

* = 32768

```
lda      #7
sta      53280      ;change border
lda      #0
sta      53281
lda      #28
sta      53272      ;point to character set
LDA      53270      ;Get multicolor mode
ORA      #8          ;set bit 3
ORA      #16         ;set bit 4
STA      53270      ;store result
lda      #7
STA      53282      ;grass speckles
lda      #0          ;3 - blue
sta      53283
lda      #13         ;5- green
sta      53284
lda      #13
sta      53286
```

```
jsr      newcharset1
jsr      drawmap
rts
```

drawmap

```
lda      #0
sta      251
lda      #4
sta      252          ;0+4*256 = 1024
ldx      #0
lda      gamescreenlo,x
sta      253
lda      gamescreenhi,x
sta      254
```

```
ldx      #3
rduhi    ldy      #0
rdulow   lda      (253),y      ;map
sta      (251),y      ;1024,x
iny
cpy      #255
bne      rdulow
inc      252
inc      254
dex
```

```

                                bne      rduhi
                                rts

newcharset1
                                LDX      #0
rdc1                            LDA      charset,x
                                STA      12288,X    ;0+48*256 = 12288
                                INX
                                CPX      #255
                                BNE      rdc1
                                rts

gamescreenlo    byte <map
gamescreenhi   byte >map

charset
incbin         "myyoutubecharset1.raw"

map
incbin        "myyoutubemap1.raw"

```