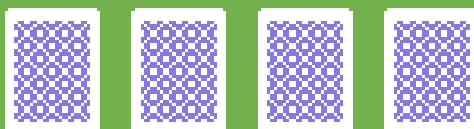


«Solitaire» for the Commodore 64 (Complete type-in listing in BASIC V2)

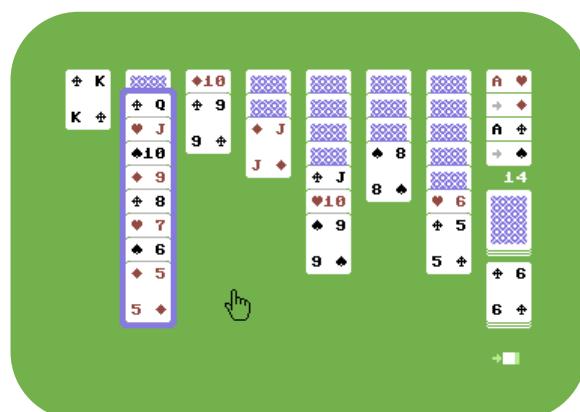
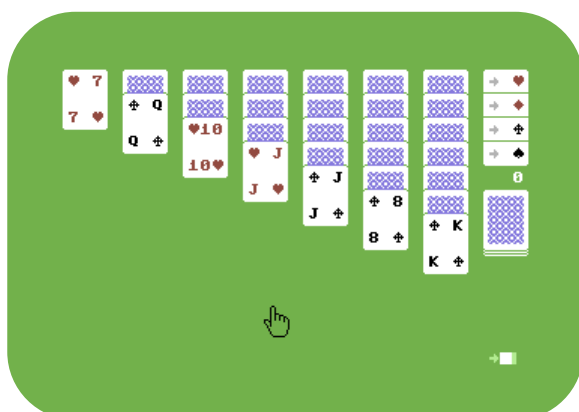
**New
Game**

KLONDIKE SOLITAIRE



WELCOME TO SOLITAIRE
FOR COMMODORE MOUSE 1351 IN PORT 2

F1 PLAY RANDOM
F3 PLAY NUMBER
D DRAW 1 CARD
C SHOW COUNTER
S SOUND ON



**An exclusive 2021 Give-Away by
Roman Werner (🐦 @RomWer)**

Thanks! for following me on Twitter

!- Note: Curly brackets {} represent special screen code characters (BASTEXT PETSCII Tokens)
!- For BASTEXT reference see: https://www.c64-wiki.com/wiki/PETSCII_Codes_in_Listings
!- For checksum tool see : <https://www.c64-wiki.com/wiki/F64Summer>

```
CSUM
11E2 10 rem *****
868F 20 rem *** klondike - solitaire ***
D03C 30 rem *** for commodore mouse 1351 ***
85BB 40 rem *** (c) 2021 by @romwer ***
70C5 50 rem *** roman.werner@gmail.com ***
1EC1 60 rem *****
E08D 70 poke53280,5:poke53281,5:print"{clear}{black}"spc(14)"please wait":dw=1:sh=1:so=7
A50C 80 fori=0to23:poke54272+i,0:next:poke54296,so:gosub1900:gosub2080:gosub1830
E175 90 rem *** title screen ***
E39C 100 print"{clear}{black}{reverse off}{down}"spc(11)"klondike solitaire{down*6}"
0E97 110 ifhithenfori=1to4:print"{home}{down*3}"spc(5+i*5)pt$(0);:next
600D 120 print:printspc(10)"{down}{white}welcome to solitaire{down}"
6B59 130 printspc(3)"{light green}for commodore mouse 1351 in port 2{down*2}"
4454 140 printspc(13)"{yellow}f1 {light green}play random{down}":dw$=left$("s",dw-1)
DAEA 150 printspc(13)"{yellow}f3 {light green}play number{white}";:ifsd>0thenprintsd;
8D5C 160 print:printspc(14)"{down}{yellow}d {light green}draw{white}"dw"{light green}card"dw$
5334 170 printspc(14)"{down}{yellow}c {white}"mid$("hideshow",sh*4+1,4)" {light green}counter"
0E3F 180 printspc(14)"{down}{yellow}s {light green}sound {white}"mid$("offon",so/2+1,3)
C275 190 poke251,pc:poke252,dw:poke254,so:poke2,sh:poke45,0:poke46,64:clr
1FCD 200 pc=peek(251):dw=peek(252):so=peek(254):sh=peek(2)
62DB 210 gosub1640:fori=1to4:print"{home}{down*3}"spc(5+i*5)pt$(0);:next:poke198,0
E6CF 220 poke214,16:print:printspc(28):ifk$="{f3}"ory=8thenprintss$sr$r$"{up*2}";
9533 230 getk$:if(peek(j2)and1)=0thengosub1490:waitj2,1:goto230
D6F5 240 y=0:x=0:if(peek(j2)andg)=0thenx=peek(v):y=peek(v+1)-53:y=int(y/16):waitj2,g
5BFC 250 ifk$=""andy=0goto230
1C5D 260 ifx>0thenifx<122goto230
FC02 270 ifk$="{f1}"ory=7thensd=int(rnd(1)*ti)+1:goto340
DA43 280 ifk$="{f3}"ory=8thenpoke19,1:input"{white}";a$:poke19,0:sd=val(a$):on-(sd>0)goto340
4A9D 290 ifk$="d"ory=9thendw=4-dw:poke214,18:print:printspc(21)cd$(dw)
4654 300 ifk$="c"ory=10thensh=1-sh:poke214,20:print:printspc(16)sh$(sh)
D6F8 310 ifk$="s"ory=11thensso=7-so:pokes+24,so:poke214,22:print:printspc(22)v$(so)
5535 320 poke646,1:goto220
BBB8 330 rem *** new game / shuffling
4429 340 a=rnd(-sd):mv=0:poke19,0:print"{clear}{black}"spc(15)"shuffling":pokes+4,129
B5C1 350 fori=1to15:next:pokes+4,0:fori=0tohi:cd(i)=i:next:fori=hito1step-1
0430 360 a=rnd(1)*(i+1):b=cd(i):cd(i)=cd(a):cd(a)=b:ifi<30thenpokes+4,129:pokes+4,0
E01E 370 next
603B 380 rem *** show side panel
E6F1 390 print"{white}{clear}"spc(35)o$(0)d1$"{red}!"d$"{red}#"d$"{black}%"d$"{black}&"d2$u$(0)r$;
B4A5 400 print"{white}{down}"nc$r$"{down*8}{light green} @{reverse on} {reverse off}"/";
8238 410 rem *** lay out cards ***
E9F6 420 z=n:fori=0to6:lc(i)=n:next:ox=n:os=n:lc(7)=12:ifshthenpoke1422,48
5A23 430 fory=0to6:forx=yto6:z=z+1:cd=cd(z):ifx>ythencd=cd+128
5445 440 c(x,y)=cd:gosub710:next:lc(y)=y:next:e=z:pokes+4,129:pokes+4,0
019E 450 poke214,9:print:printspc(35)o$(0)pt$u$(2):ti$="000000"
DC2F 460 rem *****
1D26 470 rem *** main loop ***
FDD3 480 rem *****
2004 490 pokefe,0:cs=n:y2=n:waitfe,17:x=peek(fb)+msb(peek(fd))-23
6A96 500 x2=int(x/f):ifx2<0orx2>7orx-x2*f>30thenpokes+1:x2=n:goto630
C44F 510 rb=peek(fe)and1:lc=lc(x2):of=of(x2):y=peek(fc)-53:y2=int(y/g)+of
8EBA 520 iflc=nthenifos=12oros=25oros=38oros=51thenpokes+1:y2=n:gosub1170
A54A 530 ify2>lc+2orlc=nthenpokes+1:x2=n:y2=n:goto630
95DD 540 ify2>0thenify2>lctheny2=lc:ify>lc*g+fthenpokes+1:x2=n:y2=n:goto630
15A3 550 ifx2=7thengosub830:goto630
1EB6 560 ifx2=oxthenify2=oythenifos>nthenonrbgosub910:goto640
74ED 570 pokes+1:ify2=12thenifof(x2)=0thengosub1370:os=n:goto490
598E 580 ify2=8thenifof(x2)thengosub1370:os=n:goto490
5411 590 ify2>nthencs=c(x2,y2):ifcs>hiandy2<lcthencs=n
283E 600 ifcs>hithenify2=lcthencd=cs-128:c(x2,y2)=cd:gosub700:x2=n:cs=n
E9E0 610 ifos>nthenifcs>nthenifx2<>oxthenify2=lcthengosub1140
1CCB 620 ifcs>nthengosub1270
9580 630 ox=x2:oy=y2:os=cs:ifrbthenifos>nandox>nthengosub910
365B 640 ifshthenifmvthenmv$=str$(mv):print"{home}{down*9}{white}"spc(35)right$(" "+mv$,4)
5DAD 650 waitj2,g:waitj2,1:goto490
30F1 660 rem *****
816D 670 rem *** subroutines ***
295F 680 rem *****
2E39 690 rem *** draw card on screen
BF38 700 x=x2:y=y2
E7C3 710 tb=x*5:pokes+4,129:u=0
AA30 720 of=of(x):print"{home}"left$(ln$,y+of-of)spc(tb)
B2BD 730 ifcd>hithenprintpt$(sgn(y));:pokes+4,0:return
CC36 740 a=int(cd/nc):r=cd-a*nc-1:ifr<0thenr=12
```

```

C6C7 750 f$=str$(r+2):ifr>8thenf$=" "+mid$("jqka",r-8,1)
8B72 760 e$=d$(a):c$=c$(a):g$=mid$(f$+" ",2,2):f$=right$(" "+f$,2)
F438 770 o=0:ifyandx<7theno=1:ifc(x,y-1)>hitheno=2
FE7B 780 ify-of<10thenprinto$(o)v$e$f$o$w$q$g$w$e$w$u$(u);:pokes+4,0:return
BDDC 790 ify-of<11thenprinto$(o)v$e$f$o$w$q$g$w$e$w$u$(u);:pokes+4,0:return
E30A 800 ify-of<12thenprinto$(o)v$e$f$o$w$q$g$;:pokes+4,0:return
6F45 810 printo$(o);:pokes+4,0:return
F395 820 rem *** handle side panel click
F354 830 ifx2=nory2=nthenreturn
8D31 840 ify2>4andy2<8andy<121thenife<hiorz<hithengosub1000:goto880
B95E 850 ify2>7andy2<11andy<168thengoto1100
5DF7 860 ify2>nandy2<4thenifos>nthengosub910
5BEA 870 ify2>10andy2<13thenify>187andx>283andx<303thenpokes,1:waitj2,16:goto100
62AC 880 pokes,1:cs=n:x2=n
D0DC 890 return
9061 900 rem *** foundation pile update
7AE0 910 a=int(os/nc):r=os-a*nc-1:iffp(a)<>roroy<lc(ox)thenreturn
6413 920 ifr<0thenr=12
305F 930 pokes,1:fp(a)=fp(a)+1:f$=str$(r+2):ifr>8thenf$=" "+mid$("jqka",r-8,1)
AF7B 940 g$=mid$(f$+" ",2,2):print"{home}"left$(ln$,a*2+1)spc(35){white}.c$(a)g$
FB63 950 ifox=7thengosub1220:os=n:oy=n
ADF7 960 ifox<7thenlc(ox)=lc(ox)-1:gosub1410:os=n
10AA 970 mv=mv+1:ifz=hiande=zthenwn=0:fori=0to6:wn=wn+lc(i):next:ifwn=-7thengoto1510
45EC 980 return
88F5 990 rem *** stock pile
CB77 1000 ifrbthengoto1490
BEA9 1010 pokes,1:forj=1todw
26AC 1020 print"{home}"left$(ln$,10)spc(35):os=n:ox=n:u=hi-e-1:ifu>2thenu=2
3A82 1030 ifz=hithenz=e:printo$(0)pt$u$(u)b$b$b$b$b$b$b$b$b$b$b$b$b$b$b;b$:mv=mv+1:return
A82F 1040 pokes+4,129:z=z+1:cd=cd(z):ifz=hithenprintnc$;
444B 1050 ifz=hi-2orz=hi-1thenu=hi-z-1:printo$(0)pt$u$(u);
96C8 1060 u=z-e-1:ifu>2thenu=2
C2C5 1070 print"{home}"left$(ln$,g)spc(35):y=0:gosub740:u=0:pokes+4,0:ifz<hithennext
880B 1080 return
ECB2 1090 rem *** waste pile
C583 1100 ifz=eorox=7andoy>8andoy<12orx2=oxandy2=oythencs=os:return
167C 1110 pokes,1:pokev+g,peek(v+g)or130:pokev+2,39:pokev+3,178:pokev+14,39
6D01 1120 pokev+15,184:pokes,131:cs=cd(z):x2=7:y2=12:c(7,12)=cs:return
CE12 1130 rem *** check if selected card goes under clicked card
D162 1140 ifcs<26andos<26oros>25andcs>25thenreturn
936B 1150 cv=int(cs/nc):cv=cs-cv*nc:ov=int(os/nc):ov=os-ov*nc
D614 1160 ifcv<=ovorcv-ov>1thenreturn
8906 1170 fori=0tolc(ox)-oy:c(x2,lc(x2)+i+1)=c(ox,oy+i):next:lc(x2)=lc(x2)+i-1
F257 1180 ifox<7thenlc(ox)=lc(ox)-i:gosub1410
5B2D 1190 ifox=7thengosub1220
074C 1200 gosub1470:c(x2,y2+1)=os:lc(x2)=lc(x2)+1:cs=n:x2=n:return
1BEC 1210 rem *** take a card off the discard pile ***
BDDE 1220 x=ox:y=8:tb=35:e=e+1:u=z-e-1:ifu>2thenu=2
071F 1230 ifz=ethencd=cd(z):print"{home}"left$(ln$,g)spc(35)s$b$b$b$b$b$b$b$b$b$b$b$b$b$b;b$b$b$b$b$b$b$b$b$b$b$b$b$b$b$b;b$:
8341 1240 ifz>ethencd=cd(z-1):gosub720:fori=ztoe+1step-1:cd(i)=cd(i-1):next
791B 1250 return
D983 1260 rem *** show selector frame
F9FB 1270 xp=x2*f+15:yp=(y2-of)*g+50:pokev+2,xp:pokev+3,yp
5B43 1280 lc=lc(x2):ifof=0andlc>12thenlc=12
8478 1290 dv=lc-y2:sp=0:pokev+14,xp:pokev+15,(lc-of)*g+56
16CD 1300 ifdv>2thenpokev+4,xp:pokev+5,yp+36:sp=4
9D05 1310 ifdv>4thenpokev+6,xp:pokev+7,yp+68:sp=12
011D 1320 ifdv>6thenpokev+8,xp:pokev+9,yp+100:sp=28
7F62 1330 ifdv>8thenpokev+10,xp:pokev+11,yp+132:sp=60
F627 1340 ifdv>10thenpokev+12,xp:pokev+13,yp+164:sp=124
2207 1350 pokes,131orsp:pokev+g,peek(v+g)and1:return
CFD4 1360 rem *** redraw whole column (offset change)
E767 1370 x=x2:y=y2:of(x)=9-of(x):tb=x*5:print"{home}"spc(tb)s$;
FB53 1380 fory=0to5:printb$b$b$b$b$b$b$b$b;b$:next:fory=of(x)tolc(x):cd=c(x,y):gosub710:next
95A1 1390 oy=n:return
45DB 1400 rem *** remove selected cards from source column
FFED 1410 x=ox:y=oy:u=0:tb=x*5:ify=0thenprint"{home}"spc(tb)s$b$b$b$b$b$b$b$b;b$:goto1440
ED5D 1420 y=y-1:ify<of(x)thengosub1370:return
13CC 1430 cd=c(x,y):gosub720
D18F 1440 a=24-(y-of(x))*2-6:ifa<0thenreturn
0CEB 1450 fori=0toa:printb$;:next:return
8CD5 1460 rem *** add selected cards to the target column
3CCA 1470 x=x2:fory=y2+1tolc(x2)+1:cd=c(x,y):gosub710:next:mv=mv+1:return
0F7F 1480 rem *** change card deck color
C91D 1490 pc=pc+1and3:pokev+36,p(pc):fori=0to6:pokev+40+i,p(pc):next:return
0F24 1500 rem *** show statistics
D1A9 1510 t$=ti$:print"{home}{reverse off}"spc(13){black}congratulations"
4EAF 1520 print"{light green}game time {white}"left$(t$,2)"h "mid$(t$,3,2)"m "right$(t$,2)"s"
192A 1530 print"{light green}seed number{white}"sd:print"{light green}card moves {white}"mv:mv=0

```

```

C6B7 1540 print"{light green}draw mode {white}"dw:waitj2,16:pokefe,0:c=12:y=0:x=0:of=0:u=0
CE0F 1550 printtab(34)"{up}"s$:fori=0to12:forj=0to3:cd=c+j*nc:tb=j*5+14:pokes+4,129
9D60 1560 print"{home}"left$(ln$,rnd(0)*10+10)spc(rnd(0)*31)
72AD 1570 b=peek(fe):hi=51:ifbthenpokefe,0:hi=n:g$=""
2982 1580 gosub730:print"{home}"left$(ln$,j*2+1)spc(36)c$g$:next:c=c-1:next
9050 1590 print"{home}{down}"spc(36)"{light gray}{reverse on}";:fori=0to3
AE4E 1600 print"@ {down*2}{left*2}";:next:return
E778 1610 rem *****
8D66 1620 rem *** initialization ***
989D 1630 rem *****
8767 1640 n=-1:f=40:g=16:hi=51:nc=13:msb(1)=256:v=53248:s=54272:j2=56320:se=v+21
A4EB 1650 fb=251:fc=252:fd=253:fe=254:p(0)=14:p(1)=10:p(2)=12:p(3)=4
DD16 1660 ln$="{down*24}":r$="{left*5}{down}":o$="{reverse off}":rd$="{reverse on}{red}"
4762 1670 bl$="{reverse on}{black}":c$(0)=rd$:c$(1)=rd$:c$(2)=bl$:c$(3)=bl$
EA03 1680 q$=r$+"{white}.{reverse on}{space*3}{reverse off}"/":d$(0)=rd$+"!"
521A 1690 d$(1)=rd$+"#":d$(2)=bl$+"%":d$(3)=bl$+"&":s$="{space*5}":v$=r$+"{white}."
E6CB 1700 w$="{white}"/":b$=r$+s$:v$(0)="off":v$(7)="on ":o$(0)="{white}()")*"
AD1A 1710 o$(1)="{white}:{cm f*3}{white}<":sh$(0)="hide":sh$(1)="show"
A3CE 1720 o$(2)="{white}:{reverse on}{white}{cm @*3}{reverse off}{white}<"
B9AB 1730 u$(0)=r$+"{white}+,,-":u$(1)=r$+"{white}[£££]":u$(2)=r$+"{white}>=>??"
F5BF 1740 n$=r$+".{reverse on}{white}{cm m*3}{reverse off}"+w$:pt$=n$+n$+n$+n$
5097 1750 pt$(0)=o$(0)+pt$+u$(0):pt$(1)=o$(2)+pt$+u$(0):cd$(1)="{white}1 {light green}card "
51CB 1760 cd$(3)="{white}3 {light green}cards":d1$=r$+"{white}.{reverse on}{light gray}@ "
3F9B 1770 d2$="{white}{reverse off}"/":d3$=r$+"^";;{arrow left}":d$=d2$+d3$+d1$
9CFD 1780 nc$="{light green}() )"+"r$+{space*3}"/"+b$b+r$+{space*3}"/"+r$+"+,,-"
7683 1790 dimi,j,x,y,x2,y2,cs,ox,oy,os,lc,cd(hi),c(7,18)
3F5B 1800 pokev+34,15:pokev+35,1:pokes,31:pokes+1,31:fori=0to3:fp(i)=n:next
C3D2 1810 pokev+24,peek(v+24)and240or14:pokev+17,peek(v+17)or64:return
7177 1820 rem *** sprite selector frame setup
9BDC 1830 fori=3to57step3:poke896+i,6:poke898+i,3:poke960+i,6:poke962+i,3:next
9A1B 1840 poke896,3:poke897,255:poke898,254:poke899,7:poke900,255:poke901,255
4502 1850 poke1017,7:poke1018,255:poke1019,255:poke1020,3:poke1021,255:poke1022,254
4D7B 1860 pokev+29,254:pokev+23,254:pokev+27,124
0CC6 1870 fori=0to6:pokev+40+i,14:next:fori=0to5:poke2041+i,14:next:poke2047,15
E82D 1880 fori=0to6:pokev+2+i+i,255:pokev+3+i+i,52+i*30:next:return
E552 1890 rem *** copy char rom to ram at $3800 (14336)
C8C0 1900 poke56334,peek(56334)and254:poke1,peek(1)and251:poke781,2:poke782,255
7639 1910 poke90,0:poke91,209:poke88,0:poke89,57:sys41960:poke1,peek(1)or4
19B0 1920 poke56334,peek(56334)or1:fori=0to7:reada:poke14336+i,a:next:fori=0to167
193A 1930 reada:poke14552+i,a:next:fori=0to47:reada:poke14800+i,a:next:return
9F72 1940 rem *** custom character data
2639 1950 data 0,8,12,126,126,12,8,0,7,7,7,3,4,3,0,0,255,255,255,255,0,255,0,0,224
7F46 1960 data 224,224,192,32,192,0,0,7,7,7,0,7,7,7,7,224,224,224,0,224,224,224,224
BF86 1970 data 0,0,0,0,0,0,0,54,127,127,127,62,28,8,0,102,102,0,0,0,0,0,8,28,62
8456 1980 data 127,62,28,8,0,153,66,36,0,255,255,255,255,8,28,42,127,42,8,28,0,8,28
9709 1990 data 62,127,127,54,8,0,153,66,36,153,153,36,66,153,0,0,0,3,7,7,0,0,0,0
5A0F 2000 data 255,255,255,255,0,0,0,192,224,224,224,7,7,7,3,0,0,0,255,255,255
9392 2010 data 255,0,0,0,0,224,224,224,192,0,0,0,0,7,7,7,7,7,7,224,224,224,224
D6F7 2020 data 224,224,224,224,7,7,7,4,3,7,7,7,255,255,255,0,255,255,255,255,224,224
745D 2030 data 224,32,192,224,224,224,7,7,7,3,4,3,4,3,255,255,255,255,0,255,0,255
894C 2040 data 224,224,224,192,32,192,32,192
7CF8 2050 rem *****
ECB3 2060 rem *** mouse pointer setup ***
EF9D 2070 rem *****
CA35 2080 ad=49152:h=int(ad/256):rem install driver at $c000 (49152)
281E 2090 fori=0to214:reada:pokead+i,a:next:fori=1to7:reada:pokead+a,h:next
9822 2100 fori=0to62:reada:poke832+i,a:next:v=53248:pokev+36,14:pokev+39,0
CF37 2110 pokev,90:pokev+1,190:pokev+16,0:poke2040,13:pokev+21,1:sysad:return
1E44 2120 rem *** 1351 mouse driver
A888 2130 rem 251=xpos / 252=ypos / 253=xpos high bit / 254=mouse click values
FF5A 2140 rem process mouse click(s) - then poke254,0 to wait for next click
0147 2150 data 120,169,13,141,20,3,169,192,141,21,3,88,96,165,254,208,21,173,0,220
0C4C 2160 data 73,255,41,17,240,12,133,254,173,0,208,133,251,173,1,208,133,252,169
418E 2170 data 128,141,0,220,162,4,160,199,136,208,253,202,208,250,173,25,212,160,0
1351 2180 data 32,181,192,140,57,192,164,253,208,11,172,0,208,192,19,208,4,224,0,208
C96C 2190 data 42,24,109,0,208,141,0,208,168,138,105,0,41,1,77,16,208,141,16,208,41
50C1 2200 data 1,133,253,208,8,192,19,176,13,169,19,208,6,192,81,144,5,169,81,141,0
018A 2210 data 208,173,26,212,160,0,32,181,192,140,125,192,172,1,208,192,50,208,4
9166 2220 data 224,0,240,35,192,247,208,4,224,0,208,27,56,73,255,109,1,208,201,50
6FA6 2230 data 176,8,201,30,144,8,169,50,208,6,201,247,144,2,169,247,141,1,208,76,49
E8C4 2240 data 234,140,191,192,141,213,192,162,0,56,233,0,41,127,201,64,176,5,74,208
4515 2250 data 11,138,96,9,192,201,255,240,248,56,106,202,160,0,96
A8DF 2260 rem *** driver hi byte patch table so it can be installed other than $c000
166E 2270 data 7,60,63,128,131,183,186
CA71 2280 rem *** mouse pointer sprite data
5A57 2290 data 6,0,0,9,0,0,9,0,0,9,0,0,9,192,0,9,56,0,9,38,0,9,37,0
90DC 2300 data 233,36,128,152,4,128,136,0,128,72,0,128,40,0,128,32,0,128
5C92 2310 data 16,0,128,16,1,0,8,1,0,8,1,0,4,2,0,3,252,0

```

!- For Joystick version please replace (or add) the following lines:

```
030E 30 rem *** for joystick ***
B604 130 printspc(9)"{light green}for joystick in port 2{down*2}"
4AC4 200 pc=peek(251):dw=peek(252):so=peek(254):sh=peek(2):poke254,0
092C 230 getk$:ifpeek(fe)and1thengosub1490:waitj2,g:pokefe,0:goto230
F7DD 630 ox=x2:oy=y2:os=cs:ifpeek(fe)and1thenifos>nandox>nthengosub910
E3F2 650 waitj2,g:goto490
276E 1000 rem ifrbthengoto1490
1C3A 2090 fori=0to254:reada:pokead+i,a:next:fori=1to15:reada:pokead+a,h:next
9822 2100 fori=0to62:reada:poke832+i,a:next:v=53248:pokev+36,14:pokev+39,0
CF37 2110 pokev,90:pokev+1,190:pokev+16,0:poke2040,13:pokev+21,1:sysad:return
CD32 2120 rem *** joystick driver
A888 2130 rem 251=xpos / 252=ypos / 253=xpos high bit / 254=mouse click values
FF5A 2140 rem process mouse click(s) - then poke254,0 to wait for next click
3181 2150 data 120,169,13,141,20,3,169,192,141,21,3,88,96,173,0,220,73,255,41,16,170
FCF1 2160 data 169,0,208,25,138,240,73,238,22,192,133,254,174,0,208,134,251,174,1
F473 2170 data 208,134,252,169,0,141,70,192,208,51,169,0,208,8,138,208,44,238,51,192
5E24 2180 data 208,39,169,0,208,21,238,70,192,169,0,201,20,176,15,138,240,23,238,63
2E8B 2190 data 192,9,1,133,254,208,14,138,208,11,169,0,141,22,192,141,51,192,141,63
1BB1 2200 data 192,162,1,173,0,220,41,15,73,15,208,10,160,1,140,102,192,160,10,140
C65B 2210 data 254,192,206,254,192,16,16,160,10,140,254,192,172,102,192,192,3,176,4
5235 2220 data 200,140,102,192,74,144,3,206,1,208,74,144,3,238,1,208,74,144,20,172,0
B9E6 2230 data 208,208,10,168,173,16,208,73,1,141,16,208,152,206,0,208,208,0,74,144
126F 2240 data 16,238,0,208,173,0,208,208,8,173,16,208,73,1,141,16,208,202,208,159
8B73 2250 data 169,50,205,1,208,144,3,141,1,208,169,247,205,1,208,176,3,141,1,208
ED80 2260 data 173,16,208,41,1,133,253,208,12,169,19,205,0,208,144,3,141,0,208,208
8081 2270 data 10,169,81,205,0,208,176,3,141,0,208,76,49,234,10
0154 2280 rem *** driver hi byte patch table so it can be installed other than $c000
6F68 2290 data 7,30,47,59,68,80,94,97,100,116,121,124,131,134,142
8B20 2300 rem *** mouse pointer sprite data
7314 2310 data 6,0,0,9,0,0,9,0,0,9,0,0,9,0,0,9,192,0,9,56,0,9,38,0,9,37,0
5E57 2320 data 233,36,128,152,4,128,136,0,128,72,0,128,40,0,128,32,0,128
F8CA 2330 data 16,0,128,16,1,0,8,1,0,8,1,0,4,2,0,3,252,0
```