

```
20 DATA 0,0,0,0,2,64,6,96,14,112,14,112,2,64,1,128,3,192,7,
   224,9,144,50,76,4,32,24,24,0,0,0
25 DATA 0,0,0,0,0,0,0,0,48,12,24,24,28,56,14,112,1,128,3,
   192,15,240,17,136,38,100,24,24,0,0,0
30 DATA 0,0,0,0,0,0,0,0,0,28,56,62,124,14,112,1,128,3,192,
   15,240,49,140,6,96,24,24,0,0,0
35 CLEAR 31399:FOR i = 31400 TO 31559: READ a: POKE i, a:
   NEXT i
40 DATA 96,144,144,112,10,5,2,0
45 DATA 20,8,28,32,32,32,28,0,24,60,66,64,64,66,60,0
50 DATA 20,8,28,32,28,2,60,0,24,60,64,60,2,66,60,0
55 DATA 40,16,124,8,16,32,124,0,24,126,4,8,16,32,126,0
60 FOR i =USR "a" TO USR "h"-1: READ a: POKE i, a: NEXT i
```

Zdaj shranite zloge z ukazoma

```
SAVE "igra" CODE 31400, 970
```

in

```
SAVE "znaki" CODE USR "a", 64.
```

Shranite zloge strojnega programa ter grafičnih znakov takoj za  
prvim programom v basicu! Le še RUN ...

Želim vam obilo zabave! In upam, da vam bo pridobljeno zna-  
nje spodbuda in opora za nove poskuse. Ta knjiga je šele začel-  
tek poti - zato vam želim tudi: "Srečno poti!"

DODATEK