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10 rem redefining a character set
20 rem by steve morrow
30 rem c64 very basic tutorial 9
40 :
50 print "S"
55 sc=200
60 gosub 1000:gosub510
61 poke53280,7
62 poke53270,peek(53270)or16
63 rem draw wall and grass
65 forx=0to39:poke1464+x,47:poke1464+542
72+x,5
66 next
70 forx=0to12:poke1430+x,35:poke1430+542
72+x,10
80 poke1470+x,35:poke1470+54272+x,10
82 rem ground part
85 poke1350+x,asc("R"):poke1350+54272+x,
4:poke1390+x,86:poke1390+54272+x,10
90 next
100 poke1352,43:poke1352+54272,15:poke13
53,45:poke1353+54272,15
105 poke1356,43:poke1356+54272,15:poke13
57,45:poke1357+54272,15
108 poke1360,43:poke1360+54272,15:poke13
61,45:poke1361+54272,15
110 forx=0to39
120 poke1504+x,184:poke1504+54272+x,5
125 poke1544+x,asc("%"):poke1544+54272+x
,12
126 poke1584+x,asc("%"):poke1584+54272+x
,12
128 poke1624+x,asc("%"):poke1624+54272+x
,12
130 poke1664+x,38:poke1664+54272+x,1
140 poke1704+x,37:poke1704+54272+x,1
150 poke1744+x,102:poke1744+54272+x,9
155 poke1984+x,38:poke1984+54272+x,1
160 next
162 poke1476,32
170 poke214,1:print:poke211,12:poke646,6
:print "_score:";poke646,1:printsc;
175 rem draw building
180 forx=0to8:for y=0to10
190 poke1090+x+40*y,97:poke1090+54272+x+
40*y,14
200 next y,x
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205 poke1212,97:poke1212+54272,15:poke12
16,97:poke1216+54272,15
210 poke1292,97:poke1292+54272,15:poke12
96,97:poke1296+54272,15
220 poke1372,97:poke1372+54272,15:poke13
76,97:poke1376+54272,15
225 :
230 poke1493,79:poke1493+54272,1
235 poke1494,39:poke1494+54272,1
240 poke1495,80:poke1495+54272,1
250 poke1051,95:poke1051+54272,10:poke10
52,110:poke1052+54272,10
260 poke1055,95:poke1055+54272,10
265 rem draw cars
270 forx=0to12step6
280 poke1836+x,36:poke1836+54272+x,13
282 poke1837+x,39:poke1837+54272+x,13
283 poke1837+x,39:poke1837+54272+x,13
285 poke1838+x,41:poke1838+54272+x,13
300 :
302 poke1911+x,36:poke1911+54272+x,14
305 poke1912+x,39:poke1912+54272+x,14
308 poke1913+x,39:poke1913+54272+x,14
310 poke1914+x,41:poke1914+54272+x,14
320 next
490 goto490
500 rem plot stars
510 forx=0to37step3
520 ys=rnd(0)*11
530 poke1024+x+40*ys,46:poke1024+54272+x
+40*ys,1
540 next
550 return
900 stop
905 poke53272,21:poke53270,200:end
1000 poke53280,0:poke53281,0:poke53282,2
:poke53283,7:poke53270,200
1010 forx=0to57:readdt:poke49152+x,dt:ne
xt:sys49152
1020 reada:ifa=-1thenreturn
1030 forx=0to7:readd:poke12288+a*8+x,d:n
ext
1040 goto1020
2000 data169,0,141,14,220,169,51,133,1,1
69,0,133,251,169,48,133,252,169,0
2010 data133,253
2020 data169,208,133,254,162,5,160,0,177

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,253,145,251,200,208,249,230,254,230,252

2030 data202,208,240,169,255,133,1,169,1
,141,14,220,169,28,141,24,208,96

2040 data0,0,1,7,7,28,28,124,124

2050 data35,251,251,251,0,191,191,191,0

2060 data36,0,0,3,3,127,127,224,24

2070 data37,146,73,36,146,73,36,146,73

2080 data38,127,191,223,239,247,251,253,
254

2090 data39,0,255,155,195,255,255,255,0

2100 data40,255,159,255,243,255,255,159,
255

2110 data41,0,0,192,192,254,254,248,248

2120 data42,0,0,192,192,254,254,248,248

2130 data43,124,115,115,63,31,15,7,7

2140 data45,252,60,60,252,248,240,224,22
4

2150 data47,0,3,7,15,31,63,127,255

2160 data91,0,192,224,240,248,252,254,25
5

2170 data92,0,0,0,8,252,255,255,255

2180 data93,255,1,1,1,0,0,0,0

2190 data94,0,62,62,62,62,63,63,63

2200 data95,0,62,62,62,62,254,254,254

2210 data96,63,51,51,63,63,51,51,63

2220 data97,254,230,230,254,254,230,230,
254

2230 data98,0,0,7,7,24,24,0,0

2240 data99,0,0,192,192,24,24,12,12

2250 data100,0,0,0,0,3,3,0,0

3000 data-1