

```

5  rem  load font first
6  :
10 rem  gamemaster's toolkit
20 rem  by  steve morrow
30 rem  created 11/17/93
35 rem  revised 7/21/95
40 :
50 dimby(200),bi(200),cl(15),bt(7),v%(63
)
55 forx=0to15:reada:cl(x)=a:next
56 forx=0to7:readbt(x):next
70 forx=0to57:reada:poke49152+x,a:next:s
ys49152
21 forx=0to85:reada:poke49210+x,a:next
90 poke53282,2:poke53283,3:poke53270,216
:sys49152
91 forx=31106to31929:pokex,0:next
92 poke53248,0:poke53249,0:cs=2048
100 poke53270,216
102 r$="s]]]]]]]]]]]]]]]]]]]]]]]]]]]]]]q"
105 q$=chr$(34)
106 b$=b$+"!"+q$+"#$$%&'()*+,-./012345678
9:;<=>?@abcdefghijklmnopqrstuvxyz "
107 b$=b$+"F[_]^_P..LQ.ETBUAVGJYOKRNCX.S
.WMABCDEFGHIJKLMNQPQRSTUVWXYZ"
108 b$=b$+"..Z.=/?"
110 f=60
120 forx=0to7:pokecs+x,255:next
130 forf=60to60+1
140 forx=0to7:reada:pokecs+(8*f+x),a
150 next:next
155 data5,28,159,156,30,31,158,129,144,1
49,150,151,152,153,154,155
156 data128,64,32,16,8,4,2,1
160 data169,0,141,14,220,169,51,133,1,16
9,0,133,251,169,8,133,252,169,0
170 data133,253,169,208,133,254,162,5,16
0,0,177,253,145,251,200,208,249
180 data230,254,230,252,202,208,240,169,
255,133,1,169,1,141,14,220
190 data169,18,141,24,208,96
191 data120,169,71,141,20,3,169,192,141,
21,3,88,96

192 data173,0,220,201,123,240,15,201,119
,240,21,201,126,240,26,201,125,240,32

```

```
193 data76,49,234,198,251,165,251,141,0,
208,76,49,234
194 data230,251,165,251,141,0,208,76,49,
234,198,252,165,252,141,1,208,76,49,234
195 data230,252,165,252,141,1,208,76,49,
234
196 data162,1,160,0,202,208,253,136,208,
250,96
200 data146,73,36,146,73,36,146,73
210 data137,82,36,89,154,36,74,145
220 rem
230 data191,191,186,255,171,171,171,255
240 print"S":a$="egame master's toolkit"
:poke214,8:print:pl=20-len(a$)/2
245 poke53272,19
250 poke211,pl:printa$;
252 sp=53248:h=53264
255 goto270
260 getk$:ifk$=""then260
270 print"Ss":poke53248,0:poke53249,0:po
ke53280,0:poke53281,0
275 c$="."
280 printc$"FFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFF"
290 printc$"FFFFFFFF\FU<"c$"FFFFU<"c$"FF
FFFFFFFFFFFFFFFFFFFFFFFFFFFF"
300 printc$"FFFFFFFF\=U<<"c$"FFU.U<<"c$"
FFFFFFFFFFFFFFFFFFFFFFFFFFFF"
310 printc$"FFFFFFFF\=U<"c$"FU<<"c$"FU<"
c$"Fee"c$"Fen"c$"Feu"c$"FFFFFFFFFFFFFFFF
FF"
320 printc$"FFFFFFFF\=U<"c$"FFFFU<"c$"FF
FFFFFFFFFFFFFFFFFFFFFFFFFFFF"
330 printc$"FFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFF"
340 printc$"FFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFF"
350 printc$"FFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFF"
360 printc$"FFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFF"
370 printc$"FFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFF"
380 printc$"FFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFF"
390 printc$"FFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFF"
```

```
400 printc$"FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFF"
410 printc$"FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFF"
420 printc$"FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFF"
430 printc$"FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF
FFFFFFFFFFFFFF"
440 print".<<<<<<<<<<<<<<<<<<<<<<<<<<<<
<<<<<<<<<<<<<"
450 print"\=====
=====
460 print"\@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
@@@@@@@@@@@@@@"

470 print"\@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
===@@@@@@@@@"
480 print"\@@@@@@@@@=@\r.hitR@rkeyR@rforR
@rselection\R@\=@@@@@@@"
490 print"\@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
===@@@@@@@@@"
500 print"\@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
@@@@@@@@@@@@@"
510 print"s";:poke214,6:print
520 print"]\PV-----
-----\N"
530 print"]\.\ \1.) - .character font mak
er \."
540 print"]\.\ \2.) - .character design s
creen \."
550 print"]\.\ \3.) - .sprite font maker
\."
560 print"]\.\ \4.) - .sprite design scre
en \."
570 print"]\MV-----
-----\."
580 getk$:ifk$=""then580
590 a=1*abs(k$="1")+2*abs(k$="2")+3*abs(k$=
"3")+4*abs(k$="4")
595 ifpeek(251)>1thens1=0:s2=0
600 onagoto620,1710,2000,1100
610 goto580
620 print"S"
650 c$="\c\lr grid *.m\ake chr*.s\how ch
r*.t\op menu*s.a\ve chr*"
655 c$=c$+".e\dit chr*"
660 poke53281,0:poke53282,2:poke53283,3:
```

```

poke53270,216:poke650,128
680 print"s\128 64 32 16 8 4 2 1"
690 a$="_PCNg....].q...MC."
700 forx=0to22step3:for y=0to22step3
710 poke214,y:print:poke211,x:print a$;
720 next y,x
730 rem get memory character #
740 hr=0:ch=cs+hr:b=ch:sx=1
750 x=1:ym=1:lc=1134:dn=0:lv=0
760 poke214,10:print:poke211,30:print".r
eg: mult:"
770 poke1575,sx:poke1575+54272,2:poke158
1,sx:poke1581+54272,10
780 v=ie:for u=1to len(c$) step 11
790 if mid$(c$,u,1)="*"thengosub1210
800 next
810 f=0:a=0:for i=0to 7
820 t=peek(b+8*sx+i)
830 for j=7to 0 step -1
840 if t=>2^jthengosub1110:t=t-2^j:by(0+f
)=bt(a)
845 a=a+1:ifa>7thena=0
846 f=f+1
850 x=x+3:if x>22then ym=ym+3:x=1
860 poke214,1+dn:print:poke211,24:print"
e";peek(b+8*sx+i)
870 next j
880 lc=lc+40:dn=dn+3
890 next i
895 hs=hr:d=0:dn=d
910 jy=peek(56320)
912 if sx<33then lc=64
913 if (sx>=33andsx<64) then lc=0
914 if (sx>=64andsx<=128) then lc=128
920 if jy=119thensx=sx+1:if sx>93thensx=93
:goto 910
930 if jy=123thensx=sx-1:if sx<1thensx=1:d
=d-1:if d<0thend=0
940 poke214,14:print:poke211,30:print"."
mid$(b$,sx+32+d,d+8)
950 if jy=111theno=0:ll=0:dn=0:gotosub1120:
hr=sx:goto 750
960 poke1575,sx:poke1575+54272,2:poke158
1,sx:poke1581+54272,10
970 getk$:if k$=""then 1060
980 if k$<>""thengosub1250:print " ";
990 gosub1250:print " ";

```

```

1000 ifk$="q"thenmr=mr+1:ifmr>4thenmr=4
1010 ifk$="j"thenmr=mr-1:ifmr<1thenmr=1
1020 ifk$<>" "thengosub1250:print " ";
1030 ifk$="c"thengosub1260:rem clear cha
r
1040 ifk$="m"thengosub1270:rem make char

1045 ifk$="t"then240:rem top menu
1050 ifk$="s"thengosub6000:rem show char

1052 ifk$="e"thenfl=2:gosub1270
1060 goto910
1110 poke214,ym:print:poke211,x:print".@
";:poke1c+(7-j),0
1115 poke54272+1c+(7-j),2:return
1120 forx=1to22step3:for y=1to22step3
1130 poke1134+o+11*40,32:o=o+1:ifo>7then
o=0:11=11+1:gosub1200
1140 poke214,y:print:poke211,x:print " ";

1150 nexty:nextx
1151 forc=0to64:by(c)=0:next
1152 iffl=1thenfl=0
1155 return
1160 t$=mid$(b$,sx,sx):t=sx-1:hr=t
1170 ift<0thent=0:hr=t
1180 ch=t*8+cs
1190 return
1200 poke214,1+dn:print:poke211,24:print
" ";:dn=dn+3:return
1210 rem
1220 poke214,16+lv:print:poke211,30:prin
tmid$(c$,u-11+v,10):v=1
1230 lv=lv+1:return
1240 return
1250 poke214,15+mr:print:poke211,38:retu
rn
1260 o=0:11=o:dn=o:gosub1120:return
1270 iffltheny=yx:x=xx:ad=0:goto1280:rem
don't clear grid if flag is set
1274 gosub1260
1275 x=1:y=x:x2=29:y2=67:ad=0:pokevc+31,
0:poke251,x2:poke252,y2
1276 poke53248,peek(251):poke53249,peek(
252)
1278 for a=1to22step3:poke214,a:print:pok
e211,24:print"e";0;" ";:next

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```

1280 x2=29:y2=67:x=1:y=1
1290 gosub1550
1300 rem ***** make char *****
1301 jy=peek(56320)
1302 yx=y:xx=x
1303 poke53248,x2:poke53249,y2
1305 getk$:ifk$=chr$(13)then895
1306 ifk$="m"thengosub6000
1307 ifk$="1"thenb=ch+8*sx:mr=1:goto730
1320 ifjy=125thenad=ad+8:ifad>56thenad=5
6
1330 ifjy=126thenad=ad-8:ifad<0thenad=0
1335 t=0
1340 ifx=1thent=128
1341 ifx=4thent=64
1342 ifx=7thent=32
1343 ifx=10thent=16
1344 ifx=13thent=8
1345 ifx=16thent=4
1346 ifx=19thent=2
1347 ifx=22thent=1
1359 ifjy=123thenx=x-3
1360 ifjy=119thenx=x+3
1361 ifjy=126theny=y-3
1362 ifjy=125theny=y+3
1370 x2=x2+24*(jy=123)-24*(jy=119)
1380 y2=y2+24*(jy=126)-24*(jy=125)
1381 ifx<1thenx=1
1382 ify<1theny=1
1383 ify>22theny=22
1384 ifx>22thenx=22
1385 ifx2<29thenx2=29
1386 ifx2>198thenx2=198
1387 ify2<67theny2=67
1388 ify2>235theny2=235
1398 poke251,x2:poke252,y2:poke53248,x2:
poke53249,y2
1399 ifjy=111andint(x/3)<1thenby(0+ad)=t
:goto1410
1400 ifjy=111andpeek(vc+31)<1thenby(x/3+
ad)=t
1410 ifjy=111andpeek(vc+31)>0thenby(x/3+
ad)=0
1420 ifjy=111andpeek(vc+31)>0thenpoke214
,y:print:poke211,x:print" ";
1430 ifjy=111andpeek(vc+31)<1thenpoke214
,y:print:poke211,x:print".@"::pokevc+31,

```

```

0
1520 gosub1590:poke214,y:print:poke211,2
4:print "e"rs"Y ";
1540 goto1300
1550 rem read in sprite
1560 vc=53248:pokevc+21,1:pokevc+39,7
1570 poke833,0:poke834,0:poke835,56:poke
836,56:poke839,0:poke840,0
1575 poke845,0:poke846,0
1580 poke2040,13:return
1590 rs=by(0+ad)+by(1+ad)+by(2+ad)+by(3+
ad)+by(4+ad)+by(5+ad)+by(6+ad)+by(7+ad)
1600 return
1700 rem character-design screen
1710 print "S":gosub1560:pokevc+32,6
1715 poke53272,21:poke53270,200
1720 poke833,56:poke834,192:poke835,0:po
ke836,0:poke839,63:poke840,192
1722 poke845,56:poke846,192
1730 i=3:b=0:x=14:y=83:sx=0:sy=0:f=255:f
2=14:n=1:lc=64:t=0
1735 print"s.s\ave screen/] .l\oad screen
/]e.x\it]\s.a\ve -"
1740 print:print"\CCCCCCCCCCCCCCCCCCCC
CCCCCCCCCCCCCCCCCCCC"
1750 jy=peek(56320)
1755 ifsx<33thenlc=64
1756 if(sx>=33andsx<64) thenlc=0
1757 if(sx>=64andsx<=255) thenlc=128
1760 ifjy=119thensx=sx+1:ifsx>=135thensx
=135
1770 ifjy=123thensx=sx-1:ifsx<0thensx=0:
d=d-1:ifd<0thend=0
1780 print "sq.^char "chr$(cl(b))+mid$(b$
,sx+1+d,d+8):ssx=sx+1
1785 print "sq"tab(17) ".color - "chr$(cl(
b)) "@"."]\l.o\ad font"
1786 getk$:ifk$="]"thenb=b+1:ifb>15thenb
=15
1787 ifk$="."thenb=b-1:ifb<0thenb=0
1788 ifk$="s"thengosub7020
1789 ifk$="l"thengosub7100
1790 ifk$="x"thenpoke252,sx:poke253,sy:p
oke251,2:goto270
1791 ifk$="a"thengosub7200
1792 ifk$="o"thengosub7270
1793 ifk$="m"thengoto240

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```

1794 ifjy=111theno=0:ll=o:dn=o:v=sx:sx=s
s1:sy=s2:pokevc+32,0:goto1810
1795 ifk$=" "andbt>0thenrv=0:bt=0:printr
$+"Wrv":goto1800
1796 ifk$=" "thenrv=18:bt=1:printr$+"\rv
"
1800 goto1750
1810 jy=peek(56320)
1815 poke53248,x:poke53249,y
1816 ifx>=254andjy=119thenf=62:f2=6:x=6:
f1=1:pokeh,1:sx=sx+1:pokesp,x:goto1830
1817 ifflandx<=6andjy=123thenf=254:f2=14
:f1=0:x=f:poke53264,0:pokesp,x:goto1835

1820 ifjy=119thenx=x+8:ifx>fthenx=f
1825 ifjy=119thensx=sx+1:ifsx>38thensx=3
8
1830 ifjy=123thenx=x-8:ifx<f2thenx=f2
1835 ifjy=123thensx=sx-1:ifsx<0thensx=0
1840 ifjy=125theny=y+8:ify>235theny=235
1845 ifjy=125thensy=sy+1:ifsy>19thensy=1
9
1849 getk$:ifk$="m"thens1=sx:s2=sy:sx=u:
pokevc+32,6:pokesp,0:pokesp+1,0:goto1750

1850 ifjy=126theny=y-8:ify<83theny=83
1851 ifjy=126thensy=sy-1:ifsy<0thensy=0
1852 poke53248,x:poke53249,y
1853 ifpeek(56320)=111thent=t+1:ift>2the
nt=0
1854 ift<1thenpokevc+39,6:goto1900
1855 ift=1thenpokevc+39,7:goto1857
1856 ift=2thenpokevc+39,2:goto1858
1857 gosub5010:printchr$(rv)chr$(cl(b))+
mid$(b$,sx,1);:goto1900
1858 gosub5010:print" ";
1900 goto1810
2000 rem sprite design
2010 print"S":poke53280,0:poke53281,0:go
sub1560:pokevc+39,7
2015 poke833,56:poke834,192:poke835,0:po
ke836,0:poke839,63:poke840,192
2016 poke845,56:poke846,192
2020 gosub8100:x=40:y=66:sx=4:sy=1:t=0:b
=1:cc=2
2030 jy=peek(56320)
2040 poke53248,x:poke53249,y

```



```

2070 ifjy=119thenx=x+16:ifx>216thenx=216

2080 ifjy=119thensx=sx+1:ifsx>25thensx=2
5
2090 ifjy=123thenx=x-16:ifx<40thenx=40
2100 ifjy=123thensx=sx-1:ifsx<2thensx=2
2110 ifjy=125theny=y+8:ify>226theny=226
2120 ifjy=125thensy=sy+1:ifsy>21thensy=2
1
2130 getk$:ifk$="s"thengosub7310:cx=0
2131 ifk$="m"thenpoke53269,0:goto240
2132 ifk$="l"thengosub9030:gosub7350
2140 ifk$="c"thengosub9030:gosub9000:gos
ub9100:cx=cx+1:ifcx>2thencx=2
2141 ifk$="m"thenb=b+1:ifb>3thenb=1
2143 ifk$="e"thengosub8100:gosub9030
2145 ifk$="r"thengosub9030:gosub9000:gos
ub8700
2150 ifjy=126theny=y-8:ify<66theny=66
2160 ifjy=126thensy=sy-1:ifsy<1thensy=1
2170 poke53248,x:poke53249,y
2172 l=1106+5*(y-66)+(x-40)/8
2180 ifpeek(56320)=111thent=t+1:ift>2the
nt=0
2190 ift<1thenpokevc+39,6:goto2240
2200 ift=1thenpokevc+39,7:goto2220
2210 ift=2thenpokevc+39,2:goto2230
2220 pokel+54272,b:pokel+54273,b:poke300
00+l,b:pokel,0:pokel+1,0:goto2240
2230 pokel+54272,2:pokel+54273,2:pokel,1
02:pokel+1,102:pokel+30000,0
2240 goto2030
5010 poke214,sy+i:print:poke211,sx:retur
n
6000 av=ad:ad=0:forc=0to7
6002 pl=by(0+ad)+by(1+ad)+by(2+ad)+by(3+
ad)+by(4+ad)+by(5+ad)+by(6+ad)+by(7+ad)
6010 pokech+8*sx+c,pl
6015 bi(c)=pl
6020 ad=ad+8:next:ad=av
6025 x=1:ym=1:lc=1134:dn=0:lv=0:goto810
6030 return
7000 rem save screen
7010 rem
7020 dv=peek(186):ifdv<8thendv=8
7030 sys57812"@dv:sc1",dv,1:poke193,0:po
ke194,212:poke174,231:poke175,219

```

```
7040 sys62954
7045 rem save screen colors
7050 sys57812"@dv:s1",dv,1:poke193,120:poke194,4:poke174,231:poke175,7
7060 sys62954:return
7100 rem load screen
7110 dv=peek(186):ifdv<8thendv=8
7120 sys57812"sc1",dv,1:poke780,0:poke781,120:poke782,216:sys65493
7130 sys57812"s1",dv,1:poke780,0:poke781,120:poke782,4:sys65493:return
7200 rem save font
7210 rem
7220 dv=peek(186):ifdv<8thendv=8
7230 sys57812"@dv:font",dv,1:poke193,0:poke194,8:poke174,176:poke175,14
7240 sys62954:return
7250 rem load font
7260 rem
7270 dv=peek(186):ifdv<8thendv=8
7280 sys57812"font",dv,1:poke780,0:poke781,0:poke782,8:sys65493:return
7300 rem save sprite
7310 dv=peek(186):ifdv<8thendv=8
7320 sys57812"@dv:sprdat2",dv,1:poke193,82:poke194,4:poke174,231:poke175,7
7321 sys62954
7322 sys57812"@dv:sprdat2",dv,1:poke193,82:poke194,4:poke174,231:poke175,7
7323 sys57812"@dv:sprdat",dv,1:poke193,82:poke194,216:poke174,231:poke175,210
7324 sys62954
7325 open2,8,2,"@dv:v,s,w":fori=1to63:print#2,v%(i):next:close2
7326 sys57812"@dv:sprshp",dv,1:poke193,48:poke194,117:poke174,185:poke175,124
7328 sys62954
7335 sf=1:return
7340 rem load sprite
7350 dv=peek(186):ifdv<8thendv=8
7370 sys57812"sprdat2",dv,1:poke780,0:poke781,82:poke782,4:sys65493
7372 sys57812"sprdat",dv,1:poke780,0:poke781,82:poke782,216:sys65493
7373 open2,8,2,"v,s,r":fori=1to63:input#2,v%(i):next:close2
7374 sys57812"sprshp",dv,1:poke780,0:poke781,82:poke782,4:sys65493
```

```

e781,48:poke782,117:sys65493
7375 fori=1to63:poke895+i,v%(i):poke5100
0+(i-1),v%(i):next:ifsf=1thensf=0
8000 sf=1:return
8100 print"sq]CCCCCCCCCCCCCCCCCCCCCCCCCCCC
CC"
8110 c$="^ \FFFFFFFFFFFFFFFFFFFFFFFFFFFFF^
"
8120 fora=1to7*3
8130 poke214,a:print:poke211,1:printc$
8140 next
8150 print"]^CCCCCCCCCCCCCCCCCCCCCCCCCCCC
"
8151 print"sqqqqqqqq"tab(28)".s + .saveq
....sprite"
8152 print"sqqqqqqqqqqqq"tab(28)".l + .l
oadq....sprite"
8153 print"sqqqqqqqqqqqqqqqq"tab(28)".c
+ .copyq....sprite"
8154 print"sqqqqqqqqqqqqqqqqqqqq"tab(28)
".e + .eraseq.....pad"
8160 return
8400 rem build sprite
8410 rem
8500 a=0:f=0:c=0:d=54272:n=243:gosub9000
:print"s]]]]]].scanning...s":forb=1to21
8512 ifpeek(d+i)=2thent=bt(f):gosub8800:
goto8525:rem purple
8514 ifpeek(d+i)=3thent=bt(f):gosub8810:
goto8525:rem green
8520 ifpeek(i)<>102thenpoke50000+c,bt(f)
:goto8525
8521 poke50000+c,0
8525 f=f+1:iff>7thenf=0
8530 c=c+1:nexti:a=a+40:next
8535 print"s]]]]]].          s":forb=1t
o21
8540 poke53280,2:poke53280,0
8600 c=50000:lc=0:fori=0to62
8610 lc=peek(c)+peek(c+1)+peek(c+2)+peek
(c+3)+peek(c+4)+peek(c+5)+peek(c+6)
8620 lc=lc+peek(c+7)
8630 c=c+8:poke896+i,lc
8640 next
8650 i=0:b=2:return
8700 rem restore sprite to screen
8710 rem

```

```

8712 c2=0:gosub9000
8715 fori=0to62:poke896+i,0:next
8720 a=0:f=0:t=50000:c=0
8725 forb=1to21
8730 fori=1106+ato1130+a
8740 ifpeek(t)<>0thenpokei,0:pokei+54272
,peek(52000+c)
8745 c=c+1:t=t+1:next:a=a+40
8748 poke896+f,peek(51000+f):f=f+1
8750 c2=c2+1:ifc2<3then8748
8760 c2=0:next:i=0:b=i+1:t=2:poke53280,1
:poke53280,0:return
8800 poke50000+c-1,0:poke50000+c,t:retur
n
8810 poke50000+c,t:poke50000+c+1,0:retur
n
8815 poke50000+c,t:poke50000+c-1,0
8820 return
9000 vc=53248:pokevc+21,7:pokevc+40,2:po
kevc+23,2:pokevc+29,2
9010 poke53250,255:poke53251,67:poke2041
,14:pokevc+28,2:pokevc+37,1:pokevc+38,3
9020 return
9030 fori=0to62:poke896+i,0:next:return
9040 return
9102 t=0:fori=1to63:v%(i)=0:next
9103 n=1:fori=1to63:ifv%(i)<>0then9110
9104 next
9105 t=0
9110 fori=1106to1906step40
9120 forj=0to2
9130 fork=0to3
9140 v5=peek(30000+i+8*j+2*k):v%(n+j)=v%
(n+j)+v5*2^(6-2*k)
9150 next
9160 next
9161 form=0to2:next
9162 n=n+3:next
9170 fori=1to63:poke895+i,v%(i):poke5100
00+(i-1),v%(i):next:ifsf=1thensf=0
9171 poke53280,7:poke53280,0:b=1:t=0:ret
urn
9172 a=0:f=0:t=0:forb=1to21:fori=1106+at
o1130+a
9173 ifpeek(i)<>102thenpoke50000+t,bt(f)
:poke52000+t,peek(54272+i):goto9175
9174 poke50000+t,0

```

```
9175 t=t+1:f=f+1:iff>7thenf=0
9176 next:a=a+40
9177 next
9180 poke53280,7:poke53280,0:b=1:t=0:ret
urn
```