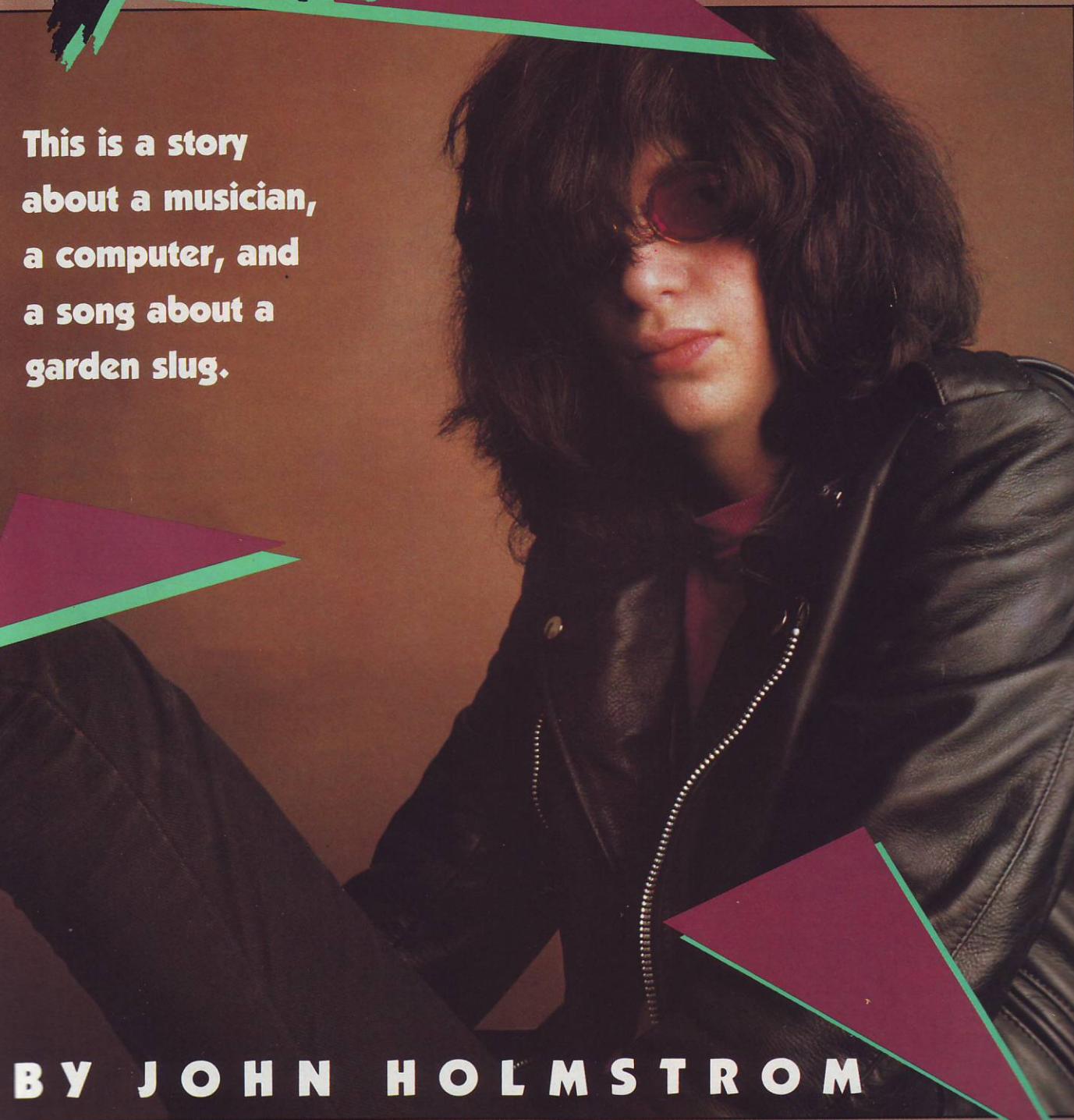# PROGRAM ALONG WITH

JOEY RAMONE

This is a story about a musician, a computer, and a song about a garden slug.

BY JOHN HOLMSTROM

Leaving no stone unturned and sparing no expense, K-POWER searched for a rock-and-roll song that you could program into your computer. After months of listening to thousands of records and tapes and going to hundreds of live concerts, we found a song we think you're really gonna like. It's called "Slug" and it's written by Joey Ramone. "Slug" has nothing to do with computers, really. (And neither does Joey Ramone . . . usually! But after this experience, he made us pay him in computer equipment instead of money.)

Joey is the lead singer of the famous rock-and-roll group, the Ramones. Formed in 1974, the Ramones have released nine albums and countless singles, most selling in the hundreds of thousands. They're best known for their starring roles in the classic cult comedy film, "Rock 'n Roll High School," directed by Alan Arkush. The Ramones are currently in the studio recording a new album for Warner Brothers.

Joey is the kind of guy who likes to keep busy. He's done a lot of things on his own. He teamed up with Holly Beth Vincent to remake "I Got You Babe." He also recorded several songs with the well-known Doo-Wop group The Mystics (including the classic "Duke of Earl"). And he's had several magazine articles and cartoons published.

Now, Joey has written "Slug" for K-POWER. "Slug" is about how a teenage boy's love for a teenage girl is destroyed by a common garden snail.

In his spare time, Joey likes to watch MTV, play video games, and eat pizza. His favorite rock groups include Def Leppard, Van Halen, T.Rex, the Rattlers, and Shrapnel. Joey is often seen at rock 'n roll clubs in New York City, where he grew up and still lives. Although he's a "rock star," he remains true to his roots, and doesn't act like a big shot. He's as normal as anyone you hang out with.

Of course, this doesn't explain where songs like "I Wanna Be Sedated" or "Slug" come from. All Joey would tell us about that is—"It's a sickness." He did talk a little bit more about "Slug," though. "It's a melodramatic, bittersweet love song. I think the whole family can enjoy it. It reminds me of Michael Jackson's 'Billy Jean'".

Although Joey needs a computer, a robot, and a spare room to keep track of the thousands of cassette tapes and records that litter his apartment, he has a few reservations about the computer revolution. "I think it's interesting and exciting—I just hate to see it get out of hand. I like the basic things. I can appreciate computers, but I'd like to see kids take chances. Kids are so conservative today. I think the computer age is a big part of it. Computers can become too much like a crutch. I think kids need to experience more stuff that's real."

We're not promising you anything, but maybe after you feed "Slug" into your computer, you'll both experience that something. □

JOHN HOLMSTROM is K-POWER's associate editor. He's best pals with Joey Ramone, who John met when he was editor of Punk *magazine in the mid-'70s.*

MORE MUSIC SOFTWARE

nita Way, Berkeley, CA 94704; (415) 841-9866
SUGGESTED RETAIL PRICE: $74.95

MUSICAL COMPUTER—A MUSIC TUTOR—Learn the fundamentals of musical notation. The 10-chapter course includes lectures and review tests and can be completed in one hour.
HARDWARE REQUIREMENTS: Atari 400/800/1200XL, 40K (disk)
MANUFACTURER: Atari Program Exchange, P.O. Box 3705, Santa Clara, CA 95055; (800) 538-1862
SUGGESTED RETAIL PRICE: $17.95

MUSIC COMPOSER—Create and play music with this program. Notes are displayed on the screen and played through the speaker on your TV monitor.
HARDWARE REQUIREMENTS: Atari 400/800/1200XL, 8K (cartridge)
MANUFACTURER: Atari, 1312 Crossman Dr., P.O. Box 61657, Sunnyvale, CA 94086; (800) 538-8543
SUGGESTED RETAIL PRICE: $39.95

MUSIC CONSTRUCTION SET—Compose tunes on your computer. The program has music, ranging from rock to ragtime, that can be rewritten and played back.
HARDWARE REQUIREMENTS: Apple II/II plus/IIe, 48K (disk); Commodore 64 (disk); Atari versions planned
MANUFACTURER: Electronic Arts, 2755 Campus Dr., San Mateo, CA 94403; (415) 571-7171
SUGGESTED RETAIL PRICE: $40

ORCHESTRA 90—Compose music with a six-octave range, five voices, and five timbre settings. Hook up to stereo with add-on interface board.
HARDWARE REQUIREMENTS: TRS-80 Models III/4, 16K (disk or cassette)
MANUFACTURER: Software Affair, 858 Rubis Dr., Sunnyvale, CA 94087; (408) 730-1030
SUGGESTED RETAIL PRICE: $79.95

SONGWRITER—Learn how to compose your own music without knowing a single note.
HARDWARE REQUIREMENTS: Apple II w/language card/Apple II plus/IIe/III w/emulator, 48K (disk); Atari 800/1200XL, 48K (disk); Commodore 64; IBM PC (disk)
MANUFACTURER: Scarborough Systems, Inc., 25 N. Broadway, Tarrytown, NY 10591; (914) 332-4545 →

APPLE/SLUG

II plus or IIe ● 32K RAM

```
10 DIM TN(5,150),TL(5,150),W$(5,150),TV(8),VN(13),VL(5
)
20 FOR X = 0 TO 62:READ A:POKE 768 + X,A:NEXT X
30 FOR X = 1 TO 13:READ VN(X):NEXT X
40 FOR X = 1 TO 8:READ TV(X):NEXT X
50 POKE 32,0:POKE 33,40:POKE 34,0:POKE 35,24
60 HOME:PRINT "          JOEY RAMONE'S SLUG"
70 PRINT:PRINT:FOR X = 1 TO 41:PRINT "S";:NEXT X
80 FOR X = 1 TO 14:HTAB 40:PRINT "SS";:NEXT X
90 FOR X = 1 TO 39:PRINT "S";:NEXT X
100 VTAB 22:HTAB 16:N$ = CHR$(92):PRINT "/";N$;"/";N$;
"/";N$;"/-@"
110 POKE 32,5:POKE 33,32:POKE 34,5:POKE 35,17:VTAB 6
120 FOR X = 1 TO 5:PRINT "TUNING UP";
130 READ VS$,WL$,TT$,ND$:VS$ = VS$ + " "
140 FOR Y = 1 TO LEN(ND$):PRINT ".";
150 TN(X,Y) = TV(ASC(MID$(TT$,Y,1)) - 64):TL(X,Y) = (A
SC(MID$(ND$,Y,1)) - 48) * 31
160 SL = ASC(MID$(WL$,Y,1)) - 48:W$(X,Y) = ""
170 FOR Z = 1 TO SL
180 C = ASC(MID$(VS$,Z,1)):IF C = 42 THEN C = 13
190 W$(X,Y) = W$(X,Y) + CHR$(C):NEXT Z
200 VS$ = RIGHT$(VS$, LEN(VS$) - SL)
210 NEXT Y:VL(X) = LEN(ND$):NEXT X:HOME
220 FOR W = 1 TO 14:IF W = 14 THEN W = 13
230 V = VN(W):FOR X = 1 TO VL(V)
240 POKE 6,TL(V,X):POKE 8,TN(V,X):PRINT W$(V,X);:CALL
768
250 NEXT X:NEXT W
260 END
1000 DATA 165,8,208,13,166,6,169,15,32,168,252,202,208
1010 DATA 248,76,208,245,74,133,9,164,8,173,48,192,136
,234,234,208,251,165,7,56,229,9,133
1020 DATA 7,176,237,198,6,208,233,160,39,185,208,6,170
,185
1030 DATA 207,6,153,208,6,136,208,247,138,153,208,6,96
1040 DATA 1,2,3,2,3,4,1,2,3,2,2,4,5
1050 DATA 62,55,48,46,36,74,65,0
1060 DATA *Lyin' in bed one*Summer's night*Everything*
Was a-alright*Something started*Crawlin' on me*S...L..
.U...G...*
1070 DATA 34344366236422646444533134135
1080 DATA AABAAACBCBAAABCBABABABCBCBABCB
1090 DATA 112222242241124222211242244224
1100 DATA *A why why why...*I saw her walking in the*W
oods last night*An' I knew somethin'*Wasn't right*S...
L...U...G...*
1110 DATA 124472444434652314241463422114444 1
1120 DATA HCBCBAAFAAAFAABAHAFAHAFACBCBAAFAAH
1130 DATA 822222111111122221111112221121111 1
1140 DATA *A no no no no*Why'd she have to*Go-o oh-oh.
..*
1150 DATA 123332164533236
1160 DATA HFAAFAHGGGGGGAB
1170 DATA 122222211312222
```

ATARI/SLUG

400 or 800 ● 32K RAM ● color TV or monitor optional

```
10 POKE 106,PEEK(106)-4:GRAPHICS 0:FLAG=1
20 DIM A$(42),F$(50),V(3),BORDER$(40),BR$(5),SLUG$(40)
,SL$(7),TIM(15),IST$(10)
30 PRINT CHR$(125):POKE 752,1:SETCOLOR 1,0,0:SETCOLOR
2,12,6:SETCOLOR 4,5,0
40 BR$="SLUG*":FOR X=0 TO 4:BR$(X+1,X+1)=CHR$(ASC(BR$(
X+1,X+1))+128):NEXT X
50 FOR X=0 TO 35 STEP 5:BORDER$(X+1,X+5)=BR$:NEXT X
60 FOR X=2 TO 37:POSITION X,1:PRINT BORDER$(X-1,X-1);:
POSITION 39-X,21:PRINT BORDER$(X-1,X-1);:NEXT X
70 FOR Y=2 TO 20:POSITION 2,Y:PRINT BORDER$(22-Y,22-Y)
;:POSITION 37,Y:PRINT BORDER$(Y,Y);:NEXT Y
80 POSITION 14,0:PRINT "TUNING UP..."
90 RESTORE 5000:FOR X=1 TO 15:READ A:TIM(X)=A:NEXT X:P
OKE 82,4
100 RESTORE 6000:FOR X=1 TO 10:READ A:IST$(X,X)=CHR$(A
):NEXT X
110 SL$="%]@@@@:":SLUG$=" ":SLUG$(37)=SLUG$:SLUG$(2)=S
LUG$
120 SLUG$(1,7)=SL$:SLUG$(14,21)=SL$:SLUG$(28,34)=SL$
130 RESTORE 3000:FOR X=1536 TO 1768:READ A:POKE X,A:NE
XT X
140 V(0)=(PEEK(106)+1)*256:V(1)=V(0)+197:V(2)=V(1)+93:
V(3)=V(2)+93
150 FOR X=0 TO 3:HI=INT(V(X)/256):LO=V(X)-(HI*256)
160 POKE 1753+X*2,LO:POKE 1761+X*2,LO
170 POKE 1754+X*2,HI:POKE 1762+X*2,HI:NEXT X
180 RESTORE 4000:FOR X=1 TO 42:READ A:A$(X,X)=CHR$(A):
NEXT X
190 RESTORE 2000:C=0:FOR X=1 TO 17:READ F$:FOR Y=1 TO
LEN(F$)
200 Z=ASC(F$(Y,Y))-48:POKE V(0)+C,ASC(A$(Z,Z)):C=C+1
210 NEXT Y:NEXT X
220 SOUND 0,0,10,10:SOUND 1,0,10,10:SOUND 2,0,10,10:SO
UND 3,0,10,10
230 A=USR(ADR(IST$))
240 C=1:RESTORE 1000:TIME=50:POSITION 4,3
250 L=TIM(C):READ F$
260 POSITION 4,C+2:PRINT F$
270 SL$=SLUG$(1):SLUG$(1)=SLUG$(2):SLUG$(37)=SL$
280 POSITION 1,0:PRINT SLUG$(1,37);:POSITION 1,22:PRIN
T SLUG$(1,37);
290 L=L-1:IF L>0 THEN 270
300 C=C+1:IF C=16 THEN 320
310 GOTO 250
320 READ F$:PRINT CHR$(125):POSITION 13,10:PRINT F$:PO
KE 88,PEEK(88)+120:POSITION 0,23:STOP
1000 DATA Ly'in in bed one sum-mer's night
1010 DATA Ev ry thing,wa-as all right
1020 DATA Some thing star ted
1030 DATA craw lin on me  S. L. U. G.
1040 DATA Why why I saw her walk ing,in the woods last
 ni ight
1050 DATA And I knew some thin',was n't ri i i
1060 DATA -ight S L U G Ah no no no no
1070 DATA Why'd she have to Go oh oh oh
```

Continued from APPLE listing (right column top):

```
1180 DATA *And I know that if I*Had her back today*Yes
 I know (I know)*I know (I know)*Why is it always this
 way?*
1190 DATA 142553244522115253512535143212455
1200 DATA HGGCBAGAAGBAFHAFAEEHFAEEHBBCHDBCB
1210 DATA 422222222222222112114121142222112 4
1220 DATA *S...L...U...G...*
1230 DATA 234135,CBABCB,224224
```

```
1080 DATA And I knew that if I
1090 DATA Had her back to day ay  -yes
1100 DATA I know (I know) I know (I know)
1110 DATA Why is it always this way?
1120 DATA S - L - U - G
2000 DATA 3=K7K7J;K;J;K7H;JEH;J;KAK7J7H;
2010 DATA JA25JMH;J;2NK;K707K7K707K;K;
2020 DATA J;K;1;K707K7K;07K;H;J;H7J7K;K7
2030 DATA 07K7K;07K;K;O;K;1;L7L7L=L7L;L;
2040 DATA K;J;2G1AL;L;H;J;K;L;K;K;L;J7K;
2050 DATA O=17K;07K71I07K71PJ;J;H;F7J7H;
2060 DATA JA681;K707K7K71RZ4<H;H7H7K;K7K
2070 DATA 7F;F7F7J;J7J783D793H793K793F79
2080 DATA 3D793C793B72:1;?7?71I?7?71AD71
2090 DATA U49?M?;@;B;D;FIB;DMZ4<K;K7K70
2100 DATA 0707S;S7S7Q;Q7Q783L793K7930793
2110 DATA S793Q793H793K72:1;B7B71IB7B71A
2120 DATA @71U49?MH;J;K;L;OIK;LMZ4>T7T7T
2130 DATA 7T7V7V7V7V7V7X7X7X7W7W7W7W783W
2140 DATA 793T793V793X793W793Y793V793X72
2150 DATA 4W71U93T763X763W793T763X763W79
2160 DATA 3T763X763W793T763X763W7Z
3000 DATA 72,8,152,72,138,72,162,3,188
3010 DATA 197,6,185,217,6,133,203,185,218
3020 DATA 6,133,204,189,201,6,201,5,208
3030 DATA 8,169,0,153,0,210,76,166,6
3040 DATA 201,0,208,126,189,209,6,221,213
3050 DATA 6,208,18,222,205,6,189,205,6
3060 DATA 201,0,240,35,169,0,157,209,6
3070 DATA 76,40,6,188,209,6,177,203,72
3080 DATA 200,177,203,157,201,6,200,152,157
3090 DATA 209,6,188,197,6,104,153,0,210
3100 DATA 76,166,6,188,209,6,177,203,201
3110 DATA 255,240,30,157,205,6,200,177,203
3120 DATA 157,213,6,200,152,24,101,203,133
3130 DATA 203,169,0,101,204,133,204,169,0
3140 DATA 157,209,6,76,40,6,188,197,6
3150 DATA 185,225,6,153,217,6,185,226,6
3160 DATA 153,218,6,169,0,157,201,6,157
3170 DATA 209,6,157,213,6,169,1,157,205
3180 DATA 6,76,8,6,188,197,6,165,203
3190 DATA 153,217,6,165,204,153,218,6,222
3200 DATA 201,6,202,48,3,76,8,6,104
3210 DATA 170,104,168,40,104,76,98,228,0
3220 DATA 2,4,6,0,0,0,0,1,1
3230 DATA 1,1,0,0,0,0,0,0,0
3240 DATA 0,0,0,0,0,0,0,0,0
3250 DATA 0,0,0,0,0,0,0,0
4000 DATA 0,1,2,4,6,8,10,12,16,18,20,24
4010 DATA 30,32,35,37,40,42,45,47,50
4020 DATA 53,56,57,60,64,72,76,80,82
4030 DATA 85,90,96,100,108,144,150,173
4040 DATA 193,217,230,255
5000 DATA 16,8,8,8,48,8,8,8,8,16,16,16,16,16,16
6000 DATA 104,160,0,162,6,138,32,92,228,96
```

COMMODORE 64/SLUG

Color TV or monitor optional

```
10 PRINT CHR$(147);CHR$(5):POKE 53280,12
20 PRINT "    **** 'SLUG' BY JOEY RAMONE ****":PRINT:P
RINT "TUNING UP ..."
30 ZT=4:TIME$="000000"
40 DIM VRS$(5),NTE(5,50,2),DUR(5,50),FRQ(9),WRD(5,50),
PL(5),PHRASE(16)
50 W1=54276:A1=W1+1:S1=A1+1:L1=54272:H1=L1+1:VOL=54296
:V=53248
60 POKE V+21,0
70 FOR X= L1 TO VOL:POKE X,0:NEXT X
80 POKE A1,10:POKE S1,65:POKE W1,33
90 FOR X= 1 TO 9:READ FRQ(X):NEXT X
100 FOR X=1 TO 16:READ PHRASE(X):NEXT X
110 FOR X=1 TO 5:READ T
120 VRS$(X)=CHR$(13)
130 FOR Y=1 TO T:READ TEMP$:VRS$(X)=VRS$(X)+TEMP$:VRS$
(X)=VRS$(X)+CHR$(13)
140 NEXT Y
150 NEXT X
160 FOR X=1 TO 5:READ PL(X)
170 FOR Y=1 TO PL(X)
180 READ WRD(X,Y)
190 READ T$:T=FRQ(INT((ASC(T$)-64)))
200 NTE(X,Y,1)=INT(T/256):NTE(X,Y,2)=T-(NTE(X,Y,1)*256
)
210 READ DUR(X,Y)
220 NEXT Y
230 NEXT X
240 FOR X=856 TO 832+62:POKE X,0:NEXT X
250 FOR X=832 TO 832+23:READ R1:POKE X,R1:NEXT X
260 POKE 2040,13:REM LOCATION
270 POKE V+39,5:REM COLOR
280 SX=180:SY=95:POKE V,SX:POKE V+1,SY
```

```
290 POKE VOL,12:POKE V+21,1
300 FOR T=1 TO 14
310 IF T=14 THEN T=13:PRINT CHR$(FC+150);:FC=FC+1:IF F
C=5 THEN POKE W1,0:END
320 X=PHRASE(T):SP=1
330 FOR Y=1 TO PL(X)
340 POKE H1,NTE(X,Y,1):POKE L1,NTE(X,Y,2)
350 PRINT MID$(VRS$(X),SP,WRD(X,Y));
360 SP=SP+WRD(X,Y)
370 SX=SX-8:IF SX<25 THEN SX=180:SY=SY+10
380 POKE V,SX:POKE V+1,SY:POKE V+29,-(TI/2=INT(TI/2))
390 DELAY=TI+DUR(X,Y)*ZT
400 IF TI<DELAY THEN 400
410 POKE H1,0:POKE L1,0
420 NEXT Y:NEXT T
1000 DATA 7217,8101,9094,9334,10814,6069,6812,0,12139
1010 DATA 1,2,3,4,5,5,5,5,1,2,3,4,5,5,5,5
1020 DATA 7,LYIN' IN BED ONE,SUMMER'S NIGHT
1030 DATA EVERYTHING,WAS A-ALRIGHT
1040 DATA SOMETHING STARTED,CRAWLIN' ON ME
1050 DATA S..S...L...L..U..G...,6,WHY WHY ...
1060 DATA I SAW HER WALKING IN THE,WOODS LAST NIGHT
1070 DATA AN I KNEW SOMETHIN',WASN'T RIGHT
1080 DATA S...L...U...G...,3
1090 DATA A NO NO NO NO,WHY'D SHE HAVE TO,GO-O OH-OH..
.
1100 DATA 5,AND I KNOW THAT IF I
1110 DATA HAD HER BACK TODAY,YES I KNOW (I KNOW)
1120 DATA I KNOW (I KNOW)
1130 DATA WHY IS IT ALWAYS THIS WAY?
1140 DATA 1,S...L...U...G...
1150 DATA 30,2,A,1,4,A,1,3,B,2,4,A,2,4,A,2,3,A,1,6,C,2
,6,B,5,3,C,2,3,B,2
1160 DATA 6,A,4,4,A,1,2,B,1,2,C,2,6,B,4,4,A,2,6,B,2,4,
A,2,4,B,2,4,A,1
1170 DATA 5,B,1,3,C,2,3,B,4,3,C,3,3,B,2,4,A,4,1,A,1,2,
B,1,3,C,2,5,B,4
1180 DATA 32,1,H,4,4,C,2,7,B,2,2,A,2,4,A,1,4,F,1,4,A,1
,4,A,1
1190 DATA 3,A,1,4,F,1,6,A,2,5,A,2,2,B,2,4,A,2,1,H,2,4,
A,1,2,F,1,4,A,1
1200 DATA 1,H,1,4,A,1,6,A,1,2,A,2,4,C,2,2,B,2,2,C,1,1,
B,1,1,A,2,4,A,1
1210 DATA 4,F,1,4,A,1,4,A,1,1,H,1
1220 DATA 14,3,F,1,3,A,2,3,A,2,3,F,2,2,A,2,0,H,2,6,G,1
,4,G,1,5,G,3
1230 DATA 3,G,1,3,G,2,2,G,2,3,A,2,7,B,2
1240 DATA 32,1,H,4,4,G,2,2,G,2,5,C,2,5,B,2,3,A,2,2,G,2
,4,A,2,4,A,2,5,G,2
1250 DATA 2,B,1,2,A,2,1,F,3,1,H,1,4,A,2,2,F,1,5,A,2,3,
I,1,5,I,1,1,H,3
1260 DATA 2,F,1,5,A,2,3,I,1,5,I,1,1,H,6,4,B,2,3,B,2,2,
C,2,3,D,1
1270 DATA 4,B,1,5,C,2,5,B,4
1280 DATA 6,2,H,2,3,A,1,4,F,1,1,A,1,3,A,1,5,H,10
1290 DATA 0,0,0,128,0,0,65,240,0,191,252,0,63,252,0,31
1300 DATA 255,0,15,255,192,7,249,224,6
```

TRS-80 COLOR COMPUTER/SLUG

16K RAM

```
10 DIM NT(2,109),WD$(25):Y=0
20 FOR J=0 TO 25:READ WD$(J):NEXT J
30 FOR J=0 TO 109:FOR I=1 TO 2
40 READ NT(I,J):NEXT I:NEXT J
50 A$=" 'aaaaa:              "
60 CLS
70 PRINT @ 67,"S L U G - BY JOEY RAMONE";:FOR D=1 TO 1
000:NEXT D
80 FOR J=1 TO 2:FOR I=0 TO 103
90 IF Y=0 AND SUM<200 THEN PRINT:PRINT @ 355,WD$(SUM/8
)
100 PRINT @ 416,A$;
110 A$=RIGHT$(A$,1)+LEFT$(A$,LEN(A$)-1)
120 SUM=SUM+NT(2,I):Y=1
130 IF SUM/8=INT(SUM/8) THEN Y=0
140 IF NT(1,I)>0 THEN SOUND NT(1,I),NT(2,I) ELSE FOR D
E=1 TO -NT(1,I):NEXT DE
150 IF I=74 AND FLAG=0 THEN I=32:FLAG=1:SUM=72
160 NEXT I
170 FLAG=0:SUM=0:Y=0
180 NEXT J
190 FOR I=104 TO 109
200 NN=NT(1,I):D=NT(2,I)
210 PRINT @ 355,WD$(25)
220 A$=RIGHT$(A$,1)+LEFT$(A$,LEN(A$)-1)
230 PRINT @ 416,A$;
240 IF NN>0 THEN SOUND NN,D ELSE FOR DE=1 TO -NN:NEXT
DE
250 NEXT I
260 GOTO 190
1000 DATA LY-IN' IN BED ONE,SUM-MER'S NIGHT
1010 DATA EV-RY-THING,WAS A-AL RIGHT
1020 DATA SOME-THING STARTED,CRAWLIN' ON ME
1030 DATA S .. S .. L ..,L .. U .. G
1040 DATA WHY WHY
1050 DATA I SAW HER WALKING IN THE,WOODS LAST NI-IGHT
1060 DATA AN' I KNEW SOME-THIN',WASN'T RI-I-I-
1070 DATA -IGHT .. S - L - U - G .. AH, NO NO NO NO
1080 DATA WHY'D SHE HAVE TO,GO-O OH OH
1090 DATA AND I,KNEW THAT IF I
1100 DATA HAD HER BACK TO-,DAY-AY ... YES I
1110 DATA KNOW ... I,KNOW
1120 DATA WHY IS IT, ALWAYS THIS WAY?
1130 DATA S-L-U-G
2000 DATA 159,1,159,1,170,2,159,2,159,2
2010 DATA 159,1,180,2,170,5
2020 DATA 180,2,170,2,159,4
2030 DATA 159,1,170,1,180,2,170,4
2040 DATA 159,2,170,2,159,2,170,2
2050 DATA 159,1,170,1,180,2,170,4
2060 DATA 180,2,170,2,159,4
2070 DATA 159,1,170,1,180,2,170,4
2080 DATA -600,4,180,2,170,2
2090 DATA 159,2,159,1,140,1,159,1,159,1,159,1,140,1
2100 DATA 159,2,159,2,170,2,159,2
2110 DATA -100,2,159,1,140,1,159,1,159,2,140,1
2120 DATA 159,2,180,2,170,2,180,1,170,1
2130 DATA 159,2,159,1,140,1,159,1,159,1,-50,1,140,1
2140 DATA 159,2,159,2,140,2,159,2
2150 DATA -100,2,153,1,153,1,153,3,153,1
2160 DATA 153,2,153,2,159,2,170,2
2170 DATA -200,4,153,2,153,2
2180 DATA 180,2,170,2,159,2,153,2
2190 DATA 159,2,159,2,153,3,170,1
2200 DATA 170,2,140,4,159,1,140,1
2210 DATA 159,2,-250,5,140,1
2220 DATA 159,1,-450,7
2230 DATA -100,2,170,2,170,2,180,2
2240 DATA 185,1,170,1,180,2,170,4,-100,2
2250 DATA 159,1,140,1,159,1,159,1,159,1,-100,2,-400,8
```