$(YI,YI+15)=BCUR$:POKE ADR(PMRAM$)+YI+15,0
1515 PMRAM$(YI+R5T,YI+R5T+15)=BCUR$:POKE ADR(PMRAM$)+YI+R5T+15,0
1517 PMRAM$(YI+R5T+R5T,YI+R5T+R5T+15)=BCUR$:POKE ADR(PMRAM$)+YI+R5T+R5T+15,0
1520 IF A=142 THEN Y=Y-8:GOTO 1560
1530 IF A=143 THEN Y=Y+8:GOTO 1560
1540 IF A=134 THEN X=X-1:GOTO 1560
1550 IF A=135 THEN X=X+1
1560 IF X>=COLS THEN X=0:Y=Y+8
1570 IF X<0 THEN X=COLS-1:Y=Y-8
1580 IF Y>ROWS THEN Y=0
1590 IF Y<0 THEN Y=ROWS
1600 N=16*X+48-X*8*MODE:POKE 53248,N:POKE 53249,N:POKE 53250,N
1610 YL=Y:YI=Y*2+528*(MODE+1)+1:PMRAM$(YI,YI+15)=CUR$:POKE ADR(PMRAM$)+YI+15,0
1615 PMRAM$(YI+R5T,YI+R5T+15)=CUR2$:POKE ADR(PMRAM$)+YI+R5T+15,0
1617 PMRAM$(YI+R5T+R5T,YI+R5T+R5T+15)=CUR3$:POKE ADR(PMRAM$)+YI+R5T+R5T+15,0
1620 RETURN
1630 REM ▓VERTICAL SCROLL (UP)▓
1640 J=10+10*MODE:A=400+1200*MODE+5E5C*80*(5E5C+3*MODE):FOR I=1 TO 8:T$=5$:5$(1,A-J)=T$(J+
     J,A):5$(A-J+1,A)=T$(1,J)
1650 JIF=1:GOSUB 2730:NEXT I:RETURN
1660 REM ▓VERTICAL SCROLL (DOWN)▓
1670 J=10+10*MODE:A=400+1200*MODE+5E5C*80*(5E5C+3*MODE):FOR I=1 TO 8:T$=5$:5$(1,J)=T$(A-J+1,
     A-J):5$(J+1,A)=T$(1,A-J+1)
1680 JIF=1:GOSUB 2730:NEXT I:RETURN
1690 POKE 53248,0:POKE 53249,0:POKE 53250,0:REM ▓INITIALIZE▓
1700 5E5C=0:MODE=1-MODE:ROWS=32+40*MODE+8*5E5C*(5E5C+MODE):5559=PEEK(559):POKE 19,0:SND=1:
     POKE 203,162
1710 GRAPHICS 4+2*MODE:X=0:C=0:E1=1:COL5=10*(MODE+1):UP=0:POKE 752,1:POKE 82,0:POKE 658,0:
     INV=0:ALLC=0:E5C=0:XF=0
1715 CUR5="<B8▓▓▓▓▓B<":CUR2$="▼▼((ZZ(f((<Zf((<♥":CUR5$="♥♥♥♥$$♥♥♥♥♥♥♥♥♥":R5T=128
1720 IF MODE=1 THEN CUR5="<<B8▓▓▓▓▓BB<<":CUR2$="▼▼<<<ZZ(((Zf<<♥♥":CUR5$="♥♥♥♥$$♥♥♥♥♥
     ♥♥":R5T=256
1730 POKE 54286,192:WHT=0:POKE 559,0:BLK=0:POKE 205,2*MODE:POKE 247,90:LX=-1:LY=-1:BWD=0:P
     OKE 705,94:POKE 706,138
1740 DL=PEEK(560)+256*PEEK(561)+4:FOR I=DL+8 TO DL*ROWS STEP 8:POKE I,137+2*MODE:NEXT I:PO
     KE 512,MEM4:POKE 513,MEM3
1750 POKE DL,MEM2:POKE DL+1,MEM1:POKE 88,MEM2:POKE 89,MEM1:POKE 712,14-14*BLK:POKE 708,120
     :POKE 704,90
1760 DL2=DL+40+40*MODE:Z1=ADR(WD1$):ZZ=INT(Z1/256):Z1=Z1-ZZ*256:DL4$(3,3)=CHR$(Z1):DL4$(4,
     4)=CHR$(ZZ)
1770 CUR$="<B8▓▓▓▓▓B<":POKE(PEEK(DL2+8))=CHR$(PEEK(DL2+9)):DL20$(11,12)=DL4$(9,10):DL2
     2$(19,20)=DL4$(9,10)
1780 DL4$(1,1)=CHR$(9+2*MODE):T2=ADR(DL4$):L2=10
1790 POKE 16,112:POKE 53774,112:POKE 580,1
1800 POKE 709,2:POKE 710,14:IF FLAG<2 THEN GOSUB 1160
1810 PMRAM$(1)="▼":PMRAM$(2048)=PMRAM$:PMRAM$(1)=PMRAM$
1820 FOR I=1 TO 6:A=DLC(I):DL$(A,A)="x":NEXT I
1830 Y=0:YL=0:WHT=1-WHT:5$(1)="▼":IF WHT=1 THEN 5$(1)="▓"
1840 5$(2081)=5$(1):5$(2)=5$:W$=5$
1850 POKE 559,5559:TCAP=0:CHARSET=57344
1860 IF FLAG<2 THEN 1890
1870 POKE 53277,2:POKE 559,42+16*MODE:POKE 53248,48:POKE 623,33:POKE 53256,1-MODE:POKE 532
     49,48:POKE 53257,1-MODE
1875 POKE 53256,48:POKE 53258,1-MODE
```

```
----!----1----+----2----+----3----+----4----+----5----+----6----+----7----+----8----+----9
1880 YI=Y*2+528*(MODE+1)+1:PMRAM$(YI,YI+15)=CUR$:POKE ADR(PMRAM$)+YI+15,0
1885 PMRAM$(YI+RST,YI+RST+15)=CUR2$:POKE ADR(PMRAM$)+YI+RST+15,0
1887 PMRAM$(YI+RST+RST,YI+RST+RST+15)=CUR$:POKE ADR(PMRAM$)+YI+RST+RST+15,0
1890 RETURN
1900 N8=1:K=COLS:J1=2:J2=COLS:L1=K*N8+1:L2=L1+COLS-2:FOR I=1 TO ROWS:T$(J1-1,J1-1)=5$(L2+1
     ,L2+1)
1910 T$(J1,J2)=5$(L1,L2):J1=J1+K:J2=J2+K:L1=L1+K:L2=L2+K:NEXT I
1920 L1=1:L2=COLS-1:FOR I=1 TO 8:T$(J1-1,J1-1)=5$(L2+1,L2+1):T$(J1,J2)=5$(L1,L2):J1=J1+K:J
     2=J2+K
1930 L1=L1+K:L2=L2+K:NEXT I:5$=T$:RETURN
1940 N8=1:K=COLS:J1=1:J2=COLS-1:L1=K*N8+2:L2=L1+COLS-1:FOR I=1 TO ROWS:T$(J1,J2)=5$(L1,L2)
1950 T$(J2+1,J2+1)=5$(L1-1,L1-1):J1=J1+K:J2=J2+K:L1=L1+K:L2=L2+K:NEXT I
1960 L1=2:L2=COLS:FOR I=1 TO 8:T$(J1,J2)=5$(L1,L2):T$(J2+1,J2+1)=5$(L1-1,L1-1):J1=J1+K:J2=
     J2+K
1970 L1=L1+K:L2=L2+K:NEXT I:5$=T$:RETURN
1980 REM ▓HORIZONTAL SCROLL (RIGHT)▓
1990 N1=1:J=1:K=COLS:T$=5$:FOR I=1 TO ROWS+8:T$(J,J)=5$(K,K):T$(J+N1,K)=5$(J,K-N1):J=J+COL
     5:K=K+COLS:NEXT I:5$=T$
2000 RETURN
2010 POKE 19,0:IF STK=15 THEN 2110
2020 IF STK=14 THEN GOSUB 1630:GOTO 2100
2030 IF STK=13 THEN GOSUB 1660:GOTO 2100
2040 IF STK=11 THEN GOSUB 2200:GOTO 2100
2050 IF STK=7 THEN GOSUB 1980:GOTO 2100
2060 IF STK=6 THEN GOSUB 1900:GOTO 2100
2070 IF STK=10 THEN GOSUB 1940:GOTO 2100
2080 IF STK=9 THEN GOSUB 2270:GOTO 2100
2090 IF STK=5 THEN GOSUB 2310
2100 IF STK1=15 THEN RETURN
2110 JIF=4:GOSUB 2730:A=0:IF STK1=14 THEN Y=Y-8:GOSUB 1510:RETURN
2120 IF STK1=13 THEN Y=Y+8:GOSUB 1510:RETURN
2130 IF STK1=11 THEN X=X-1:GOSUB 1510:RETURN
2140 IF STK1=7 THEN X=X+1:GOSUB 1510:RETURN
2150 IF STK1=6 THEN Y=Y-8:X=X+1:GOSUB 1510:RETURN
2160 IF STK1=10 THEN Y=Y-8:X=X-1:GOSUB 1510:RETURN
2170 IF STK1=9 THEN Y=Y+8:X=X-1:GOSUB 1510:RETURN
2180 IF STK1=5 THEN Y=Y+8:X=X+1:GOSUB 1510:RETURN
2190 RETURN
2200 REM ▓HORIZONTAL SCROLL (LEFT)▓
2210 N1=1:J=1:K=COLS:T$=5$:FOR I=1 TO ROWS+8:T$(K,K)=5$(J,J):T$(J,K-N1)=5$(J+N1,K):J=J+COL
     5:K=K+COLS:NEXT I:5$=T$
2220 RETURN
2230 REM ▓FLIP CHARACTER▓
2240 SOUND 0,121,10,8:GOSUB 2730:FOR I=8 TO 0 STEP -1:SOUND 0,121,10,I:JIF=1:GOSUB 2730:NE
     XT I
2250 GOSUB 2730
2260 UP=1-UP:RETURN
2270 N8=8:K=COLS:J1=2:J2=COLS:L1=K*N8+1:L2=L1+COLS-2:FOR I=1 TO ROWS:T$(L1,L2)=5$(J1,J2)
2280 T$(L2+1,L2+1)=5$(J1-1,J1-1):J1=J1+K:J2=J2+K:L1=L1+K:L2=L2+K:NEXT I
2290 L1=1:L2=COLS-1:FOR I=1 TO 8:T$(L1,L2)=5$(J1,J2):T$(L2+1,L2+1)=5$(J1-1,J1-1):J1=J1+K:J
     2=J2+K
2300 L1=L1+K:L2=L2+K:NEXT I:5$=T$:RETURN
2310 N8=8:K=COLS:J1=1:J2=COLS-1:L1=K*N8+2:L2=L1+COLS-1:FOR I=1 TO ROWS:T$(L1-1,L1-1)=5$(J2
     +1,J2+1)
2320 T$(L1,L2)=5$(J1,J2):J1=J1+K:J2=J2+K:L1=L1+K:L2=L2+K:NEXT I
```

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7----+----8----+----9

2330 L1=2:L2=COLS:FOR I=1 TO 8:T$(L1-1,L1-1)=S$(J2+1,J2+1):T$(L1,L2)=S$(J1,J2):J1=J1+K:J2=
     J2+K
2340 L1=L1+K:L2=L2+K:NEXT I:S$=T$:RETURN
2350 GOSUB 2730:REM ▓▓MULTICOLOR SWITCH▓▓
2360 SOUND 0,84,10,8:GOSUB 2730:FOR I=8 TO 0 STEP -1:SOUND 0,84,10,I:JIF=2:GOSUB 2730:NEXT
     I
2370 ALLC=1-ALLC:C=C-1
2380 C=C+1:IF C>5 THEN C=0:REM ▓▓ROTATE COLORS▓▓
2390 POKE 708,ASC(C$(C+1,C+1)):J=C
2400 FOR I=1 TO 6:J=J+1
2410 IF J>5 THEN J=0
2420 IF ALLC=0 THEN J=C
2430 A=DLC(I):POKE ADR(DL$)+A-1,PEEK(ADR(C$)+J):NEXT I
2440 GOSUB 2730
2450 IF BC1=1 THEN POKE 19,0
2460 RETURN
2470 REM ▓▓CLEAR SCREEN▓▓
2480 SOUND 0,94,10,8:GOSUB 2730:FOR I=8 TO 0 STEP -1:SOUND 0,94,10,I:JIF=1:GOSUB 2730:NEXT
2490 POKE 19,0:S$(1)="♥":IF WHT=1 THEN S$(1)="▓"
2500 S$(2081)=S$(1):S$(2)=S$:W$=S$
2510 X=0:Y=0:LX=-1:LY=-1:GOSUB 1510:GOSUB 2730:RETURN
2520 IF A=116 THEN GOSUB 740:X=0:GOSUB 1510:GOTO 250
2530 X=X-1:IF X>=0 THEN 2560
2540 X=COLS-1:Y=Y-8:IF Y>=0 THEN 2560
2550 Y=ROWS
2560 E3=0:J1=INV:INV=1:IF WHT=0 THEN INV=0
2570 GOSUB 420:INV=J1:A=0
2580 GOSUB 1510:GOTO 250
2590 GOTO 250
2600 ESC=1-ESC:Z1=ADR(WD1$):POKE 710,14:IF ESC=1 THEN Z1=ADR(WD2$):POKE 710,174
2610 Z2=INT(Z1/256):Z1=Z1-256*Z2:DL4$(3,3)=CHR$(Z1):DL4$(4,4)=CHR$(Z2):A=USR(ADR(MOV$),T2,
     DL2,L2):Z2=ESC
2620 IF Z2=1 THEN GOSUB 4940
2630 FOR I=0 TO 1:POKE 755,0:JIF=2:GOSUB 2730:POKE 755,2
2640 SOUND 0,121-27*ESC,10,10:JIF=2:GOSUB 2730:SOUND 0,0,0,0:NEXT I
2650 IF Z2=0 THEN 2690
2660 POKE 20,0
2670 IF PEEK(20)<50 THEN 2670
2680 GOSUB 4940:POKE 53248,H:POKE 53249,H
2690 RETURN
2700 WHT=1-WHT:S$(1)="♥":IF WHT=1 THEN S$(1)="▓"
2710 S$(2081)=S$(1):S$(2)=S$:W$=S$
2720 X=0:Y=0:LX=-1:LY=-1:GOSUB 1510:RETURN
2730 FOR DEL=1 TO JIF:TICK=PEEK(20)
2740 IF TICK<JIF THEN 2740
2750 NEXT DEL:JIF=7:RETURN
2760 REM ▓▓PEN START▓▓
2770 REM ▓▓▓INTERRUPT ROUTINES▓▓▓
2780 TRAP 3680:DIM DL$(132),DLC(7)
2790 DL$(1,80)="║H║×h♥H║×h♥H║ [2],m♥ ║/m├ │h♥H║×h.│m│ [2],m♥ ║/m├ │h♥H║×h.│m│ [2]6m♥ ║/m├ │h♥H║×h.│m│
     [2]6m♥ │"
2800 DL$(81,132)="║/m├ │h♥H║×h.│m│ [2]om♥ ║/m├ │h♥H║×h.│m│ [2]×m♥ ║/m├ │h♥"
2810 A=ADR(DL$):MEM3=INT(A/256):MEM4=INT(A-256*MEM3)
2820 FOR J=1 TO 6
```

```
2830 DLC(I)=22*I-19
2840 X=A*22*I:Y=INT(X/256):X=INT(X-Y*256)
2850 POKE A+22*I-12,X
2860 POKE A+22*I-7,Y
2870 NEXT I
2880 POKE A+120,MEM4:POKE A+125,MEM3
2890 REM ▓VERTICAL BLANK INTERRUPT▓
2900 POKE 204,0:POKE 205,0:POKE 203,0
2910 DIM VBI$(194),VBI1$(282),VBI2$(269)
2920 VBI$(1,93)="▉██♥ ▓█▄■♦ ▓█▄ ▒▒ ▒█▄♥♥█▌ █♥█┼♫┤■ █ ┌┐█◄═♦ ┠┘♥♥█▄ ▓▄WdKP♦⌐ZE∃H∃N♥= ∃YH∃N♥=▄Lb∃┤♦ ┃
     ┤▄┅▓███♥▓█ ┠H♥██▐"
2930 VBI$(94,108)="▒N▓█▄▒▒♥ █♥H∃N♥■"
2940 VBI$(109,193)="▒▒▀▄█▄█▄█▄█♥P■m♦ ▐H▄▄HELP ▐▄♥■HE▐ ▄HELP ▐♥█▄R╼HELP▐₱⌐█▄Y∃┐█▄PL∃HE∃P■▄♥■▓X∃NHE
     H∃█▄▓ KX∃■Lb∃♥♥■"
2950 VBI$(1,89)="▐♥♥▄ E♥█♥♥▄ E▐ ♥♥▄ Q♦▄♥♥▄ Q♥▐♥♥▄HE▄<E▄HE▄ E♥█♥♥▄ y♥▐♥♥▄E♥█♥♥▄ Q♥▐♥♥▄ Q♥▐♥♥
     ┃ HE▄E♥█♥♥▄ y♥▐♥♥▄E"
2960 VBI$(90,178)="▐♥♥▄E♥█♥♥▄ E♥▐♥♥▄ Q♥▐♥♥Hy▄<y▄HY┐┐E▐♥♥▄ 51─♥♥▄ Q♦▄D♥▐ HE┐E♥▐ E♥█♥♥▄E♥█♥♥▄<E▄▓█
     ┐ E┃♥█♥5▄▄▓█▄─Q█▐♥Q▄"
2970 VBI1$(179,267)="▐♥♥▄E♥█♥♥/Q┐<E┃▄♥▄<Q█♥♥▄-▓█▄█▄-E┃♥█E┐5▄▓▄█▄-Q█♥Q▄ /Q▄ <♦▄▓♥♥▄ DE▄HE▄ DE▄<y▄ 51▄
     <E┐D1♥♥█▄▓▄D1▄♥♥▄██"
2980 VBI2$(268,281)="▐┃Hy▄ Ey█♥♥▄█▄■♥♥"
2990 VBI2$(1,89)="▐♥♥▄DE┐♥♥▄DE┐♥♥▄<E┐♥♥▄5E┐♥♥▄DE┐♥♥▄5E┐♥♥▄<HE┐♥♥▄E▐♥♥▄DE┐♥♥▄DE┐♥♥▄<E┐♥♥▄5E┐
     ♥♥█▄DE▄HE┐♥♥█▄E♥█♥"
3000 VBI2$(90,178)="▐♥▄DE┐♥♥▄DE┐♥♥▄<E┐♥♥▄2Q▐♥♥▄5Q┐♥♥▄<Q┐♥♥▄DQ┐♥♥▄Gf┐♥♥▄Ef┐♥♥▄Qf┐♥♥▄Hf
     ┐♥♥▄D1┐♥♥█▄D1┐♥♥▄Qf▄"
3010 VBI2$(179,267)="▒Hf▄ Qf▄ Ef▄ Qf▄ Hf♦Df┃ E1▄01▄ Ey▄ fy♦1♥♦E1┃ Qf▄Hf▄ Qf▄ Ef▄ Qf▄ Hf▄ DQ▄ Q♥▄ E1▄ D1▄ Hf▄
     <E▄01♥♥▄D1♥♥█▄■▐♥♥"
3020 R=ADR(VBI$):R1=ADR(VBI1$):R2=ADR(VBI2$)
3030 Y=INT(R1/256):X=R1-256*Y
3040 POKE 206,X:POKE 207,Y
3050 Y=INT(R2/256):X=R2-256*Y
3060 POKE 208,X:POKE 209,Y
3070 R3=R+115:R4=R3+1
3080 Y=INT(R3/256):X=R3-256*Y
3090 POKE R+96,X:POKE R+97,Y:POKE R+101,X:POKE R+102,Y:POKE R+174,X:POKE R+175,Y:POKE R+18
     4,X:POKE R+185,Y
3100 POKE R+58,X:POKE R+59,Y
3110 Y=INT(R4/256):X=R4-256*Y
3120 POKE R+108,X:POKE R+109,Y:POKE R+159,X:POKE R+160,Y:POKE R+65,X:POKE R+66,Y
3130 DIM VBILD$(12):VBILD$(1,11)="▒h▄█▄██▒█ \█♦"
3140 A=ADR(VBI$):POKE A+1,MEM4:POKE A+6,MEM3
3150 Y=INT(A/256):Z=A-256*Y
3160 A=ADR(VBILD$):POKE A+2,Y:POKE A+4,Z:SOUND 0,0,0,0:SOUND 1,0,0,0
3170 B=USR(A)
3180 DIM BWD$(992),C764$(193),B764$(193),T$(2081),BNK$(39),A$(20),MUS$(15):MUS$="▒█y1▒EQHE
     <5/-<♥"
3190 DIM BWD$(255):BWD$="▒h█▄▄█▄▄█▄↓█h▄↓JHE▄HE▄▒●█⌐0h♦"
3200 DIM TXT$(1),C$(6),CUR$(16),CUR2$(16),CUR3$(16),BCUR$(16),STAR$(8),Z$(1):Z1=ADR(Z$)
3210 Z2=CINT(Z1/4096)+1)*4096-Z1-19
3220 DIM ZZ1$(ZZ),PMRAM$(2049),S$(2081)
3230 DIM MOV$(594),DL4$(10),DL20$(12),DL22$(20),WD1$(160),WD2$(160),W$(160)
3240 REM ▓CHARACTER SET DEFINITION▓
3250 ESC$(1,80)="♥♥♥♥♥♥♥♥♥▄█▓▓▓▓▒▓▒▓█▄▓▓█↓█♦↓█♦↓│█↓↓♦▓↓│█↓▓↓↓↓▓↓↓↓↓▒↓↓↓↓▒↓↓↓↓█↓│█↓▓↓█▄▓█▄▓▓▒▓█↓▒
     ▒█↓Y▓█"
3260 ESC$(81,160)="♥ ♦▓■0▓■♦ ♥♥ ▒█▄ ♥♥♥♥♦.. <█0♦\⌐║█L\▄ ├─\▄ →●0   ▐█↓↓▓▒▓↓▒▓▒▒┃↓▒x↓↓↓↓↓↓↓▒"
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3270 ESC$(161,240)="▒▒░░░░░"
3280 ESC$(241,320)="░░░░░░░"
3290 ESC$(321,400)="░░░░░░░"
3300 ESC$(401,480)="░░░░░░░"
3310 ESC$(481,512)="░░░░░░░"
3320 ESC$(513,600)="░░░░░░░"
3330 ESC$(565,565)=CHR$(155)
3340 ESC$(601,688)="░░░░░░░"
3350 ESC$(689,776)="░░░░░░░"
3360 ESC$(777,864)="░░░░░░░"
3370 ESC$(865,952)="░░░░░░░"
3380 ESC$(953,992)="B░░<>░"
3390 ESC$(954,954)=CHR$(34)
3400 REM ▓CHARACTER SET KEY CONTROL▓
3410 C764$(1,91)="░░░░░░░"
3420 C764$(22,22)=CHR$(34):C764$(86,86)=CHR$(34)
3430 C764$(92,180)="░░░░░░░"
3440 C764$(181,192)="░░░FHD░G5A"
3450 A=ADR(B764$):B764$(1)="♥":B764$(192)="♥":B764$(2)=B764$
3460 Z1=ADR(C764$):FOR I=0 TO 191:IF PEEK(Z1+I)=128 THEN POKE A+I,1
3470 NEXT I
3480 POKE A+182,7:POKE A+142,5:POKE A+143,5:POKE A+134,5:POKE A+135,5:POKE A+52,8:POKE A+1
     36,6
3490 POKE A+180,2:POKE A+28,6:POKE A+92,6:POKE A+156,6:POKE A+167,2:POKE A+103,2:POKE A+39
     ,2:POKE A+44,9
3500 POKE A+60,3:POKE A+124,3:POKE A+118,4:POKE A+12,10:POKE A+76,10:POKE A+140,10
3510 S$(1)="░░":S$(2081)=S$(1):S$(2)=S$:5A=ADR(S$):WS=S$
3520 BNK$(1)=" ":BNK$(39)=BNK$(1):BNK$(2)=BNK$
3530 MEM1=INT(5A/256):MEM2=INT(5A-256*MEM1)
3540 PMRAM$(1)="♥":PMRAM$(2048)=PMRAM$:PMRAM$(2)=PMRAM$
3550 MODE=1:FLAG=1:GOSUB 1690:C$="xhM:,▓":FLAG=2
3560 REM ▓SET UP TEXT WINDOW▓
3565 DM1=PEEK(DL+42+40*MODE):DM2=PEEK(DL+43+40*MODE)
3570 MOV$="░░░░░░░"
3580 DL4$="░░░░"|||░░AL░":DL2$=CHR$(34)"░░░░░░░A"
3590 WD1$(71,160)="░░H+7!2$3♥░░░░░░%2!3%♥H(!2!H4%2♥░░░%2!3%♥,)░%░░░░░░-5,4)#H/,
     /2♥░H+ 2/5.5♥♥♥♥♥♥"
3600 WD2$="░░░░░░♥♥♥♥░░░░░░H523/2░░░░░░░/6%2)'(4♥░░░░░░,!H+
     ♥♥♥░░░░░░-/6%*50"
3620 WD2$(101,160)="░♥♥♥♥♥░░░░░-7()4%♥░░░░░░░░░'.3-!,'♥&)'52%3%♥♥':WD1$(145
     ,145)=CHR$(34)
3630 WD2$(75,75)=CHR$(34):WD2$(141,141)=CHR$(34):WD2$(113,113)=CHR$(156):WD1$(71,71)=CHR$(
```

```
----+----1----+----2----+----3----+----4----+----5----+----6----+----7----+----8----+----9
     34)
3640 REM  SET UP PM CURSOR
3650 CBASE=ADR(PMRAM$):POKE 54279,INT(CBASE/256)
3660 STAR$="¦ Z$ZZ$Z¦":BCUR$="♥♥♥♥♥♥♥♥♥♥♥♥♥♥"
3670 GOSUB 2490:TRAP 40000:GOTO 1170
3680 GRAPHICS 18:POKE 712,68:POKE 708,42:POSITION 2,5:? #6;"REMOVE CARTRIDGE":POSITION 2,7
     :? #6;"AND  REBOOT DISK"
3690 END
3700 END
3710 K2=PEEK(203):POKE 203,0
3720 POKE 53248,0:POKE 53249,0:POKE 53250,0:GRAPHICS 0:POKE 710,14:POKE 709,14:A=0:POKE 71
     2,120
3730 FOR I=0 TO 2:POSITION 0,I:FOR J=0 TO 39:? CHR$(160);:NEXT J:NEXT I
3740 POSITION 8,1:? "SAVE/LOAD SCREEN OPTION";CHR$(29);CHR$(29):POKE 709,8:? :IF XF=1 THEN
     XF=0:GOTO 3810
3750 ? "  Insert your screen save disk"
3760 ? "    into disk drive #1. Then"
3770 ? "   PRESS ANY KEY TO CONTINUE ";:POKE 764,255
3780 IF PEEK(764)=255 THEN 3780
3790 ? CHR$(28);CHR$(28);CHR$(156);CHR$(156)
3800 IF PEEK(764)=28 THEN POKE 764,255:GOTO 4280
3810 POKE 764,255:TRAP 4710:OPEN #2,6,0,"D:PICTURE.???":TRAP 40000
3820 INPUT #2;A$:IF A$(5,10)="FREE 5" THEN 3860
3830 A=A+1:IF A=1 THEN POSITION 3,4:? "SAVED SCREEN DIRECTORY ":?
3840 POKE 85,5:IF A<10 THEN POKE 85,6
3850 ? A;")"  ";A$(2,10);".";A$(11,17):GOTO 3820
3860 IF A=0 THEN POKE 85,10:? "NO FILES FOUND!"
3870 ? :POKE 85,9:? A$(1,16):SEC=VAL(A$(1,3)):CLOSE #2
3880 ? :? "     ENTER CHOICE ":POKE 764,255:POKE 752,1
3890 ? " 1 SAVE  2 LOAD  3 DELETE  4 EXIT";
3900 J=PEEK(764):IF J=255 THEN 3900
3910 IF J<>30 AND J<>31 AND J<>26 AND J<>24 THEN POKE 764,255:GOTO 3900
3920 IF J=24 THEN GOTO 4280
3930 IF A=0 AND J=30 THEN POKE 764,255:GOTO 3900
3940 IF A=0 AND J=26 THEN POKE 764,255:GOTO 3900
3950 POKE 764,255:? CHR$(28);CHR$(156)
3960 IF J=31 THEN POKE 712,44:? "  SAVE OPTION "
3970 IF J=30 THEN POKE 712,202:? "  LOAD OPTION ":? :GOTO 4350
3980 IF J=26 THEN POKE 712,70:? "  DELETE OPTION ":? :GOTO 4720
3990 IF SEC>=4+MODE*12 THEN 4030
4000 ? :? "  INSUFFICIENT DISK SPACE ":? ") PLEASE DELETE ";4+MODE*12-SEC;" SECTORS.":POKE
     19,0
4010 IF PEEK(19)<3 THEN 4010
4020 XF=1:? "K":POKE 712,14-BLK*14:GOTO 3720
4030 ? "  Enter 3 letters or numbers":? "  to save screen: PICTURE.___";
4040 FOR J=1 TO 3:? CHR$(30);:NEXT J
4050 OPEN #2,4,0,"K":FOR I=1 TO 3
4060 GET #2,X:IF X<>126 AND X<>156 AND X<>27 THEN 4100
4070 IF X=27 THEN CLOSE #2:XF=1:GO TO 3710
4080 IF I=1 THEN 4100
4090 ? CHR$(30);"_";CHR$(30);:I=I-1:GOTO 4060
4100 IF X<48 OR X>90 THEN 4060
4110 IF X>57 AND X<65 THEN 4060
4120 ? CHR$(X);:A$(I+11,I+11)=CHR$(X):NEXT I:CLOSE #2
4130 A$(1,11)="D1:PICTURE.":? " ":? :? "  ";A$(4,14);
```