

SERIES-III 8086/8087/8088 MACRO ASSEMBLER V1.0 ASSEMBLY OF MODULE RAM\_700

NO OBJECT MODULE REQUESTED

INVOCATION LINE CONTROLS: NOOJ EP(:F2:MRAM,ERR) WF(:F0:) PR(:F2:MRAM,LST) XR NOMR

```

LOC OBJ          LINE  SOURCE
1
2
3 ;=====
4
5
6
7 ;              00  00  00  000000
8 ;              00  00  0000  00  00
9 ;              000 000  00 00  00  00
10 ;             00000000 00  00  00  00
11 ;             00 00 00 00000000 00  00
12 ;             00 00 00  00  00  00  00
13 ;             00  00  00  00  000000
14 ;
15 ;
16 ;
17 ; 00000000 00      00  00  00 00000000 00000000 000000
18 ; 00 00 00      0000  000 00 00      00  00  00
19 ; 00 00 00      00 00 0000 00 00      00  00
20 ; 00000000 00      00  00  00 00 00 000000  00  000000
21 ; 00      00  00000000 00 0000 00      00  00
22 ; 00      00  00 00  00 00 000 00      00  00  00
23 ; 00      00000000 00  00  00  00 00000000  00  000000
24 ;
25 ;
26 ;
27 ;=====
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40 ; (C) COPYRIGHT 1983
41 ; D. GOTTLIEB & CO.
42 ; ALL RIGHTS RESERVED
43
44 +1 $EJECT

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LOC	OBJ	LINE	SOURCE
		45	
		46	;
		47	THE COMPLETE SET OF THE SOURCE PROGRAM IS CONSIST OF
		48	THE FOLLOWING 9 MODULES;
		49	;
		49	1. MRAM.SRC
		50	;
		50	2. MSIMU.SRC
		51	;
		51	3. MSTAR.SRC
		52	;
		52	4. MNEIL.SRC
		53	;
		53	5. MGAME.SRC
		54	;
		54	6. MENEMY.SRC
		55	;
		55	7. MAGNA.SRC
		56	;
		56	8. MUTIL.SRC
		57	;
		57	9. MDIAG.SRC
		58	
		59	
		60	;
		60	THE FOLLOWING FILES ARE INCLUDED AT ASSEMBLY TIME.
		61	
		62	;
		62	1. NEQU.S1
		63	;
		63	2. MSTRUC.S1
		64	;
		64	3. MPURGE.S1
		65	;
		65	4. MSTABL.S1
		66	;
		66	5. MOTABL.S1
		67	;
		67	6. MRPT.S1
		68	
		69	
		70	+1 #EJECT

LOC	OBJ	LINE	SOURCE
		71	
		72	; ACKNOWLEDGEMENT
		73	
		74	
		75	
		76	
		77	; THROUGHOUT THE DEVELOPMENT OF THIS GAME, UNCOUNTABLE NUMBER OF
		78	; SUGGESTIONS AND CRITICISMS WERE GIVEN TO THE AUTHOR BY MANY FRIENDS
		79	; AND COLLEAGUES. AFTER THE LONG AND HARD PERIOD OF WORK (ALMOST 12
		80	; MONTHS), THIS IS THE MOST PLEASANT MOMENT TO NAME A FEW WHO CONTRIBUTED
		81	; TO THE PROJECT.
		82	
		83	; NEIL <del>BERSTEIN</del> <sup>BURNSTEIN</sup> WROTE THE ATTRACT MODE SECTION, AND WARREN DAVIS
		84	; SUPPLIED THE DIAGNOSTICS SECTION. THE AUDIO EFFECTS WERE PROVIDED
		85	; BY DAVE THIEL AND THE ART WORK WAS DONE BY JEFF LEE. THE CABINET
		86	; AND CONTROL PANEL WERE DONE BY RICH <del>PATHE</del> . THE FIELD TESTS WERE
		87	; CONDUCTED BY DAVE BERTÉ AND JEAN YOSHIOKA. <sup>PAETH</sup>
		88	
		89	; BESIDES THE ABOVE MENTIONED 'OFFICIAL' INVOLVEMENTS, MORE PEOPLE
		90	; ASSISTED THIS PROJECT IN CASUAL MANNER...
		91	; JUN YUN AND RICK TIGHE WERE THE MAIN CONTRIBUTORS IN THE DEVELOPMENT
		92	; OF THE GAME CONCEPT AND WERE THE GREAT PLAYERS. CHRIS KRUBEL ALSO
		93	; LOGGED SIGNIFICANT TIME IN THE GAME PLAYING AND EVALUATIONS.
		94	; LAURA SCHWEBL, DAVE PFEIFFER, MATT HOUSEHOLDER, STEVE PACHECO SPENT
		95	; THEIR COFFEE BREAK ON MAD PLANETS, CHRIS BREWER MADE THE WIRE-WRAPPED
		96	; TARGET HARDWARE SYSTEM. DAVE BONECUTTER WAS ALWAYS AVAILABLE WHEN
		97	; THE TARGET SYSTEM WAS DOWN, BOB MALVESIO HELPED PUT TOGETHER
		98	; A FEW ENGINEERING SAMPLE HARDWARES. MORAL SUPPORT CAME FROM YOUNG BAHNG.
		99	; RICH TRACY PROMISED TO GIVE THE AUTHOR HIS MAD-PLANET POSTERS.
		100	; NEEDLESS TO SAY, RON WAXMAN AND FRANK STARSHAK PAID THIR DUE THROUGH
		101	; THEIR HARASSMENT WITH THE DEADLINE. HOWIE RUBIN DID A MAGNIFICENT
		102	; JOB CREATING MESSSES.
		103	
		104	; IT IS NOT IN THE AUTHOR'S CULTURE TO MENTION ANY CREDIT DUE TO
		105	; HIS WIFE'S SUPPORT AND PERCEVERANCE IN THE PAST YEARS.
		106	
		107	
		108	
		109	
		110	; KAN W. YABUMOTO
		111	
		112	; FEBRUARY 28, 1983
		113	; NORTHLAKE, ILLINDIS
		114	
		115	
		116	
		117	
		118	
		119	
		120	
		121	
		122	+1 \$EJECT

LOC	OBJ	LINE	SOURCE
		123 +1	#EJECT

```
LOC OBJ          LINE    SOURCE
124
125              NAME    RAM_700
126      ; 7.00  02/28/83  PRODUCTION VERSION BV-102-0
127
128
129      ; MRAM.SRC
130
131      ; *****
132      ;   MAGNA RAM AREA
133      ; *****
134
135
136
137      ; 5.46  02/25/83  MORE CHANGE IN ADDR
138      ; 5.45  02/25/83  START ADDR CHANGED
139      ; 5.44  02/22/83  DIAL_DIR_FL ADDED
140      ; 5.43  02/18/83  COLOR ANIMATION VARIABLES ADDED
141      ; 5.42  02/15/83  REMOVED UNNECESSARY PBLIC
142      ; 5.41  02/15/83  JUST ENOUGH MEMDRY ALLOCATED
143      ; 5.40  02/11/83  NEW STAR DATA ADDED
144      ; 5.39  01/26/83  NEW DIP SWITCH OPTION
145
146      ;   ----- RELEASE VERSION 07 -----
147
148      ; 5.38  01/21/83  TRIPPLICATE BOOKKEEPING DATA
149
150      ;   ----- RELEASE VERSION 06 -----
151
152      ; 5.38  01/13/83  REORGANIZE NEIL'S DATA
153      ; 5.37  01/13/83  MAKE FGND_REG BUFFER BIGGER
154      ; 5.36  01/13/83  DUPLICATING GALACTIC TABLE
155      ; 5.35  01/12/83  RECONFIGURATION FOR 3 RAM CHIP SYSTEM
156      ; 5.34  01/11/83  CUTOFF_TIMER ADDED
157      ; 5.33  01/11/83  NASTY_COMET_FL ADDED
158      ; 5.32  01/10/83  BIGGER ROM SIZE
159      ; 5.31  01/10/83  KILL TIMER ADDED
160      ; 5.30  01/10/83  FRESH RND FL ADDED
161      ; 5.29  01/07/83  AGAIN TIMER ADDED
162      ; 5.28  01/06/83  HUMAN NOW FL ADDED
163      ; 5.27  01/05/83  KILLER KRYPT FL ADDED
164      ; 5.26  01/03/82  HUMAN TOOKOFF FL ADDED
165      ; 5.25  12/29/82  HUMAN POINT SCHEME CHANGED
166      ; 5.24  12/21/82  HUMAN_DATA AREA MADE BIGGER
167      ; 5.23  12/20/82  HUMAN_ACTION'S DATA ADDED
168
169      ;   ----- RELEASE VERSION 05 -----
170
171      ; 5.22  12/14/82  COLOR_SET_PTR ADDED
172      ; 5.21  12/13/82  COMET_GRACPERD MADE WORD
173      ; 5.20  12/10/82  POSITION OF DIAL_VALUE CHANGED
174
175      ;   ----- RELEASE VERSION 04 -----
176
177      ; 5.19  12/03/82  FLASH_ON INCREASED MORE SPACES
178      ; 5.18  11/30/82  ROUND_STAY_CLK ADDED
```

LOC	OBJ	LINE	SOURCE
		179	; 5.17 11/29/82 10 WARREN VARIABLES ADDED
		180	; 5.16 11/24/82 COUNTER FOR TIMEOUT ADDED
		181	; 5.15 11/24/82 ACTIVITY RATE RELATED VARIABLES
		182	; 5.14 11/22/82 RANGE OF REMAIN_RAM REDUCED
		183	; 5.13 11/22/82 REMAINING RAM ALSO CHECKED
		184	; 5.12 11/16/82 ADDED MORE
		185	; 5.11 11/15/82 CHANGES IN MORE VARIABLES(NEIL)
		186	; 5.15 11/15/82 MORE VARIABLES FOR NEIL
		187	; 5.09 11/09/82 FINISH_RND_FL ADDED
		188	; 5.08 11/09/82 MOST VALUABLE DATA MOVED TO 800-FFF AREA
		189	
		190	; ----- RELEASE VERSION 03 -----
		191	
		192	; 5.07 11/04/82 SQUEEZED INTO 32K CODE (ROM_START AT 8000H)
		193	; 5.06 11/03/82 NEXP_EX_TIMER ADDED
		194	; 5.05 11/02/82 PBLIC SOME MORE
		195	; 5.04 11/01/82 REORGANIZATION (PERMANENT DATA ON TOP)
		196	; 5.03 10/28/82 CANIM_FL ADDED
		197	; 5.02 10/26/82 PERF_SOUND_CTR ADDED
		198	
		199	; ----- RELEASE VERSION 02 -----
		200	
		201	; 5.01 10/20/82 COM_SPIN_TIMER RESTORED
		202	; 5.00 10/19/82 BGND_SOUND ADDED
		203	
		204	; ----- RELEASE VERSION 01 -----
		205	
		206	; 4.36 10/18/82 BONUS_RESET_FL ADDED
		207	; 4.35 10/15/82 PERF_DISP_FL ADDED
		208	; 4.34 10/13/82 COMET SPINNING VARIABLES ADDED
		209	; 4.33 10/13/82 LOGO_XPOS,YPOS ADDED
		210	; 4.32 10/13/82 PERFECT_FL ADDED
		211	; 4.31 10/11/82 KMASS_MAD ADDED, DYNAMIC TWEAKER ADDED
		212	; 4.30 10/07/82 KEEP_MPOS_FL ADDED
		213	; 4.29 10/07/82 ADV_ROUND_FL MOVED TO ACTIVE VAR
		214	; 4.28 10/07/82 KILL_TOGO BECAME PART OF ACTIVE VAR
		215	; 4.27 10/06/82 MAGNA_EXPLOSION RELATED VAR ADDED
		216	; 4.26 10/04/82 EXTRA_DEB_FL ADDED
		217	; 4.25 09/30/82 SOUND_OFF_FL ADDED
		218	; 4.24 09/29/82 COLOR ANIMATION VARIABLES ADDED
		219	; 4.23 09/27/82 NEW ADDRESSES FOR 66-3
		220	; 4.22 09/24/82 COMET_BONUS_PTR ADDED
		221	; 4.21 09/23/82 COMET_SPEED REMOVED, BONUS_FL ADDED
		222	; 4.20 09/23/82 DING_CTR AND COMET_PTR ADDED
		223	; 4.19 09/22/82 SECOND HI SCORE TABLE ADDED
		224	; 4.18 09/20/82 COMET SPEED LIMIT ADDED
		225	; 4.17 09/19/82 COMET_TIMER VARIABLES SPLIT TO TWO INIT VALUES
		226	; 4.16 09/18/82 COMET_DATA AREA REORGANIZED
		227	; 4.15 09/17/82 CGRACE_PERD ADDED
		228	; 4.14 09/17/82 COMET RELATED VARIABLES ADDED
		229	; 4.13 09/14/82 KSPEED_MAX,MIN , NASTY_CTR,NASTIER_FL ADDED
		230	; 4.12 09/14/82 MORE COUNTERS FOR NEIL
		231	; 4.11 09/13/82 ADV_ROUND_FL REPLACING SET_MAGNA_FL
		232	; 4.10 09/13/82 RANDOOM CHANGED, XDELTA,YDELTA REMOVED
		233	; 4.09 09/10/82 ATT_TABLE_CTR,ATT_TAELE_TOP ADDED

LOC	OBJ	LINE	SOURCE
		234	; 4.08 09/10/82 PUBLIC CORRECTED
		235	; 4.07 09/10/82 GAME_CREDITX ADDED
		236	; 4.06 09/10/82 NEIL_CTR ADDED
		237	; 4.05 09/09/82 MORE NEW VARIABLES
		238	; 4.04 09/07/82 NEIL'S DATA AREA REWRITTEN
		239	; 4.03 09/04/82 NEIL'S VARIABLE AREA ADDED
		240	; 4.02 09/03/82 KILL_TOGO ADDED
		241	; 4.01 09/01/82 QUE_TABLE,QUE_FL ADDED
		242	; 4.00 09/01/82 QUE_PTR,ACTIVE_KRYPT_CTR ADDED
		243	
		244	; 2.11 08/31/82 CHANGE FORT FOR JOYSTICK AND PANEL
		245	; 2.10 08/31/82 PREP FOR 4.00
		246	; 2.09 08/27/82 FINAL RPT_VAR AREA SET
		247	; 2.08 08/27/82 REARRANGE RPT_VAR AREA
		248	; 2.07 08/26/82 MORE DATA ADDED TO PARAMETER VARIABLES
		249	; 2.06 08/26/82 NEW DATA ALLOCATIONS
		250	; 2.05 08/12/82 SAME_PLAYER_FL REPLACES PLAYER_SW_FL
		251	; 2.04 07/30/82 PLAYER_SW_FL ADDED
		252	; 2.03 07/29/82 NO_RDY_MSG_FL ADDED
		253	; 2.02 07/29/82 STORE_VAR AREA SPELLED OUT
		254	; 2.01 07/21/82 TWO PACKETS FOR MAGNA_OBJECTS
		255	; 2.00 07/21/82 ASSEMBLY COMPLETE
		256	
		257	; 0.29 07/21/82 PUBLIC FIX
		258	; 0.28 07/16/82 MORE SHUFFLES
		259	; 0.27 07/14/82 RE-ORGANIZATION OF VARIABLES
		260	; 0.26 07/13/82 COIN_TIMER, CTRL_BYTE ADDED
		261	; 0.25 07/09/82 SOUND VARIABLES ADDED
		262	; 0.24 07/07/82 STAR_DUST_FL ADDED
		263	; 0.23 07/07/82 PLAYER_ID MADE A WORD
		264	; 0.22 07/02/82 GAME_CREDIT ETC ADDED
		265	; 0.21 07/02/82 SCORE VARIABLES ADDED
		266	; 0.20 06/30/82 NMI_CTR ADDED
		267	; 0.19 06/26/82 MGAME'S RAM DATA SECTION MERGED
		268	; 0.18 06/23/82 STAR_DATA MERGED HERE
		269	; 0.17 06/22/82 TESTSW DISCARDED
		270	; 0.16 06/22/82 JOYSTICK ADDED, PROTON TABLE REMOVED
		271	; 0.15 06/08/82 MEMORY PACK
		272	; 0.14 06/04/82 ADAPTED FOR NEW GG-2 I/O ADDRESSES
		273	; 0.13 05/26/82 BGND_CHARGEN LABELED
		274	; 0.12 05/19/82 A FEW VARIABLES MOVED HERE
		275	; 0.11 05/12/82 MORE NEW SLOT ALLOCATIONS
		276	; 0.10 04/23/82 MORE NEW SLOT ALLOCATIONS
		277	; 0.09 04/20/82 NEW FBND SLOT ALLOCATIONS
		278	; 0.08 04/07/82 MAGPAR DEFINITION ADDED HERE, TOO
		279	; 0.07 04/07/82 MAGNA'S DATA STRUCTURE CHANGED
		280	; 0.06 03/25/82 ADDR_DIFF DEFINITION CORRECTED
		281	; 0.05 03/22/82 GRAPHIC VARIABLES ADDED
		282	; 0.04 03/16/82 NO EXTERNAL REFERENCE MADE
		283	; 0.03 03/16/82 REMOVED INCLUDE FILE
		284	; 0.02 03/09/82 LINK/LOC WORKS NOW
		285	; 0.00 03/04/82 BROKEN UP FROM M007.A86
		286	
		287	+1 \$EJECT

LOC	OBJ	LINE	SOURCE
		288	-----
		289	
----		290	ALLSEG           SEGMENT PUBLIC
		291	
		292	ASSUME CS:ALLSEG, DS:ALLSEG, SS:ALLSEG, ES:ALLSEG
		293	
		294 +1	#INCLUDE(:F1:MEQU.S1)
=1		295 +1	#EJECT



```

LOC OBJ          LINE    SOURCE
=====
=1 296           ;===== TO BE INCLUDED FILE (MEQU.S1) =====
=1 297
=1 298           ; 7.00 02/28/83      PRODUCTION VERSION GG-102-0
=1 299
=1 300
=1 301           ; *****
=1 302           ; ASSEMBLY TIME CONSTANTS
=1 303           ; *****
=1 304
=1 305
=1 306
=1 307           ; 5.69 02/23/83      SMALLER GAP BETWEEN DIFFICULTY
=1 308           ; 5.68 02/23/83      COLORS OF GAME OVER SPECIFIED
=1 309           ; 5.67 02/23/83      COMET COLLISION DETECTION TIGHTENED
=1 310           ; 5.66 02/22/83      TIGHTER COLLISION RANGE BETW INFANT AND BULLETS
=1 311           ; 5.65 02/14/83      IB_XRANGE ETC ADDED
=1 312           ; 5.64 02/14/83      ESL VALUES CHANGED FOR NEW ELECTRON ORBITS
=1 313           ; 5.63 01/29/83      MORE DIFFICULT
=1 314           ; 5.62 01/27/83      DIFFICULTY FACTOR ADJUSTED
=1 315           ; 5.61 01/25/83      NEW DIP SWITCH DEFINITIONS
=1 316
=1 317           ; ----- RELEASE VERSION 07 -----
=1 318
=1 319           ; 5.60 01/19/83      MINOR DEBUG
=1 320           ; 5.59 01/19/83      DIFFICULTY FACTOR CHANGED
=1 321           ; 5.58 01/19/83      VARIABLE MAGNA VEL CONTROL
=1 322
=1 323           ; ----- RELEASE VERSION 06 -----
=1 324
=1 325           ; 5.57 01/13/83      VERSION 6 FINISHED
=1 326           ; 5.56 01/11/83      CUTOFF PERD ADDED
=1 327           ; 5.55 01/10/83      NUM ROMS MADE 5
=1 328           ; 5.54 01/10/83      KILLER PERD, PB XRANGE ADDED
=1 329           ; 5.53 01/08/83      DIFFICULTY FACTOR ADDED
=1 330           ; 5.52 01/08/83      RND POS1 SET
=1 331           ; 5.51 01/08/83      MIN BULLET LIFE INBETWEEN
=1 332           ; 5.50 01/07/83      MIN BULLET LIFE EXTENDED
=1 333           ; 5.49 01/07/83      SOUND CODE REVISED
=1 334           ; 5.48 01/07/83      AGAIN PERD REDUCED
=1 335           ; 5.47 01/07/83      AGAIN PERD ADDED
=1 336           ; 5.46 01/05/83      SAFE PERD EXTENDED A LITTLE
=1 337           ; 5.45 01/05/83      KRYFT SAFE PERD ADDED
=1 338           ; 5.44 01/03/83      HUMAN_INTERVAL ADDED
=1 339           ; 5.43 12/30/82      CHANGE HUMAN SPEED PARAMETERS
=1 340           ; 5.42 12/29/82      RAM_TEST_CYCLES REDUCED
=1 341           ; 5.41 12/29/82      NUM_HUMANS REMOVED
=1 342           ; 5.40 12/29/82      HUMAN PARAMETERS CHANGED
=1 343           ; 5.39 12/29/82      HUMAN ACTION MODE LIMITS CHANGED
=1 344           ; 5.38 12/28/82      HUMAN ACTION TIMING, RANGE CHANGED
=1 345           ; 5.37 12/21/82      HUMAN OBJECT CHANGED
=1 346           ; 5.36 12/21/82      HUMAN_START_ROUND ADDED
=1 347           ; 5.35 12/21/82      HUMAN ACTION RELATED CONSTANTS ADDED
=1 348
=1 349           ; ----- RELEASE VERSION 05 -----
=1 350

```

LOC	OBJ	LINE	SOURCE
=1		351	; 5.29 12/16/82 SEED COLOR CHANGED
=1		352	; 5.28 12/14/82 RELEASE VERSION UPDATE
=1		353	; 5.27 12/14/82 NEW GRAPHIC FGND PROM
=1		354	; 5.26 12/14/82 COMET WITH TAIL IMPLEMENTED
=1		355	
=1		356	; ----- RELEASE VERSION 04 -----
=1		357	
=1		358	; 5.25 12/01/82 CHANGED AGAIN
=1		359	; 5.24 12/01/82 PERFECT_DISPLAY PERIOD REDUCED
=1		360	; 5.23 11/30/82 PERFECT PERD2 DEFINED
=1		361	; 5.22 11/24/82 TIMEOUT PERD FOR NEW DAY START ENTRY
=1		362	; 5.21 11/22/82 ROM TEST CYCLE REDUCED
=1		363	; 5.20 11/19/82 CHANGE IN CHKSUM DISP POS
=1		364	; 5.19 11/17/82 STORED_CHKSUM MADE EQUATE
=1		365	; 5.18 11/17/82 ACTIVITY_LEGAL_MASK ADDED
=1		366	; 5.17 11/16/82 MEMORY_TESTING CONSTANTS
=1		367	; 5.16 11/09/82 VERSION NUMBER UPDATE
=1		368	
=1		369	; ----- RELEASE VERSION 03 -----
=1		370	
=1		371	; 5.15 11/04/82 LONGER MEXTRA PERD
=1		372	; 5.14 11/04/82 MEXTRA PERD ADDED
=1		373	; 5.13 10/28/82 PERFECT BONUS SOUND INTERVAL ADJUSTED
=1		374	; 5.12 10/27/82 BONUS POINT INCREASED TO 5000 POINTS
=1		375	; 5.11 10/27/82 SOUND TIMING CHANGED
=1		376	; 5.10 10/27/82 SENSE SWITCH POSITION MASK REASSIGNED
=1		377	; 5.09 10/27/82 COLOR ANIMATION CONSTANTS ADDED
=1		378	; 5.08 10/27/82 NEW SOUND TIME CONSTANTS
=1		379	; 5.07 10/26/82 NUM_PERF_SOUND ADDED
=1		380	; 5.06 10/26/82 MAX_BULLET_LIFE ADDED
=1		381	; 5.05 10/26/82 COMET SOUND ADVANCING REDUCED
=1		382	
=1		383	; ----- RELEASE VERSION 02 -----
=1		384	
=1		385	; 5.04 10/21/82 OSEED REDEFINED, MAD_FACTOR ADDED
=1		386	; 5.03 10/20/82 DT_INTERVAL REDUCED
=1		387	; 5.02 10/20/82 MIN_KMASS DEFINED HERE
=1		388	; 5.01 10/20/82 MAGNA'S RESET POSITION DEFINED HERE
=1		389	; 5.00 10/19/82 NEW SOUND ROM
=1		390	
=1		391	; ----- RELEASE VERSION 01 -----
=1		392	
=1		393	; 4.47 10/18/82 BULLET_LIFE2 ADDED
=1		394	; 4.46 10/16/82 COMET OBJECT ANIMATING SET DEFINED
=1		395	; 4.45 10/15/82 SOUND TIME ADJUSTED
=1		396	; 4.44 10/15/82 BONUS POINT DEFINED, BONUS PERD INCREASED
=1		397	; 4.43 10/15/82 SOUND PERIOD OF SHOOT SOUND LONGER
=1		398	; 4.42 10/14/82 SOUND PERIOD OF MAGNA EXPLOSION LONGER
=1		399	; 4.41 10/13/82 COM_SPIN PERD ADDED
=1		400	; 4.40 10/13/82 NEW OBJECT PROM DELIVERED
=1		401	; 4.39 10/13/82 PERFECT PERD ADDED
=1		402	; 4.38 10/12/82 POINT OF COMET FIGURE CHANGED
=1		403	; 4.37 10/12/82 SOUND PRIORITY CHANGED
=1		404	; 4.36 10/12/82 SPINNING SOUND ADDED
=1		405	; 4.35 10/11/82 DYNAMIC TWEAKER PERIOD ADDED

LOC	OBJ	LINE	SOURCE
=1		406	; 4.34 10/06/82 SOUND FOR SPIN
=1		407	; 4.33 10/05/82 NUM_BULLETS FINALLY IN HERE
=1		408	; 4.32 10/04/82 ROUND_SELECT THRESHOLD DEFINE
=1		409	; 4.31 10/01/82 ROUND_OPT_MASK DEFINED
=1		410	; 4.30 09/30/82 BOX OBJECT DEFINED, SCORE_POSH ADDED
=1		411	; 4.29 09/29/82 DING TIME SHORTENED
=1		412	; 4.28 09/28/82 MORE PATCHES FOR GG-3
=1		413	; 4.27 09/27/28 FILLH CHANGED FOR GG-3
=1		414	; 4.26 09/24/82 COMET_RANGE ENLARGED
=1		415	; 4.25 09/23/82 COMET_BONUS_ADV ADDED
=1		416	; 4.24 09/23/82 SOUND_DEFINITION CHANGED
=1		417	; 4.23 09/23/82 COMET_BONUSPERD ADDED
=1		418	; 4.22 09/21/82 COMET_SOUND CODE ADDED
=1		419	; 4.21 09/20/82 CMASS MIN LIMIT INCREASED
=1		420	; 4.20 09/19/82 LIMIT ON CMASS
=1		421	; 4.19 09/19/82 COMET_RECOVERY PERIOD, GRACE PERIOD REMOVED
=1		422	; 4.18 09/17/82 COMET_EXPLOSION OBJECTS TENTATIVELY GIVEN
=1		423	; 4.17 09/17/82 MORE COMET CONSTANTS
=1		424	; 4.16 09/17/82 POINT OBJECTS ADDED
=1		425	; 4.15 09/16/82 MORE COMETS CONSTANTS
=1		426	; 4.14 09/16/82 COMET'S CONSTANTS ADDED
=1		427	; 4.13 09/16/82 CHAR SET MINOR CHANGE
=1		428	; 4.12 09/16/82 NEW CHAR SET AND NEW SOUND
=1		429	; 4.11 09/13/82 NEW CHARACTER DEFINITION
=1		430	; 4.10 09/12/82 MAGNA'S TWEAK DATA MOVED HERE
=1		431	; 4.09 09/12/82 CHANGE DUE TO KMRANG, KFBRANG CHANGE TO BYTE
=1		432	; 4.08 09/11/82 ENEMY'S HOME AND LIMITS EQUATED
=1		433	; 4.07 09/10/82 MAX_CREDIT ADDED
=1		434	; 4.06 09/10/82 GOVER_MSG PERD ADDED
=1		435	; 4.05 09/09/82 BOTH_PLAYER_MASK ADDED
=1		436	; 4.04 09/03/82 CHANGE OFLYEL
=1		437	; 4.03 09/03/82 INF_XLIMIT, INF_YLIMIT SET
=1		438	; 4.02 09/02/82 JSALL_MASK ADDED
=1		439	; 4.01 09/01/82 QUE STATUS DEFINED
=1		440	; 4.00 09/01/82 MAX_NUM_KRYPT CORRECTED
=1		441	; 2.23 08/31/82 MAGNA'S STATUS BYTES DEFINED
=1		442	; 2.22 08/31/82 NEW OBJECT ASSIGNMENT
=1		443	; 2.21 08/31/82 NEW CONTROL PANEL (TEST CONFIGURATION)
=1		444	; 2.20 08/31/82 NEW COLOR SET DEFINED
=1		445	; 2.19 08/30/82 SEED RELATED EQUATES ADDED
=1		446	; 2.18 08/29/82 ORBIT TABLE DEFINITION ALTERED
=1		447	; 2.17 08/29/82 ETIME_1ST ADDED
=1		448	; 2.16 08/28/82 MAGNA_SIZE ADDED
=1		449	; 2.15 08/27/82 EXTRA_MID_MASK ADDED
=1		450	; 2.14 08/26/82 KRYPTON'S ACTION PARAMETER EQUATED
=1		451	; 2.13 08/24/82 SPASM PERD, KRYPEXP PERD ADDED
=1		452	; 2.12 08/09/82 NEIL_AREA ADDED, OFLYEL ADDED
=1		453	; 2.11 08/13/82 SHIP_DISPLAY POS CHANGED
=1		454	; 2.10 08/12/82 VERSION 3
=1		455	; 2.09 07/29/82 VERSION NUMBER ADDED
=1		456	; 2.08 07/29/82 CREDIT_POS DELETED
=1		457	; 2.07 07/29/82 DOMINANT_MASK ADDED
=1		458	; 2.06 07/29/82 CHAR_SHIP ADDED
=1		459	; 2.05 07/29/82 SHIPS_PER_GAME ADDED
=1		460	; 2.04 07/28/82 ENEMY_AREA DEFINED

LOC	OBJ	LINE	SOURCE
=1		461	; 2.03 07/28/82 KRYPTON'S LOCAL EQUATES MERGED
=1		462	; 2.02 07/23/82 TRIGGER BIT IS CHANGED
=1		463	; 2.01 07/21/82 TEST RELATED CONSTANTS REMOVED
=1		464	; 2.00 07/21/82 NO_DEATH_MASK ADDED
=1		465	
=1		466	; 0.54 07/20/82 MAXNUM_KRYPTONS ADDED
=1		467	; 0.53 07/20/82 NEW OBJECT DEFINED
=1		468	; 0.52 07/20/82 MORE CONSTANTS FOR MAGNA2
=1		469	; 0.51 07/19/82 SC_STOP
=1		470	; 0.50 07/19/82 ACTIVE DIGIT CODE ADDED
=1		471	; 0.49 07/19/82 ATT_SOUND_MASK,CPU_TIME_MASK ETC ADDED
=1		472	; 0.48 07/13/82 SOUND DEFINITION CHANGED
=1		473	; 0.47 07/13/82 COIN_MASK, ONE_COIN_MASK ADDED
=1		474	; 0.46 07/09/82 SOUND DEFINITION ADDED
=1		475	; 0.45 07/08/82 CREDIT POSITION CHANGED
=1		476	; 0.44 07/08/82 SCORE_POSITION CHANGED
=1		477	; 0.43 07/07/82 BLNK CHARACTER MUST BE LESS THAN 128
=1		478	; 0.42 07/07/82 CREDIT DISPLAY POSITION ADDED
=1		479	; 0.41 07/06/82 START_ONE AND TWO MASK DEFINED
=1		480	; 0.40 07/02/82 BULLET OBJECT CHANGED
=1		481	; 0.39 07/02/82 SCORE_ADDR1 ADDED
=1		482	; 0.38 06/24/82 STRUCTURE/MACRO DEFINITION SPLIT
=1		483	; 0.37 06/24/82 SHOTGUN_FACTOR,BULLET_SPEED ADDED
=1		484	; 0.36 06/23/82 STAR_DUST MERGE INTO MUTIL
=1		485	; 0.35 06/21/82 WLEN_ELPAR ADDED
=1		486	; 0.34 06/18/82 WLEN_KRYPAR ADDED
=1		487	; 0.33 06/18/82 BSHIFT_KEFPTR1 ELEIMINATED
=1		488	; 0.32 06/17/82 KRYPTON'S OBJECT REDEFINED
=1		489	; 0.31 06/08/82 MEMORY ALLOCATION MODIFIED (MEMORY PACK)
=1		490	; 0.30 06/08/82 KRYPTON'S BIRTH RELATED MOD
=1		491	; 0.29 05/12/82 FBND REG ALLOCATION CHANGED
=1		492	; 0.28 05/07/82 DELECTEXP DEFINED
=1		493	; 0.27 05/05/82 EDRBMASK ADDED IN ELPAR
=1		494	; 0.26 05/05/82 KRYPAR CHANGED
=1		495	; 0.25 05/05/82 NEW FBND_ROM (M103) DEFINED
=1		496	; 0.24 04/28/82 BULLET SPEED REMOVED
=1		497	; 0.23 04/28/82 ELPAR,BULPAR CHANGED FOR MIDPOINTS
=1		498	; 0.22 04/27/82 MORE CHANGE
=1		499	; 0.21 04/27/82 CORRECTION ON BSHIFT_KEFPTR1
=1		500	; 0.20 04/26/82 NEW KRYPAR DEFINED
=1		501	; 0.19 04/23/82 BULLET SPEED INCREASED
=1		502	; 0.18 04/22/82 BULPAR ADDED
=1		503	; 0.17 04/21/82 MAGNA EXPLOSION OBJECT REASSIGNED
=1		504	; 0.16 04/20/82 MAGNA EXPLOSION OBJECT TENTATIVELY DETERMINED
=1		505	; 0.15 04/20/82 KRYPAR CORRECTED
=1		506	; 0.14 04/19/82 ESLO-ESLB DEFINED
=1		507	; 0.13 04/16/82 DFLY1 DEFINED
=1		508	; 0.12 04/16/82 ELPAR AND KRYPAR DEFINED
=1		509	; 0.11 04/12/82 NEW EPROM FOR ELECTRONS AND KRYPTON
=1		510	; 0.10 04/12/82 OBJECT SELECT NUMBER OF ORBIT ELECTRON CHANGED
=1		511	; 0.09 04/07/82 OBJECT SELECT NUMBER REDEFINED
=1		512	; 0.08 04/07/82 MAGPAR DEFINED
=1		513	; 0.07 04/01/82 JOBPARG DEFINED
=1		514	; 0.06 03/31/82 ELACPAR (A STRUC) DEFINED
=1		515	; 0.05 03/29/82 DSOBT ALLOCATION CHANGED

LOC	OBJ	LINE	SOURCE
		=1 516	; 0.04 03/23/82 PROTON COLOR CODE ADDED TO PROTAC (STRUC)
		=1 517	; 0.03 03/17/82 GRAPHIC CODE DEFINITION REMOVED
		=1 518	; 0.02 03/11/82 NEW_AREA DEFINED
		=1 519	; 0.01 03/09/82 CENTER_POS DEFINED
		=1 520	; 0.00 03/04/81 BROKEN UP FROM M007.A86
		=1 521 +1	\$EJECT

```
LOC OBJ          LINE    SOURCE
                =1  522    ;-----
                =1  523
0001            =1  524    V1      EQU    1      ;RELEASE VERSION NUMBER
0000            =1  525    V2      EQU    0
                =1  526
                =1  527
                =1  528    ;          =====
                =1  529    ;          MEMORY ALLOCATION
                =1  530    ;          =====
                =1  531
0005            =1  532    NUM_ROMS EQU    5      ;NUMBER OF 2764 EPROMS
                =1  533
FFE0            =1  534    STORED_CHKSUM EQU    0FFE0H ;CHECKSUM LOCATION
                =1  535
007C            =1  536    WLEN_FGND_REG EQU    124    ;WORD LENGTH OF FGND_REG
03C0            =1  537    BLEN_BGND_REG EQU    960    ;BYTE LENGTH OF BGND_REG
0010            =1  538    WLEN_COLOR_REG EQU    16     ;WORD LENGTH OF COLOR_REG
                =1  539
                =1  540 +1 $EJECT
```

```

LOC OBJ          LINE    SOURCE
                =1  541    ;=====
                =1  542
                =1  543
                =1  544    ;          =====
                =1  545    ;          GENERAL SYSTEM CONSTANTS
                =1  546    ;          =====
                =1  547
                =1  548    ;          CPU TIMER RELATED CONSTANTS
                =1  549
0166            =1  550    FRAME_TIME    EQU    166H
0067            =1  551    FRAME_TIME_L    EQU    67H    ;LOWER BYTE OF FRAME TIME
0001            =1  552    FRAME_TIME_H    EQU    1      ;UPPER BYTE OF FRAME TIME
                =1  553
                =1  554    ;          BACKGROUND POSITION FOR PARTICULAR DISPLAY
                =1  555
03A1            =1  556    SCORE_POS1     EQU    3A1H    ;8 DIGITS ALLOCATED
0121            =1  557    SCORE_POS2     EQU    121H    ;8 DIGITS ALLOCATED
0241            =1  558    SCORE_POSH     EQU    241H    ;7 DIGITS FOR HI OF TODAY
                =1  559
02FE            =1  560    SHIP_POS1     EQU    2FEH    ;LEFT TO RIGHT
00DE            =1  561    SHIP_POS2     EQU    0DEH    ;RIGHT TO LEFT
                =1  562
033E            =1  563    RND_POS1      EQU    33EH    ;ROUND NUMBER POSITION LEFT
009E            =1  564    RND_POS2      EQU    09EH    ;ROUND NUMBER POSITION RIGHT
                =1  565
000E            =1  566    CTIME_DISP_POS EQU    14     ;CPU TIME DISPLAY POSITION
                =1  567
02AD            =1  568    BAD_ROM_POS   EQU    2ADH    ;BAD ROM REPORTING POSITION
01D6            =1  569    INI_TIME_POS   EQU    1D6H    ;TIMER COUNT DOWN POSITION
                =1  570
                =1  571    ;          CONTROL BYTE OUTPUT MASK CONSTANTS
                =1  572
0001            =1  573    DOMINANT_MASK EQU    1      ;0/FGND DIMIN, 1/BGND DOMINANT
0006            =1  574    COCKTAIL_MASK EQU    6      ;0/UPRIGHT, 6/COCKTAIL
                =1  575
                =1  576
                =1  577    ;          DIP SWITCH INPUT MASK CONSTANTS
                =1  578
0008            =1  579    ROUND_OPT_MASK EQU    8      ;POS 1 MANUAL ROUND SELECTION
                =1  580
0001            =1  581    ATT_SOUND_MASK EQU    1      ;POS 2 TURN OFF SOUND DURING ATTRACT MODE
                =1  582
0014            =1  583    COIN_VALUE_MASK EQU    14H    ;POS 3,4 COIN VALUE MASK
0010            =1  584    COIN_MID_MASK EQU    10H    ;POS 3,4 MIDDLE VALUE
                =1  585
0020            =1  586    NUM_SHIP_MASK EQU    20H    ;POS 5 NUMBER OF SHIPS PER GAME
                =1  587
0002            =1  588    EXTRA_SHIP_MASK EQU    2      ;POS 6 POINTS FOR EXTRA SHIP
                =1  589
00C0            =1  590    DIFF_MASK     EQU    0C0H    ;POS 7,8 DIFFICULTY CONTROL
00B0            =1  591    DIFF_MID_MASK EQU    80H    ;POS 7,8 DIFFICULTY MID POINT
                =1  592
                =1  593
                =1  594 +1  *EJECT

```

```
LOC OBJ          LINE    SOURCE
                =1  595
                =1  596      ;    CONTROL PANEL INPUT MASK CONSTANTS
                =1  597
                =1  598      ;    JOYSTICK INPUT BYTE MASK
                =1  599
000F            =1  600  JSALL_MASK    EQU    15      ;JOYSTICK ALL MASK
0002            =1  601  JSRT_MASK     EQU    2      ;JOYSTICK RIGHT MASK
0008            =1  602  JSLT_MASK     EQU    8      ;JOYSTICK LEFT MASK
0001            =1  603  JSUP_MASK     EQU    1      ;JOYSTICK UP MASK
0004            =1  604  JSDN_MASK     EQU    4      ;JOYSTICK DOWN MASK
                =1  605
0010            =1  606  TRIGGER_MASK  EQU    10H
                =1  607
0020            =1  608  START_ONE_MASK EQU    20H
0040            =1  609  START_TWO_MASK EQU    40H
0060            =1  610  BOTH_PLAYER_MASK EQU    60H
                =1  611
                =1  612      ;    PANEL INPUT BYTE MASK
                =1  613
0003            =1  614  COIN_MASK     EQU    3
0004            =1  615  SLAM_MASK     EQU    4
0080            =1  616  TEST_ON_MASK  EQU    80H
0040            =1  617  TEST_STEP_MASK EQU    40H
                =1  618
                =1  619
0014            =1  620  ROUND_THRES   EQU    20
                =1  621
0F72            =1  622  STD_COLOR    EQU    0F72H      ;ORANGE
0092            =1  623  EASY_COLOR   EQU    0092H      ;GREEN
028D            =1  624  HARD_COLOR   EQU    028DH      ;BLUE
0F31            =1  625  VHARD_COLOR  EQU    0F31H      ;RED
                =1  626
                =1  627
                =1  628 +1 $EJECT
```



LOC	OBJ	LINE	SOURCE
		=1 629	
		=1 630	; TWEAKING PARAMETERS
		=1 631	
0006		=1 632	DIFF_FTR_A EQU 6 ;COMET PATHS SKIPPED DURING NOMAL ROUND
0001		=1 633	DIFF_FTR_B EQU 1 ;COMET PATHS SKIPPED AT BONUS PERIOD
		=1 634	
		=1 635	
0004		=1 636	HUMAN_START_ROUND EQU 4 ;ROUND 7 IS THE FIRST ROUTINE HUMAN EXISTENCE
		=1 637	
0960		=1 638	KILLER_PERD EQU 2400 ;45 SECOND LATER KILLER COMET APPEARS
0E10		=1 639	CUTOFF_PERD EQU 3600 ;1 MIN OF CUTOFF PERIOD (BETWEEN KRYPT EXP)
		=1 640	
01E0		=1 641	DT_KSPEED_PERD EQU 480 ;8 SECOND TO MAKE KSPEED LIMIT LARGER
0209		=1 642	DT_KMASS_PERD EQU 521 ;9 SECOND TO MAKE KMASS SMALLER
000A		=1 643	KSPEED_ABS_MAX EQU 10 ;ABSOLUTE MAX OF KSPEED (20 PIX/FRAME)
		=1 644	
		=1 645	; ANIMATION OR DISPLAY TIMING RELATED CONSTANTS
		=1 646	
003C		=1 647	TIMEOUT_PERD EQU 60 ;START OF NEW DAY ONE SECOND TIMER
0009		=1 648	NEW_DAY_PERD EQU 9 ;9 SECONDS FOR TIME OUT FOR STARTING DAY
		=1 649	
		=1 650	
0078		=1 651	MEXTRA_PERD EQU 120 ;POST MAGNA_EXPLOSION PAUSE
		=1 652	
0008		=1 653	KRYPT_SAFE_PERD EQU 8 ;NUMBER OF FRAMES KRYPTON WAITS TO BE DEADLY
0008		=1 654	SPASM_PERD EQU 8 ;SPASM KRYPTON PERIOD
000A		=1 655	KRYPEXP_PERD EQU 10 ;KRYPTON'S EXPLOSION PERIOD PER PHASE
0014		=1 656	DELEEXP_PERD EQU 20 ;ORBIT ELECTRON'S EXPLOSION PERIOD
001E		=1 657	FELEEXP_PERD EQU 30 ;FLYING ELECTRON'S EXPLOSION PERIOD
0001		=1 658	ETIME_1ST EQU 1 ;INITIAL VALUE FOR ETIMER
		=1 659	
0003		=1 660	CDM_SPIN_PERD EQU 3 ;COMET SPIN FRAMES
000A		=1 661	COMETEXP_PERD EQU 10 ;COMET EXPLOSION PERIOD
001E		=1 662	COMET_POINT_PERD EQU 30 ;HALF SECOND DISPLAY OF POINT
0019		=1 663	COMET_BONUSPERD EQU 25 ;BONUS PERIOD COMET INTERVAL
000F		=1 664	COMET_CLUE_PERD EQU 15 ;COMET SOUND CLUE ADVANCE PERIOD
		=1 665	
0078		=1 666	GOVER_MSG_PERD EQU 120 ;"GAME OVER " MESSAGE DISPLAY
0078		=1 667	ONE_GOVER_PERD EQU 120 ;"PLAYER ONE GAME OVER" MESSAGE DISPLAY
005A		=1 668	READY_PERD EQU 90 ;"READY" OR "PLAYER ONE READY" DISPLAY
0046		=1 669	PERFECT_PERD EQU 70 ;"PERFECT ROUND" DISPLAY PERIOD
00C8		=1 670	PERFECT_PERD2 EQU 200 ;TOTAL SOUND DURATION OF THE ABOVE
0019		=1 671	PERF_SOUND_PERD EQU 25 ;INTERVAL OF PERFECT SOUND
0004		=1 672	NUM_PERF_SOUND EQU 4 ;NUMBER OF REPETITION
		=1 673	
001F		=1 674	HUMANSPEED_MASK EQU 31 ;ACCELERATION FACTOR MASK
001E		=1 675	HPOINT_PERD EQU 30 ;HUMAN'S BONUS DISPLAY PERIOD
00B4		=1 676	HUMAN_RECUPERD EQU 180 ;HUMAN'S STANDBY PERIOD (AFTER GONE OR KILLED)
001E		=1 677	HUMAN_CONTPERD EQU 30 ;HUMAN'S STANDBY PERIOD (AFTER PICKED UP)
000F		=1 678	HEXP_PERD EQU 15 ;HUMAN'S EXPLOSION PERIOD WHEN SHOT
0014		=1 679	HUMAN_INITPERD EQU 20 ;FIRST ANIMATION OBJECT'S PERIOD
000F		=1 680	HUMAN_INTERVAL EQU 15 ;INITIALIZING VALUE INTERVAL
		=1 681	
003C		=1 682	AGAIN_PERD EQU 60 ;IF GETS KILLED IN THE PERIOD, ANOTHER CHANCE
		=1 683	

LOC	OBJ	LINE	SOURCE
		=1 684	
003C		=1 685	HMODE0_PERD EQU 60
0064		=1 686	HMODE1_PERD EQU 100
0014		=1 687	HMODE3_PERD EQU 20
002D		=1 688	HMODE4_PERD EQU 45
000A		=1 689	HMODE7_PERD EQU 10
		=1 690	
0002		=1 691	BONUS_HUMAN_PNT EQU 2 ;200 POINTS FOR HUMAN PICKUP DURING BONUS TIME
		=1 692	
		=1 693	
		=1 694 +1	%EJECT

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LOC OBJ          LINE    SOURCE
                =1 695      ;-----
                =1 696
                =1 697      ;      GAME RELATED CONSTANTS
                =1 698
0025            =1 699      MAX_CREDIT    EQU    25H      ;MAXIMUM CREDIT VALUE
                =1 700
0003            =1 701      SHIPS_PER_GAME EQU    3        ;NORMAL SHIPS FOR A QUARTER
0005            =1 702      SHIPS_EASY_GAME EQU    5        ;EASY SETTING
0006            =1 703      MAX_NUM_SHIPS  EQU    6        ;MAXIMUM NUMBER OF SHIPS GIVEN AT ONE TIME
0003            =1 704      MAX_NUM_FLYEL  EQU    3        ;MAXIMUM NUMBER OF FLYING ELECTRONS PER KRYPT
0005            =1 705      MAX_NUM_KRYPT  EQU    5        ;MAXIMUM NUMBER OF KRYPTONS
0010            =1 706      MAX_NUM_SEEDS  EQU    16       ;MAXIMUM NUMBER OF SEEDS IN DATA
000A            =1 707      MAX_NUM_HUMANS EQU    10       ;MAXIMUM NUMBER OF HUMANS
                =1 708
0003            =1 709      NUM_BULLETS   EQU    3        ;NUMBER OF BULLETS MAXIMUM
0010            =1 710      NUM_MAGNADBS  EQU    16       ;NUMBER OF MAGNAS AT DIFFERENT ANGLES
0016            =1 711      NUM_ELECTRONS EQU    22       ;ELECTRON ACTION TABLE MAX SIZE
003D            =1 712      NUM_STARS     EQU    61       ;NUMBER OF STARS IN BACKGROUND
                =1 713
0004            =1 714      EXP_SPEED     EQU    4        ;MAGNA DEBRIS SPEED FACTOR
0002            =1 715      SPIN_FRAMES   EQU    2        ;NUM OF FRAMES PER SPIN MOTION
0001            =1 716      NUM_SPINS     EQU    1        ;NUM OF SPINS BEFORE EXPLOSION
0002            =1 717      SPIN_ANGLE    EQU    2        ;THE FINAL ANGLE OF ROTATION
0008            =1 718      NUM_MXPICES   EQU    8        ;NUMBER OF DEBRIS
4600            =1 719      MXOUT_POS    EQU    140*128  ;GUARANTEED OUT OF SCREEN POSITION
                =1 720
003B            =1 721      FILLH        EQU    03BH      ;TABLE FILLER FOR STAR_TABLE
00E0            =1 722      FILLL        EQU    0E0H      ;TABLE FILLER FOR STAR_TABLE
                =1 723
0122            =1 724      MAGNA_SX_SPEED EQU    290      ;MAGNA'S STRAIGHT X SPEED
0168            =1 725      MAGNA_SY_SPEED EQU    360      ;MAGNA'S STRAIGHT Y SPEED
00CC            =1 726      MAGNA_DX_SPEED EQU    204      ;MAGNA'S DIAGONAL X SPEED
00FC            =1 727      MAGNA_DY_SPEED EQU    252      ;MAGNA'S DIAGONAL Y SPEED
                =1 728
0003            =1 729      DIAL_THRES    EQU    3        ;NUM OF TRACKBALL INPUT PULSES/ANGLE CHANGE
                =1 730
0019            =1 731      MAX_BULLET_LIFE EQU    25      ;NUMBER OF FRAMES A BULLET TRAVELS
0014            =1 732      MAX_BULLET_LIFE2 EQU    20      ;BULLET LIFE AT BONUS PERIOD
000C            =1 733      MIN_BULLET_LIFE EQU    12      ;LIMIT OF REDUCED BULLET LIFE
                =1 734
0006            =1 735      SHOTGUN_FACTOR EQU    6        ;NUMBER OF FRAMES BEFORE NEXT TRIG READY
0009            =1 736      SHOTGUN_FACTOR2 EQU    9        ;SHOTGUN FACTOR DURING BONUS PERIOD
0400            =1 737      BULLET_SPEED  EQU    400H
                =1 738
001F            =1 739      MAD_FACTOR    EQU    31      ;EVERY 32 FRAMES GETS MADDER
0003            =1 740      MIN_KMASS    EQU    3        ;MINIMUM KRYPT MASS
                =1 741
0006            =1 742      EJECT_MATCH   EQU    6        ;THIS VALUE IS COMPARED AGAINST RANDOM VALUE
                =1 743
                =1 744 +1  $EJECT

```

LOC	OBJ	LINE	SOURCE
		=1 745	;-----
		=1 746	
000F		=1 747	INF_XLIMIT0 EQU 15 ;INFANT PHASE 0 X LIMIT
0012		=1 748	INF_YLIMIT0 EQU 18 ;INFANT PHASE 0 Y LIMIT
		=1 749	
0014		=1 750	INF_XLIMIT1 EQU 20 ;INFANT PHASE 1 X LIMIT
0019		=1 751	INF_YLIMIT1 EQU 25 ;INFANT PHASE 1 Y LIMIT
		=1 752	
0019		=1 753	INF_XLIMIT2 EQU 25 ;INFANT PHASE 2 X LIMIT
0020		=1 754	INF_YLIMIT2 EQU 32 ;INFANT PHASE 2 Y LIMIT
		=1 755	
3900		=1 756	MAGNA_RLIMIT EQU 114*128
-3900		=1 757	MAGNA_LLIMIT EQU -114*128
3500		=1 758	MAGNA_DLIMIT EQU 106*128
-3500		=1 759	MAGNA_ULIMIT EQU -106*128
		=1 760	
3A80		=1 761	BULLET_RLIMIT EQU 117*128
-3A80		=1 762	BULLET_LLIMIT EQU -117*128
3980		=1 763	BULLET_DLIMIT EQU 115*128
-3980		=1 764	BULLET_ULIMIT EQU -115*128
		=1 765	
3700		=1 766	KRYPT_RLIMIT EQU 110*128
-3700		=1 767	KRYPT_LLIMIT EQU -110*128
3300		=1 768	KRYPT_DLIMIT EQU 102*128
-3300		=1 769	KRYPT_ULIMIT EQU -102*128
		=1 770	
3B00		=1 771	FLYEL_RLIMIT EQU 118*128 ;FLYING ELECTRONS LIMIT
-3B00		=1 772	FLYEL_LLIMIT EQU -118*128
3A00		=1 773	FLYEL_DLIMIT EQU 116*128
-3A00		=1 774	FLYEL_ULIMIT EQU -116*128
		=1 775	
3B00		=1 776	COMET_RLIMIT EQU 118*128 ;COMET LIMIT
-3B00		=1 777	COMET_LLIMIT EQU -118*128
3A00		=1 778	COMET_DLIMIT EQU 116*128
-3A00		=1 779	COMET_ULIMIT EQU -116*128
		=1 780	
003A		=1 781	HUMAN_RLIMIT EQU 58
-003A		=1 782	HUMAN_LLIMIT EQU -58
0039		=1 783	HUMAN_DLIMIT EQU 57
-0039		=1 784	HUMAN_ULIMIT EQU -57
		=1 785	
3B00		=1 786	HUMAN_RLIMIT EQU 112*128
-3B00		=1 787	HUMAN_LLIMIT EQU -112*128
3700		=1 788	HUMAN_DLIMIT EQU 110*128
-3700		=1 789	HUMAN_ULIMIT EQU -110*128
		=1 790	
0003		=1 791	MHYRANGE EQU 3 ;MAGNA TO HUMAN PICKUP RANGE
0003		=1 792	MHYRANGE EQU 3
		=1 793	
0003		=1 794	HBYRANGE EQU 3 ;HUMAN TO BULLET HIT RANGE
0003		=1 795	HBYRANGE EQU 3
		=1 796	
0380		=1 797	ELECT_RANGE EQU 7*128 ;RANGE OF ELECT-MAGNA HIT
0400		=1 798	COMET_RANGE EQU 8*128 ;RANGE OF COMET-MAGNA HIT
		=1 799	

LOC	OBJ	LINE	SOURCE
0380		=1 800	IB_XRANGE1 EQU 7*128 ;PRIMARY RANGE FOR X
0480		=1 801	IB_YRANGE1 EQU 9*128 ;PRIMARY RANGE FOR Y
0100		=1 802	IB_XRANGE2 EQU 2*128 ;SECONDARY RANGE FOR X
0180		=1 803	IB_YRANGE2 EQU 3*128 ;SECONDARY RANGE FOR Y
		=1 804	
0480		=1 805	PB_XRANGE1 EQU 9*128 ;PRIMARY RANGE FOR X
0600		=1 806	PB_YRANGE1 EQU 12*128 ;PRIMARY RANGE FOR Y
0200		=1 807	PB_XRANGE2 EQU 4*128 ;SECONDARY RANGE FOR X
0300		=1 808	PB_YRANGE2 EQU 6*128 ;SECONDARY RANGE FOR Y
		=1 809	
		=1 810	
0180		=1 811	EB_XPRANGE EQU 3*128
-0180		=1 812	EB_XNRANGE EQU -3*128
0200		=1 813	EB_YPRANGE EQU 4*128
-0200		=1 814	EB_YNRANGE EQU -4*128
		=1 815	
0200		=1 816	EFB_XPRANGE EQU 4*128 ;FINE COLLISION RANGE
-0200		=1 817	EFB_XNRANGE EQU -4*128
0280		=1 818	EFB_YPRANGE EQU 5*128
-0280		=1 819	EFB_YNRANGE EQU -5*128
		=1 820	
0600		=1 821	EFB_XPRANGE1 EQU 12*128 ;ROUGH COLLISION RANGE
-0600		=1 822	EFB_XNRANGE1 EQU -12*128
0800		=1 823	EFB_YPRANGE1 EQU 16*128
-0800		=1 824	EFB_YNRANGE1 EQU -16*128
		=1 825	
0280		=1 826	CB_XPRANGE EQU 5*128 ;FINE COLLISION RANGE
-0280		=1 827	CB_XNRANGE EQU -5*128
0300		=1 828	CB_YPRANGE EQU 6*128
-0300		=1 829	CB_YNRANGE EQU -6*128
		=1 830	
0780		=1 831	CB_XPRANGE1 EQU 15*128 ;ROUGH COLLISION RANGE
-0780		=1 832	CB_XNRANGE1 EQU -15*128
0A00		=1 833	CB_YPRANGE1 EQU 20*128
-0A00		=1 834	CB_YNRANGE1 EQU -20*128
		=1 835	
		=1 836	
		=1 837	;
		=1 838	
		=1 839	; COLOR ANIMATION CONSTANTS
		=1 840	
0002		=1 841	CANIM_PERD1 EQU 2 ;KRYPT EXPLOSION INTERVAL
0950		=1 842	KEXP_COLOR EQU 0950H ;KRYPT EXP INITIAL COLOR
0210		=1 843	KEXP_DIFF EQU 0210H ;ONE UNIT AT A TIME
		=1 844	
0007		=1 845	CANIM_PERD2 EQU 7 ;SLOWER EXPLOSION INTERVAL
0F80		=1 846	MEXP_COLOR EQU 0F80H ;MAGNA EXPLOSION COLOR
0210		=1 847	MEXP_DIFF EQU 0210H ;ONE UNIT AT A TIME
		=1 848	
		=1 849 +1	#EJECT

LOC	OBJ	LINE	SOURCE
		=1 850	;-----
		=1 851	
		=1 852	; SCREEN POSITION ADJUSTMENT PARAMETERS
		=1 853	
1800		=1 854	MRESET_XPOS EQU 48*128 ;MAGNA'S RESET POSITION
0000		=1 855	MRESET_YPOS EQU 0
		=1 856	
0076		=1 857	MAGNA_XHOME EQU 76H
0089		=1 858	MAGNA_YHOME EQU 89H
		=1 859	
0076		=1 860	BULLET_XHOME EQU 76H
0080		=1 861	BULLET_YHOME EQU 80H
		=1 862	
0076		=1 863	ELECT_XHOME EQU 76H
0081		=1 864	ELECT_YHOME EQU 81H
		=1 865	
0076		=1 866	FLYEL_XHOME EQU 76H
0081		=1 867	FLYEL_YHOME EQU 81H
		=1 868	
0076		=1 869	SEED_XHOME EQU 76H
0081		=1 870	SEED_YHOME EQU 81H
		=1 871	
0076		=1 872	COMET_XHOME EQU 76H
0081		=1 873	COMET_YHOME EQU 81H
		=1 874	
0076		=1 875	HUMAN_XHOME EQU 76H
0081		=1 876	HUMAN_YHOME EQU 81H
		=1 877	
		=1 878	
		=1 879 +1	#EJECT

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LOC OBJ          LINE    SOURCE
                =1  880    ;-----
                =1  881
                =1  882    ;      ELECTRON AND KRYPTON'S STATUS BYTE DEFINITIONS
                =1  883
0000             =1  884    MST_NORM      EQU    0
0001             =1  885    MST_EXP       EQU    1
                =1  886
0000             =1  887    EST_ORB      EQU    0
0001             =1  888    EST_ORBOUT   EQU    1
0002             =1  889    EST_BACK     EQU    2
0003             =1  890    EST_EXP      EQU    3
0004             =1  891    EST_INACT    EQU    4
                =1  892
0000             =1  893    KST_NOEJ     EQU    0
0001             =1  894    KST_OKEJ     EQU    1
0002             =1  895    KST_RDYEJ    EQU    2
0003             =1  896    KST_EXP      EQU    3
0004             =1  897    KST_INACT    EQU    4
0005             =1  898    KST_DEAD     EQU    5
                =1  899
-0001            =1  900    QST_ACTIVE   EQU    -1
0000             =1  901    QST_INACTIVE EQU    0
                =1  902
0006             =1  903    KOSHIFTX    EQU    6
000C             =1  904    KOSHIFTY    EQU    12
0018             =1  905    KOSHIFTZ    EQU    24
                =1  906
                =1  907    ;-----
                =1  908
                =1  909    ;      MEMORY TEST CONSTANTS
                =1  910
0010             =1  911    ROM_TEST_CYCLES EQU    16      ;NUMBER OF TEST CYCLES ON ROM TEST
0010             =1  912    RAM_TEST_CYCLES EQU    16      ;NUMBER OF TEST CYCLES ON RAM TEST
                =1  913
                =1  914    ;      ACTIVITY DATA'S LEGAL MASK FOR CIRCULAR QUE
                =1  915
00FE             =1  916    ACTIVITY_LEGAL_MASK EQU    0FEH    ;0..254 (ONLY EVEN NUMBERS)
                =1  917
                =1  918
                =1  919 +1 $EJECT

```

```

LOC OBJ          LINE    SOURCE
                =1  920    ;-----
                =1  921
                =1  922    ;          =====
                =1  923    ;          FOREGROUND RELATED CONSTANTS ASSIGNMENT
                =1  924    ;          =====
                =1  925
0000            =1  926    CLR_VPN      EQU    0          ;CLEAR VPN VALUE FOR GG-3
                =1  927
0008            =1  928    MAGNA_SIZE   EQU    8          ;ALLOCATED TWO SLOTS
                =1  929
0016            =1  930    DMAGNA      EQU    16H         ;FIRST MAGNA
                =1  931
0040            =1  932    NUM_DSLOTS  EQU    64
                =1  933
                =1  934    ;          ORBIT TABLE'S CONSTANTS DEFINED
                =1  935
0000            =1  936    ESL0       EQU    0          ;SLOT SHIFT FOR X BACK ORBIT
0004            =1  937    ESL1       EQU    4          ;SLOT SHIFT FOR Y BACK ORBIT
0008            =1  938    ESL2       EQU    8          ;SLOT SHIFT FOR Z BACK ORBIT
                =1  939
0018            =1  940    ESL3       EQU    24         ;SLOT SHIFT FOR SMALL X FRONT ORBIT
001C            =1  941    ESL4       EQU    28         ;SLOT SHIFT FOR SMALL Y FRONT ORBIT
0020            =1  942    ESL5       EQU    32         ;SLOT SHIFT FOR SMALL Z FRONT ORBIT
0024            =1  943    ESL6       EQU    36         ;SLOT SHIFT FOR LARGE X FRONT ORBIT
0028            =1  944    ESL7       EQU    40         ;SLOT SHIFT FOR LARGE Y FRONT ORBIT
002C            =1  945    ESL8       EQU    44         ;SLOT SHIFT FOR LARGE Z FRONT ORBIT
                =1  946
                =1  947
000A            =1  948    BACK_SLOT_LIMIT EQU    10        ;IF LARGER THAN THIS, IT'S FRONT
                =1  949
00E5            =1  950    BOX        EQU    0E5H        ;CURSOR BOX FOR HI SCORE ENTRY
                =1  951
0037            =1  952    DSEED      EQU    37H
                =1  953
0001            =1  954    DBULLET    EQU    1          ;FIRST BULLET
                =1  955
0046            =1  956    DELECT     EQU    46H
0048            =1  957    DFLYEL    EQU    48H
                =1  958
0003            =1  959    DELECTEXP  EQU    0D3H
                =1  960
0078            =1  961    DCOMETA    EQU    07BH
0088            =1  962    DCOMETB    EQU    08BH
                =1  963
0005            =1  964    DCONEXP1   EQU    0D5H
0006            =1  965    DCONEXP2   EQU    0D6H
                =1  966
                =1  967
0036            =1  968    DHUMAN1A   EQU    036H
0047            =1  969    DHUMAN1B   EQU    047H
00CF            =1  970    DHUMAN1C   EQU    0CFH
                =1  971
00AF            =1  972    DHUMAN2A   EQU    0AFH
00B3            =1  973    DHUMAN2B   EQU    0B3H
00C9            =1  974    DHUMAN2C   EQU    0C9H

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LOC	OBJ	LINE	SOURCE
		=1 975	
00CA		=1 976	OHUMAN3A EQU 0CAH
00CB		=1 977	OHUMAN3B EQU 0CBH
00CC		=1 978	OHUMAN3C EQU 0CCH
		=1 979	
0036		=1 980	OHUMAN4A EQU 036H
0047		=1 981	OHUMAN4B EQU 047H
00CF		=1 982	OHUMAN4C EQU 0CFH
		=1 983	
000A		=1 984	OHEXP EQU 0AH
		=1 985	
		=1 986	
		=1 987	; OBJECT FOR POINT DISPLAY
		=1 988	
0047		=1 989	OP10 EQU 047H
00CF		=1 990	OP50 EQU 0CFH
00B0		=1 991	OP100 EQU 0B0H
00B1		=1 992	OP200 EQU 0B1H
00B9		=1 993	OP300 EQU 0B9H
00B2		=1 994	OP400 EQU 0B2H
00DC		=1 995	OP500 EQU 0DCH
00D8		=1 996	OP600 EQU 0D8H
00D0		=1 997	OP700 EQU 0D0H
00D7		=1 998	OP800 EQU 0D7H
00DA		=1 999	OP900 EQU 0DAH
00DB		=1 1000	OP1000 EQU 0DBH
		=1 1001	
		=1 1002	; ===== MORE ASSEMBLY_TIME CONSTANTS =====
		=1 1003 +1	\$EJECT

```
LOC OBJ          LINE    SOURCE
                =1 1004    ;=====
                =1 1005
                =1 1006
                =1 1007    ;          =====
                =1 1008    ;          COLOR VALUE DEFINED
                =1 1009    ;          =====
                =1 1010
                =1 1011
0000            =1 1012    BLACK      EQU      0000H
0000            =1 1013    RED        EQU      0000H
0F40            =1 1014    ORANGE     EQU      0F40H
0F60            =1 1015    YELLOW     EQU      0F60H
0FF0            =1 1016    LTYELLOW  EQU      0FF0H
0490            =1 1017    LTGREEN   EQU      0490H
0470            =1 1018    DKGREEN   EQU      0470H
007A            =1 1019    LTBLUE    EQU      007AH
006A            =1 1020    MDBLUE    EQU      006AH
0047            =1 1021    DKBLUE    EQU      0047H
0F0F            =1 1022    LTPURPLE  EQU      0F0FH
0F0A            =1 1023    MDPURPLE  EQU      0F0AH
0C07            =1 1024    DKPURPLE  EQU      0C07H
0999            =1 1025    LTGRAY    EQU      0999H
                =1 1026
                =1 1027
                =1 1028 +1 $EJECT
```

```
LOC OBJ          LINE    SOURCE
                =1 1029  ;=====
                =1 1030
                =1 1031
                =1 1032
                =1 1033  ;
                =1 1034  ;          =====
                =1 1035  ;          BACKGROUND CHARACTER SELECT CODE
                =1 1036  ;          =====
                =1 1037
                =1 1038  ;          CHARACTER 0 THRU 9 IS CODED AS 0-9
                =1 1039
000A            =1 1040  A          EQU    0AH
000B            =1 1041  B          EQU    0BH
000C            =1 1042  C          EQU    0CH
000D            =1 1043  D          EQU    0DH
000E            =1 1044  E          EQU    0EH
000F            =1 1045  F          EQU    0FH
001A            =1 1046  G          EQU    1AH
001B            =1 1047  H          EQU    1BH
001C            =1 1048  I          EQU    1CH
001D            =1 1049  J          EQU    1DH
001E            =1 1050  K          EQU    1EH
001F            =1 1051  L          EQU    1FH
002A            =1 1052  M          EQU    2AH
002B            =1 1053  N          EQU    2BH
002C            =1 1054  O          EQU    2CH
002D            =1 1055  P          EQU    2DH
002E            =1 1056  Q          EQU    2EH
002F            =1 1057  R          EQU    2FH
003A            =1 1058  S          EQU    3AH
003B            =1 1059  T          EQU    3BH
003C            =1 1060  U          EQU    3CH
003D            =1 1061  V          EQU    3DH
003E            =1 1062  W          EQU    3EH
003F            =1 1063  X          EQU    3FH
0057            =1 1064  Y          EQU    57H
005F            =1 1065  Z          EQU    5FH
                =1 1066
                =1 1067 +1 $EJECT
```

LOC	OBJ	LINE	SOURCE
		=1 1068	
0010		=1 1069	ACTIVE_CODE EQU 10H ;ANOTHER SET OF 0-9
		=1 1070	
0077		=1 1071	SPACE EQU 077H ;NEIL'S SPACE CHAR
007F		=1 1072	BACKUP EQU 07FH ;NEIL'S BACKUP CHAR
0097		=1 1073	PERD EQU 097H ;PERIOD CHARACTER
009F		=1 1074	AFSD EQU 09FH ;AMPERSAND
00B7		=1 1075	CPRT EQU 0B7H ;COPYRIGHT CHAR
00BF		=1 1076	XCLM EQU 0BFH ;EXCLAMATION MARK
00D7		=1 1077	HBAR EQU 0D7H ;HORIZONTAL BAR
00DF		=1 1078	VBAR EQU 0DFH ;VERTICAL BAR
00F7		=1 1079	CHAR_SHIP EQU 0F7H ;SHIP REMAINING CHARACTER
		=1 1080	
0020		=1 1081	R1 EQU 20H ;RANKING NUMBER
0021		=1 1082	R2 EQU 21H ;RANKING NUMBER
0022		=1 1083	R3 EQU 22H ;RANKING NUMBER
0023		=1 1084	R4 EQU 23H ;RANKING NUMBER
0024		=1 1085	R5 EQU 24H ;RANKING NUMBER
0025		=1 1086	R6 EQU 25H ;RANKING NUMBER
0026		=1 1087	R7 EQU 26H ;RANKING NUMBER
0027		=1 1088	R8 EQU 27H ;RANKING NUMBER
0028		=1 1089	R9 EQU 28H ;RANKING NUMBER
0029		=1 1090	R10 EQU 29H ;RANKING NUMBER
0030		=1 1091	R11 EQU 30H ;RANKING NUMBER
0031		=1 1092	R12 EQU 31H ;RANKING NUMBER
0032		=1 1093	R13 EQU 32H ;RANKING NUMBER
0033		=1 1094	R14 EQU 33H ;RANKING NUMBER
0034		=1 1095	R15 EQU 34H ;RANKING NUMBER
0035		=1 1096	R16 EQU 35H ;RANKING NUMBER
0036		=1 1097	R17 EQU 36H ;RANKING NUMBER
0037		=1 1098	R18 EQU 37H ;RANKING NUMBER
0038		=1 1099	R19 EQU 38H ;RANKING NUMBER
0039		=1 1100	R20 EQU 39H ;RANKING NUMBER
		=1 1101	
		=1 1102	;
		=1 1103	
		=1 1104	; UNPRINTED CHARACTERS
		=1 1105	
-0001		=1 1106	BLNK EQU -1
-0002		=1 1107	EQST EQU -2
-0003		=1 1108	NEWP EQU -3
-0004		=1 1109	CUPP EQU -4
-0005		=1 1110	CLFT EQU -5
-0006		=1 1111	CDWN EQU -6
-0007		=1 1112	CRGT EQU -7
		=1 1113	
		=1 1114 +1	\$EJECT

LOC	OBJ	LINE	SOURCE
		=1 1115	;-----
		=1 1116	
		=1 1117	; SOUND CODE EQUATES (VERSION 0 09/15/82)
		=1 1118	
-002D		=1 1119	SC_STOP EQU NDT(44) ;STOP BACKGROUND SOUND CODE
		=1 1120	
-002D		=1 1121	SC_NDMUSIC EQU NDT(44) ;TURN OFF MUSIC CODE
004D		=1 1122	SP_NDMUSIC EQU 77 ;ABSOLUTE PRIORITY
0001		=1 1123	ST_NDMUSIC EQU 1 ;ONE FRAME ONLY
		=1 1124	
-0012		=1 1125	SC_COIN EQU NDT(17) ;COIN SOUND CODE
000F		=1 1126	SP_COIN EQU 15 ;COIN SOUND PRIORITY
0023		=1 1127	ST_COIN EQU 35 ;COIN SOUND TIMER
		=1 1128	
-0007		=1 1129	SC_EXTSHIP EQU NDT(06) ;EXTRA SHIP SOUND CODE
000E		=1 1130	SP_EXTSHIP EQU 14 ;EXTRA SHIP SOUND PRIORITY
003C		=1 1131	ST_EXTSHIP EQU 60 ;EXTRA SHIP TIMER
		=1 1132	
-000A		=1 1133	SC_ROUND EQU NDT(09) ;ROUND SOUND CODE
000B		=1 1134	SP_ROUND EQU 11 ;ROUND SOUND PRIORITY
001E		=1 1135	ST_ROUND EQU 30 ;ROUND SOUND TIMER
		=1 1136	
-0005		=1 1137	SC_MEXP EQU NDT(04) ;MEXP SOUND CODE
000A		=1 1138	SP_MEXP EQU 10 ;MEXP SOUND PRIORITY
00B4		=1 1139	ST_MEXP EQU 180 ;MEXP SOUND TIMER
		=1 1140	
-0013		=1 1141	SC_MSPIN EQU NDT(18) ;MSPIN SOUND CODE
0009		=1 1142	SP_MSPIN EQU 09 ;MSPIN SOUND PRIORITY
007B		=1 1143	ST_MSPIN EQU 120 ;MSPIN SOUND TIMER
		=1 1144	
-0008		=1 1145	SC_COMET EQU NDT(10) ;COMET SOUND CODE
0008		=1 1146	SP_COMET EQU 08 ;COMET SOUND PRIORITY
002D		=1 1147	ST_COMET EQU 45 ;COMET SOUND TIMER
		=1 1148	
-0004		=1 1149	SC_KEXP EQU NDT(03) ;KEXP SOUND CODE
0007		=1 1150	SP_KEXP EQU 07 ;KEXP SOUND PRIORITY
003C		=1 1151	ST_KEXP EQU 60 ;KEXP SOUND TIMER
		=1 1152	
-0029		=1 1153	SC_HENTER EQU NDT(40) ;HUMAN ENTER
0006		=1 1154	SP_HENTER EQU 06
0014		=1 1155	ST_HENTER EQU 20
		=1 1156	
-0015		=1 1157	SC_HPICK EQU NDT(20) ;HUMAN PICKED UP
0006		=1 1158	SP_HPICK EQU 06
001E		=1 1159	ST_HPICK EQU 30
		=1 1160	
-0010		=1 1161	SC_CEXP EQU NDT(15) ;COMET EXPL SOUND CODE
0005		=1 1162	SP_CEXP EQU 05 ;COMET EXPL SOUND PRIORITY
0019		=1 1163	ST_CEXP EQU 25 ;COMET EXPL TIMER
		=1 1164	
-0009		=1 1165	SC_FEXP EQU NDT(08) ;FEXP SOUND CODE
0004		=1 1166	SP_FEXP EQU 04 ;FEXP SOUND PRIORITY
0005		=1 1167	ST_FEXP EQU 5 ;FEXP SOUND TIMER
		=1 1168	
-0009		=1 1169	SC_EEXP EQU NDT(08) ;EEXP SOUND CODE

LOC	OBJ	LINE	SOURCE
0003		=1 1170	SP_EEXP EQU 03 ;EEXP SOUND PRIORITY
0005		=1 1171	ST_EEXP EQU 5 ;EEXP SOUND TIMER
		=1 1172	
-0003		=1 1173	SC_BKHIT EQU NOT(02) ;BKHIT SOUND CODE
0002		=1 1174	SP_BKHIT EQU 02 ;BKHIT SOUND PRIORITY
0005		=1 1175	ST_BKHIT EQU 5 ;BKHIT SOUND TIMER
		=1 1176	
-0002		=1 1177	SC_EJECT EQU NOT(01) ;EJECT SOUND CODE
0002		=1 1178	SP_EJECT EQU 02 ;EJECT SOUND PRIORITY
0006		=1 1179	ST_EJECT EQU 6 ;EJECT SOUND TIMER
		=1 1180	
-0006		=1 1181	SC_TRIGGER EQU NOT(05) ;TRIGGER SOUND CODE
0001		=1 1182	SP_TRIGGER EQU 01 ;TRIGGER SOUND PRIORITY
0003		=1 1183	ST_TRIGGER EQU 03 ;TRIGGER SOUND TIMER
		=1 1184	
		=1 1185	
		=1 1186	;-----
		=1 1187	
		=1 1188	; BACKGROUND SOUND
		=1 1189	
-000C		=1 1190	SC_BGND1 EQU NOT(11) ;BACKGROUND SOUND 1
-000D		=1 1191	SC_BGND2 EQU NOT(12) ;BACKGROUND SOUND 2
-000E		=1 1192	SC_BGND3 EQU NOT(13) ;BACKGROUND SOUND 3
-000F		=1 1193	SC_BGND4 EQU NOT(14) ;BACKGROUND SOUND 4
		=1 1194	
		=1 1195	
		=1 1196	;===== END OF MEQU.S1 =====
		=1 1197	
		1198 +1	#INCLUDE(:F1:MSTRUC.S1)
		=1 1199 +1	#EJECT

LOC	OBJ	LINE	SOURCE
=1		1200	;===== TO BE INCLUDED FILE (MSTRUC.S1) =====
=1		1201	
=1		1202	; 7.00 02/28/83 PRODUCTION VERSION BV-102-0
=1		1203	
=1		1204	
=1		1205	; #####
=1		1206	; STRUCTURE DECLARATIONS
=1		1207	; #####
=1		1208	
=1		1209	
=1		1210	
=1		1211	; 5.13 02/15/83 CTPAR CHANGED BACK WITH PADDING WORD
=1		1212	; 5.12 02/15/83 RKPAP CHANGED
=1		1213	; 5.11 02/14/83 DUMMY KPPAR ADDED FOR XLIMIT,YLIMIT
=1		1214	; 5.10 01/05/83 KRYPAR CHANGED (ADDED KSAFE)
=1		1215	; 5.09 12/29/82 HUMAN POINT RELATED VARIABLES MOVED TO RPTPAR
=1		1216	; 5.08 12/29/82 HPERD ADDED
=1		1217	; 5.07 12/20/82 HUMANPAR ADDED
=1		1218	
=1		1219	; ----- RELEASE VERSION 05 -----
=1		1220	
=1		1221	; 5.06 12/14/82 RPTPAR INCLUDES COLOR_SET_PTR
=1		1222	; 5.05 12/13/82 COMET GRACPERD AND RECVPERD MADE WORD
=1		1223	; 5.04 12/09/82 NEW VERSION (REDUCED RPTPAR)
=1		1224	
=1		1225	; ----- RELEASE VERSION 04 -----
=1		1226	
=1		1227	; ----- RELEASE VERSION 03 -----
=1		1228	
=1		1229	; 5.03 11/03/82 STATPAR SIZE CHANGED
=1		1230	; 5.02 11/01/82 STATPAR ADDED
=1		1231	
=1		1232	; ----- RELEASE VERSION 02 -----
=1		1233	
=1		1234	; 5.01 10/19/82 RPTPAR CHANGED (NO MIN_KMASS)
=1		1235	; 5.00 10/19/82 NEW CPPAR
=1		1236	
=1		1237	; ----- RELEASE VERSION 01 -----
=1		1238	
=1		1239	; 4.19 10/11/82 FLYEL_LIMIT ADDED INTO RPTPAR
=1		1240	; 4.18 10/11/82 KMASS_MAD ADDED IN RPTPAR
=1		1241	; 4.17 10/05/82 MXDPAR ADDED
=1		1242	; 4.16 10/05/82 MXPPAR ADDED
=1		1243	; 4.15 09/24/82 RPTPAR INCLUDED COMET_BPTR
=1		1244	; 4.14 09/21/82 CPPAR ADDED RPTPAR CHANGED
=1		1245	; 4.13 09/20/82 COMET SPEED ADDED TO RPTPAR
=1		1246	; 4.12 09/19/82 CTPAR CHANGED AGAIN
=1		1247	; 4.11 09/19/82 RPTPAR STRIPPED DUMMY BYTES
=1		1248	; 4.10 09/19/82 RPTPAR CHANGED AGAIN
=1		1249	; 4.09 09/18/82 CTPAR CHANGED
=1		1250	; 4.08 09/17/82 RPTPAR INCORPORATED COMET RELATED VARIABLES
=1		1251	; 4.07 09/17/82 CTPAR ADDED
=1		1252	; 4.06 09/17/82 NEIL'S STRUCTURE-SCORE CHANGED TO 7 DIGITS
=1		1253	; 4.05 09/14/82 ADD KSPEED_MAX AND MIN IN RPTPAR
=1		1254	; 4.04 09/12/82 FIX KPPAR

LOC	OBJ	LINE	SOURCE
=1		1255	; 4.03 09/11/82 KMRANGE AND KPBRANGE MADE A BYTE DEF
=1		1256	; 4.02 09/06/82 NEIL'S STRUCTURE REWRITTEN
=1		1257	; 4.01 09/04/82 NEIL'S HI_SCORE_ENTRY ADDED
=1		1258	; 4.00 09/03/82 KRYPAR CHANGED
=1		1259	
=1		1260	; 1.17 08/31/82 RPTPAR CHANGED
=1		1261	; 1.16 08/30/82 SEEDPAR CHANGED
=1		1262	; 1.15 08/29/82 MAX_FLYEL ADDED AT RPTPAR
=1		1263	; 1.14 08/29/82 ORBPAR CHANGED
=1		1264	; 1.13 08/28/82 KRYPAR CHANGED
=1		1265	; 1.12 08/28/82 PKPAR,PACPAR CHANGED
=1		1266	; 1.11 08/28/82 KRYPAR CHANGED AGAIN
=1		1267	; 1.10 08/27/82 RPTPAR CHANGED
=1		1268	; 1.09 08/27/82 BLEN RPTPAR ADDED
=1		1269	; 1.08 08/27/82 RPTPAR ADDED
=1		1270	; 1.07 08/26/82 RKPAR ADDED
=1		1271	; 1.06 08/26/82 KRYPAR CHANGE, SEEDPAR ADDED
=1		1272	; 1.05 08/24/82 KFPAR CHANGED
=1		1273	; 1.04 08/19/82 KRYPAR GETS KMRANG
=1		1274	; 1.03 08/19/82 MORE CHANGES
=1		1275	; 1.02 08/18/82 PACPAR,KRYPAR,MAGPAR,ELPAR MODIFIED
=1		1276	; 1.01 08/18/82 PACPAR ADDED
=1		1277	; 1.00 08/12/82 KPACKFL ADDED
=1		1278	; 0.03 07/28/82 MACRO DEFINITION REMOVED
=1		1279	; 0.02 07/21/82 KSTAT DEFAULT VALUE CHANGED
=1		1280	; 0.01 07/02/82 MSTRUC.S1 VERSION NUMBER ASSIGNED
=1		1281	
=1		1282	+1 \$EJECT



```

LOC OBJ          LINE   SOURCE
                =1 1283
                =1 1284   ;   FOREGROUND REGISTER SLOT IS MADE OF FOLLOWING VARIABLES
                =1 1285
-----          =1 1286   FGPAR          STRUC
                =1 1287
0000            =1 1288           VPN      DB      ?
0001            =1 1289           HPN      DB      ?
0002            =1 1290           OSN      DB      ?
0003            =1 1291           DUM      DB      ?
                =1 1292
-----          =1 1293   FGPAR          ENDS
                =1 1294
0004            =1 1295   BLEN_FGPAR   EQU    4
                =1 1296
                =1 1297   ;-----
                =1 1298
                =1 1299   ;   ORBIT TABLE STRUCTURE DEFINITION
                =1 1300
-----          =1 1301   ORBPAR          STRUC
                =1 1302
0000            =1 1303           SLOTN   DB      0
0001            =1 1304           XDISP   DW      0
0003            =1 1305           YDISP   DW      0
                =1 1306
-----          =1 1307   ORBPAR          ENDS
                =1 1308
0005            =1 1309   BLEN_ORBPAR EQU    5
                =1 1310
                =1 1311   ;-----
                =1 1312
-----          =1 1313   MAGPAR          STRUC
                =1 1314
0000            =1 1315           MNEXT   DW      OFF00H ;00 LINK NEXT
0002            =1 1316           MLAST   DW      OFF00H ;02 LINK LAST
0004            =1 1317           MSLOT   DW      2000H  ;04 SLOT(FGND_BUF) PTR
0006            =1 1318           MSIZE   DB      0      ;06 NUM_OBJECTS TOTAL (*4)
0007            =1 1319           MSTAT   DB      0      ;07 STATUS FLAG
0008            =1 1320           MVPN    DB      0      ;08 VPN TEMP STORE
0009            =1 1321           MHPN    DB      0      ;09 HPN TEMP STORE
000A            =1 1322           MOSN    DB      0      ;0A OSN TEMP STORE
000B            =1 1323           MTIMER  DB      0      ;0B EVENT TIMER
000C            =1 1324           MTIMER2 DW      0      ;0C MISC TIMER
000E            =1 1325           MACTJMP DW      OFFF0H ;0E ACTION JUMP ADDR PTR
                =1 1326
0010            =1 1327           MXPOS   DW      0      ;10 X POSITION
0012            =1 1328           MYPOS   DW      0      ;12 Y POSITION
0014            =1 1329           MXVEL   DW      0      ;14 X VELOCITY
0016            =1 1330           MYVEL   DW      0      ;16 Y VELOCITY
0018            =1 1331           MCTR    DB      0      ;18 OLD TIMER USED (TO BE PHASED OUT)
                =1 1332
-----          =1 1333   MAGPAR          ENDS
                =1 1334
0019            =1 1335   BLEN_MAGPAR EQU    25
                =1 1336 +1 $EJECT

```

```

LOC OBJ          LINE    SOURCE
-----
          =1 1337      ;-----
          =1 1338
0000          =1 1339      KRYPAR          STRUC
          =1 1340
0000          =1 1341      KNEXT DW        OFF00H ;LINK NEXT          LINKED          @ ROUND_INIT
0002          =1 1342      KLAST DW       OFF00H ;LINK LAST          LINKED          @ ROUND_INIT
0004          =1 1343      KSL0T DW      2000H ;SLOT(FGND_BUF) PTR LINKED          @ ROUND_INIT
0006          =1 1344      KSIZE DB        0      ;NUM_OBJECTS TOTAL(*4) <-- RND_K_CONST @ ROUND_INIT
0007          =1 1345      KEMAX DB        4      ;MAX NUM OF ELECTRONS <-- RND_K_CONST @ ROUND_INIT
          =1 1346
0008          =1 1347      KEPTR DW      OFF00H ;ELECT DATA AREA PTR <-- RND_K_CONST @ ROUND_INIT
000A          =1 1348      KIPTR DW      OFF00H ;INITIAL PHASE PTR    <-- RND_K_CONST @ ROUND_INIT
000C          =1 1349      KIXPTR DW     OFF00H ;INITIAL EXPLOSION PTR <-- RND_K_CONST @ ROUND_INIT
000E          =1 1350      KMRANG DB     12      ;KMHIT RANGE          <-- RND_K_CONST @ ROUND_INIT
000F          =1 1351      KORBIT DW     OFF00H ;ELECT'S INIT TABL PTR <-- RND_K_CONST @ ROUND_INIT
          =1 1352
0011          =1 1353      KYPOS DW        0      ;X POSITION            <-- SEED_DATA @ KRYPT_REGEN
0013          =1 1354      KYPOS DW        0      ;Y POSITION            <-- SEED_DATA @ KRYPT_REGEN
0015          =1 1355      KTIMER DB     30      ;EVENT TIMER          <-- IS_TABLE @ KRYPT_REGEN
0016          =1 1356      KISTEP DB        3      ;INTERVAL STEP        <-- IS_TABLE @ KRYPT_REGEN
0017          =1 1357      KINTVL DB     30      ;INTERVAL (SPSM TIMER) CALCULATED @ KRYPT_REGEN
          =1 1358
0018          =1 1359      KSAFE DB        5      ;SAFE TIMER (INIT BEFORE USED @ PUBERT_OVER )
0019          =1 1360      KXVEL DW        0      ;X VELOCITY           :=0 @ KRYPT_REGEN
001B          =1 1361      KYVEL DW        0      ;Y VELOCITY           :=0 @ KRYPT_REGEN
001D          =1 1362      KPACKFL DB     0      ;PACKET ACTION FLAG   :=0 @ KRYPT_REGEN
001E          =1 1363      KSTAT DB        0      ;STATUS BYTE          :=0 @ KRYPT_REGEN
001F          =1 1364      KFECTR DB        0      ;FLYING ELECT CTR     :=0 @ KRYPT_REGEN
          =1 1365
0020          =1 1366      KACTJMP DW     OFF00H ;ACTION JUMP ADDR PTR :=OFF BIRTH_KRY @ KRYPT_REGEN
0022          =1 1367      KECTR DB        4      ;NUM OF ELECT LEFT    :=KEMAX @ KRYPT_REGEN
0023          =1 1368      KMASS DB        8      ;INITIAL KMASS        :=KMASS_1ST @ KRYPT_REGEN
0024          =1 1369      KPPTR DW     OFF00H ;WORKING PHASE PTR    :=KIPPTR @ KRYPT_REGEN
          =1 1370
-----
          =1 1371      KRYPAR          ENDS
          =1 1372
0026          =1 1373      BLEN_KRYPAR     EQU    38
0007          =1 1374      BLEN_KZERD      EQU    7      ;BYTE LENGTH OF ZEROED AREA
          =1 1375
          =1 1376 +1 $EJECT

```

```
LOC OBJ          LINE    SOURCE
                =1 1377    ;-----
                =1 1378
----           =1 1379    KPPAR          STRUC
                =1 1380
0000           =1 1381          KPXHOME DB    128    ;XHOME OF KRYPTON
0001           =1 1382          KPYHOME DB    128    ;YHOME OF KRYPTON
0002           =1 1383          KPOSN  DB     0      ;STARTING OSN
0003           =1 1384          KPNUM  DB     1      ;NUMBER OF OBJECTS
0004           =1 1385          KPBRANG DB    10     ;RANGE OF KBHIT RANGE
0005           =1 1386          KPSCORE DW   OFFFOH ;CALL ADDR PTR FOR SCORE
                =1 1387
----           =1 1388    KPPAR          ENDS
                =1 1389
0007           =1 1390    BLEN_KPPAR   EQU     7
                =1 1391
                =1 1392    ;-----
                =1 1393
----           =1 1394    KIPAR          STRUC
                =1 1395
0000           =1 1396          KIXHOME DB    128    ;XHOME OF KRYPTON
0001           =1 1397          KIYHOME DB    128    ;YHOME OF KRYPTON
0002           =1 1398          KIOSN  DB     0      ;STARTING OSN
0003           =1 1399          KINUM  DB     1      ;NUMBER OF OBJECTS
0004           =1 1400          KIBRANG DB    10     ;RANGE OF KBHIT RANGE
0005           =1 1401          KIXLIMIT DB    10    ;XLIMIT DURING INFANT
0006           =1 1402          KIYLIMIT DB    10    ;YLIMIT DURING INFANT
                =1 1403
----           =1 1404    KIPAR          ENDS
                =1 1405
                =1 1406 +1 $EJECT
```

```

LOC OBJ          LINE    SOURCE
                =1 1407  ;-----
                =1 1408
----            =1 1409  ELPAR          STRUC
                =1 1410
0000            =1 1411          ENEXT  DW    0FF00H ;00 LINK NEXT
0002            =1 1412          ELAST  DW    0FF00H ;02 LINK LAST
0004            =1 1413          ESLOT  DW    2000H ;04 SLOT(FBND_BUF) PTR
0006            =1 1414          ESIZE  DB    1    ;06 NUM_OBJECTS TOTAL
0007            =1 1415          ESTAT  DB    0    ;07 STATUS FLAG
                =1 1416
0008            =1 1417          EVPN   DB    0    ;08 VPN TEMP STORE
0009            =1 1418          EHPN   DB    0    ;09 HPN TEMP STORE
000A            =1 1419          EDSN   DB    0    ;0A DSN TEMP STORE
000B            =1 1420          ETIMER DB    0    ;0B EVENT TIMER
000C            =1 1421          EDRBPTR DW 0    ;0C ORBIT TABLE PTR
000E            =1 1422          EACTJMP DW 0FFF0H ;0E ACTION JUMP ADR PTR
                =1 1423
0010            =1 1424          EXPOS  DW    0    ;10 X POSITION
0012            =1 1425          EYPOS  DW    0    ;12 Y POSITION
0014            =1 1426          EXVEL  DW    0    ;14 X VELOCITY
0016            =1 1427          EYVEL  DW    0    ;16 Y VELOCITY
                =1 1428
0018            =1 1429          EXMPOS DW    0    ;18 X MID POSITION
001A            =1 1430          EYMPOS DW    0    ;1A Y MID POSITION
001C            =1 1431          EMASS  DB    5    ;1C MASS VALUE
                =1 1432
----            =1 1433  ELPAR          ENDS
                =1 1434
001D            =1 1435  BLEN_ELPAR    EQU    29
                =1 1436
                =1 1437  ;-----
                =1 1438
----            =1 1439  BULPAR        STRUC
                =1 1440
0000            =1 1441          BXPOS  DW    0
0002            =1 1442          BYPOS  DW    0
0004            =1 1443          BXMPOS DW    0
0006            =1 1444          BYMPOS DW    0
                =1 1445
0008            =1 1446          BXVEL  DW    0
000A            =1 1447          BYVEL  DW    0
000C            =1 1448          BSLLOT DW    0
000E            =1 1449          BSTAT  DB    0
000F            =1 1450          BTIMER DB    0
                =1 1451
----            =1 1452  BULPAR        ENDS
                =1 1453
0010            =1 1454  BLEN_BULPAR    EQU    16
                =1 1455
                =1 1456 +1 $EJECT

```

```

LOC OBJ          LINE    SOURCE
-----
                =1 1457  ;-----
                =1 1458
0000            =1 1459  STARPAR      STRUC
                =1 1460
                =1 1461          SCHAR_TIMER  DB      1
0001            =1 1462          SPIX_TIMER  DB      1
0002            =1 1463          STABLE_PTR  DW      0
0004            =1 1464          SPIXEL_PTR  DW      0
0006            =1 1465          SPOSITION  DW      0
                =1 1466
-----
                =1 1467  STARPAR      ENDS
                =1 1468
0008            =1 1469  BLEN_STARPAR EQU      8
                =1 1470
                =1 1471  ;-----
                =1 1472
-----
                =1 1473  PACPAR      STRUC
                =1 1474
0000            =1 1475          PNEXT     DW      OFF00H
0002            =1 1476          PLAST     DW      OFF00H
0004            =1 1477          PACKET    DW      2000H
0006            =1 1478          PSIZE     DB      0
                =1 1479
-----
                =1 1480  PACPAR      ENDS
                =1 1481
                =1 1482  ;-----
                =1 1483
-----
                =1 1484  SEEDPAR     STRUC
                =1 1485
0000            =1 1486          SXPOS     DW      -1
0002            =1 1487          SYPOS     DW      -1
0004            =1 1488          SXVEL     DW      -1
0006            =1 1489          SYVEL     DW      -1
                =1 1490
-----
                =1 1491  SEEDPAR     ENDS
                =1 1492
0008            =1 1493  BLEN_SEEDPAR EQU      8
                =1 1494
                =1 1495 +1 $EJECT

```

```

LOC OBJ          LINE    SOURCE
-----
          =1 1496      ;-----
          =1 1497
----          =1 1498      RKPARG          STRUC
          =1 1499
0000          =1 1500          RKSIZE DB      40      ;KSIZE
0001          =1 1501          RKEMAX DB      4      ;KEMAX
0002          =1 1502          RKEPTR DW     OFF00H ;KEPTR
0004          =1 1503          RKPTR DW     OFF00H ;KPTR
0006          =1 1504          RKXPTR DW     OFF00H ;KXPTR
0008          =1 1505          RKMRRNG DB     12     ;KMRNG
0009          =1 1506          RKORBIT DW     OFF00H ;KORBIT
          =1 1507
----          =1 1508      RKPARG          ENDS
000B          =1 1509      BLEN_RKPARG    EQU    11
          =1 1510
          =1 1511      ;-----
----          =1 1513      RPTPAR          STRUC
          =1 1514
0000          =1 1515          RGRACE_PERD DB     60     ;GRACE_PERD
0001          =1 1516          RKEJECT_PERD DB    20     ;KEJECT_PERD
0002          =1 1517          RSPSM_NOEJ_PERD DB  10     ;SPSM_NOEJ_PERD
0003          =1 1518          RRECOV_PERD DB    20     ;RECOV_PERD
0004          =1 1519          REJECT_MASK DW     0FH    ;EJECT_MASK
0006          =1 1520          RINF_SPEED_PTR DW     OFF00H ;INF_SPEED_PTR
          =1 1521
0008          =1 1522          RKMSS_1ST DB     11     ;KMSS_1ST
0009          =1 1523          RKMSS_MAD DB     5      ;KMSS_MAD
000A          =1 1524          REMSS_1ST DB     8      ;EMSS_1ST
000B          =1 1525          RMIN_EMSS DB     3      ;MIN_EMSS
000C          =1 1526          RACCEL_MASK DB    3FH    ;ACCEL_MASK
000D          =1 1527          RNUM_KRYPTONS DB    5      ;NUM_KRYPTONS
000E          =1 1528          RKRYPT_TOGO DB    10     ;KRYPT_TOGO
000F          =1 1529          RMAX_FLYEL DB     3      ;MAX NUM FLYEL PER KRYPTON
          =1 1530
0010          =1 1531          RKSPEED_MAX DB    10     ;MAX KRYPT SPEED
0011          =1 1532          RKSPEED_MIN DB   -10     ;MIN KRYPT SPEED
0012          =1 1533          RCOMET_GRACPERD DW  60     ;GRACE PERIOD (AFTER OUT OF SCREEN)
0014          =1 1534          RCOMET_RECUPERD DW 120     ;RECOV PERIOD (AFTER SHOT DOWN)
0016          =1 1535          RCOMET_PTR DW     OFF00H ;COMET MASS TABLE POINTER
          =1 1536
001B          =1 1537          RCOMET_BPTR DW     OFF00H ;COMET BONUS TABLE POINTER
001A          =1 1538          RFLYEL_LIMIT DB    4      ;FLYEL TOTAL LIMIT ON SCREEN
001B          =1 1539          RBGND_SOUND DB    0AAH   ;BACKGROUND SOUND CODE OF THE ROUND
001C          =1 1540          RCOLDR_SET_PTR DW    0      ;COLOR SET POINTER
001E          =1 1541          RNUM_HUMANS DB    1      ;NUMBER OF HUMANS AT BONUS ROUND
001F          =1 1542          RHUMAN_PNTOBJ DB    0F300 ;POINT OBJECT NUMBER
          =1 1543
0020          =1 1544          RHUMAN_SCORE DW    3      ;300 POINTS
          =1 1545
----          =1 1546      RPTPAR          ENDS
0022          =1 1547      BLEN_RPTPAR    EQU    34
          =1 1548
          =1 1549 +1 $EJECT

```

```

LOC OBJ          LINE    SOURCE
-----
          =1 1550      ;-----
          =1 1551
0000          =1 1552      CTPAR  STRUC
          =1 1553
          =1 1554          ICPOS  DW    0AAAAH      ;INITIAL COMET A POSITION
0002          =1 1555          IAVEL  DW    0AAAAH      ;INITIAL COMET A VELOCITY
0004          =1 1556          IBVEL  DW    0AAAAH      ;INITIAL COMET B VELOCITY
0006          =1 1557          IXXXX  DW    0              ;DUMMY PLACE HOLDER (YOU NEED THIS)
          =1 1558
          =1 1559      CTPAR  ENDS
          =1 1560
          =1 1561      ;-----
          =1 1562
-----
          =1 1563      CPPAR  STRUC
          =1 1564
0000          =1 1565          CHASS1ST  DB    13      ;COMET FIRST MASS
0001          =1 1566          CHASSMIN  DB    8        ;COMET MIN MASS
0002          =1 1567          CFRAME   DB    14      ;COMET MASS CHANGE FRAMES
          =1 1568
          =1 1569      CPPAR  ENDS
          =1 1570
0003          =1 1571      BLEN_CPPAR  EQU    3
          =1 1572
          =1 1573      ;-----
          =1 1574
-----
          =1 1575      MXPPAR  STRUC
          =1 1576
0000          =1 1577          XXVEL  DW    0AAAAH      ;EXPLODING MAGNA DEBRIS XVEL
0002          =1 1578          XYVEL  DW    0AAAAH      ;EXPLODING MAGNA DEBRIS YVEL
0004          =1 1579          XXHOME  DB    080H      ;EXPLODING MAGNA DEBRIS XHOME
0005          =1 1580          XYHOME  DB    080H      ;EXPLODING MAGNA DEBRIS YHOME
          =1 1581
          =1 1582      MXPPAR  ENDS
          =1 1583
0006          =1 1584      BLEN_MXPPAR  EQU    6
          =1 1585
          =1 1586      ;-----
          =1 1587
-----
          =1 1588      MXDPAR  STRUC
          =1 1589
0000          =1 1590          XXPOS  DW    0AAAAH      ;EXPLODING MAGNA DEBRIS XPOS
0002          =1 1591          XYPOS  DW    0AAAAH      ;EXPLODING MAGNA DEBRIS YPOS
          =1 1592
          =1 1593      MXDPAR  ENDS
          =1 1594
0004          =1 1595      BLEN_MXDPAR  EQU    4
          =1 1596
          =1 1597 +1 $EJECT

```

```

LOC OBJ          LINE    SOURCE
-----
          =1 1598      ;-----
          =1 1599
0000          =1 1600      STATPAR STRUC
          =1 1601
          =1 1602          STATCTR DW    20 DUP (?)    ;20 COUNTERS
0028          =1 1603          HIGHL  DW    ?          ;HIGHEST 32 BIT
002A          =1 1604          HIGHH  DW    ?
002C          =1 1605          LOWL   DW    ?          ;LOWEST 32 BIT
002E          =1 1606          LOWH   DW    ?
0030          =1 1607          SUML   DW    ?          ;SUM FOR AVERAGING 32 BIT
0032          =1 1608          SUMH   DW    ?
0034          =1 1609          NUMSUM DW    ?          ;NUMBER OF PLAYS FOR THE SUM
0036          =1 1610          CHECKER DW    ?          ;CHECKSUM WORD OF THE ABOVE
          =1 1611
          =1 1612      STATPAR ENDS
          =1 1613
0036          =1 1614      BLEN_DTABLE EQU    54          ;NUMBER OF BYTES FOR CHECKSUM
          =1 1615
          =1 1616      ;-----
          =1 1617
-----
          =1 1618      HUMANPAR    STRUC
          =1 1619
0000          =1 1620          HXPOS  DW    ?
0002          =1 1621          HYPOS  DW    ?
0004          =1 1622          HXVEL  DW    ?
0006          =1 1623          HYVEL  DW    ?
          =1 1624
0008          =1 1625          HXACC  DW    ?
000A          =1 1626          HYACC  DW    ?
000C          =1 1627          HACTJMP DW    ?
000E          =1 1628          HPTR   DW    ?
          =1 1629
0010          =1 1630          HTIMER DB    ?
0011          =1 1631          HMODE DB    ?
0012          =1 1632          HOSN  DB    ?
0013          =1 1633          HPERD DB    ?
          =1 1634
          =1 1635
-----
          =1 1636      HUMANPAR    ENDS
          =1 1637
0014          =1 1638      BLEN_HUMANPAR EQU    20
          =1 1639
          =1 1640 +1  *EJECT

```



```
LOC OBJ          LINE    SOURCE
                =1 1641    ;-----
                =1 1642
                =1 1643    ;      NEIL'S STRUCTURE
                =1 1644
                =1 1645    ;          THE STRUCTURE FOR THE HIGH SCORE TABLE
                =1 1646
----           =1 1647    HI_SCORE_ENTRY  STRUC
                =1 1648
0000           =1 1649          LOC          DB      NEWP
0001           =1 1650          LOCK1       DB      ?
0002           =1 1651          LOCK2       DB      ?
0003           =1 1652          SCORE        DB      CRGT
0004           =1 1653          SCOREX1     DB      CRGT
0005           =1 1654          SCOREX2     DB      CRGT
0006           =1 1655          SCOREX3     DB      ?
0007           =1 1656          SCOREX4     DB      ?
0008           =1 1657          SCOREX5     DB      ?
0009           =1 1658          SCOREX6     DB      ?
000A           =1 1659          SCOREX7     DB      CRGT
000B           =1 1660          INITIAL     DB      ?
000C           =1 1661          INITIALX1  DB      ?
000D           =1 1662          INITIALX2  DB      ?
                =1 1663
----           =1 1664    HI_SCORE_ENTRY  ENDS
                =1 1665
                =1 1666
                =1 1667    ;===== END OF INCLUDED FILE "MSTRUC.S1"=====
                =1 1668
                1669
                1670 +1 $EJECT
```

```
LOC OBJ      LINE      SOURCE
1671      ;=====
1672
1673      ;      SYMBOL DECLARATIONS
1674
1675
1676      PUBLIC ACTIVE_VAR      ;BYTE
1677      PUBLIC ACTIVE_KRYPT_CTR ;BYTE
1678      PUBLIC ACTIVITY_FL     ;BYTE
1679      PUBLIC ACTIVITY_BUF    ;WORD
1680      PUBLIC ACTIVITY_PTR    ;WORD
1681      PUBLIC ACTIVITY_PTRA   ;WORD
1682      PUBLIC ACTIVITY_PTRB   ;WORD
1683      PUBLIC ACTIVITY_TIME   ;WORD
1684      PUBLIC ACTIVITY_DATA   ;WORD
1685      PUBLIC ACTIVITY_DATAA  ;WORD
1686      PUBLIC ACTIVITY_DATAB  ;WORD
1687      PUBLIC ACTIVITY_CHKSUM ;WORD
1688      PUBLIC ACTIVITY_CHKSUMA ;WORD
1689      PUBLIC ACTIVITY_CHKSUMB ;WORD
1690      PUBLIC ADV_ROUND_FL    ;BYTE
1691      PUBLIC AGAIN_TIMER     ;BYTE
1692      PUBLIC ANIMATOR        ;WORD
1693      PUBLIC ANIM_CTR        ;BYTE
1694      PUBLIC ANIM_PTR        ;WORD
1695      PUBLIC BAD_MEM_FL      ;BYTE
1696      PUBLIC BGND_REG        ;BYTE
1697      PUBLIC BGND_SOUND      ;BYTE
1698      PUBLIC BGND_CHARGEN    ;BYTE
1699      PUBLIC BONUS_FL        ;BYTE
1700      PUBLIC BONUS_RESET_FL  ;BYTE
1701      PUBLIC BLEN_ACTIVE_VAR ;ABS
1702      PUBLIC BLEN_GAMEINIT_VAR ;ABS
1703      PUBLIC BLEN_RND_CLR    ;ABS
1704      PUBLIC BLEN_REMAIN_RAM ;ABS
1705      PUBLIC BLEN_VARIABLES  ;ABS
1706      PUBLIC BLEN_SWAP       ;ABS
1707      PUBLIC BLEN_SCRATCH_PAD ;ABS
1708      PUBLIC BULLET_CTR     ;BYTE
1709      PUBLIC BULLET_DATA     ;BULPAR
1710      PUBLIC BULLET_LIFE    ;BYTE
1711      PUBLIC CANIM_FL        ;BYTE
1712      PUBLIC CANIM_TIMER     ;BYTE
1713      PUBLIC CANIM_COLOR     ;WORD
1714      PUBLIC COMET_ANGLE     ;BYTE
1715      PUBLIC COMET_ACTJMP    ;WORD
1716      PUBLIC COMET_DATA      ;BYTE
1717      PUBLIC COMET_DIR_FL    ;BYTE
1718      PUBLIC COMET_FIGPTR    ;WORD
1719      PUBLIC COMET_PNTPTR    ;WORD
1720      PUBLIC COMET_MASS      ;BYTE
1721      PUBLIC COMET_XPOS      ;WORD
1722      PUBLIC COMET_YPOS      ;WORD
1723      PUBLIC COMET_XVEL      ;WORD
1724      PUBLIC COMET_YVEL      ;WORD
1725      PUBLIC COMET_SCORE2    ;BYTE
```

LOC	OBJ	LINE	SOURCE
		1726	PUBLIC COMET_SCORES ;BYTE
		1727	PUBLIC COMET_TIMER ;WORD
		1728	PUBLIC COMET_RECVPERD ;WORD
		1729	PUBLIC COMET_GRACPERD ;WORD
		1730	PUBLIC COMET_PTR ;WORD
		1731	PUBLIC COMET_BPTR ;WORD
		1732	PUBLIC COM_SPIN_TIMER ;BYTE
		1733	PUBLIC COLOR_CYCLE_CTR ;WORD
		1734	PUBLIC COLOR_SET_PTR ;WORD
		1735	PUBLIC COLOR_REG_BUF ;WORD
		1736	PUBLIC COLOR_REG_BUF_I ;WORD
		1737	PUBLIC COLOR_REG ;WORD
		1738	PUBLIC COIN_FL ;BYTE
		1739	PUBLIC COIN_TIMER ;BYTE
		1740	PUBLIC CTRL_BYTE ;BYTE
		1741	PUBLIC CR_PR_GM ;BYTE
		1742	PUBLIC CR_PR_CN ;BYTE
		1743	PUBLIC CREG0 ;WORD
		1744	PUBLIC CREG1 ;WORD
		1745	PUBLIC CREG2 ;WORD
		1746	PUBLIC CREG3 ;WORD
		1747	PUBLIC CREG4 ;WORD
		1748	PUBLIC CREG5 ;WORD
		1749	PUBLIC CREG6 ;WORD
		1750	PUBLIC CREG7 ;WORD
		1751	PUBLIC CREG8 ;WORD
		1752	PUBLIC CREG9 ;WORD
		1753	PUBLIC CREGA ;WORD
		1754	PUBLIC CREGB ;WORD
		1755	PUBLIC CREGC ;WORD
		1756	PUBLIC CREGD ;WORD
		1757	PUBLIC CREGE ;WORD
		1758	PUBLIC CREGF ;WORD
		1759	PUBLIC CUTOFF_TIMER ;WORD
		1760	PUBLIC DIAL_VALUE ;BYTE
		1761	PUBLIC DIAL_DIR_FL ;BYTE
		1762	PUBLIC DIFF_SET ;BYTE
		1763	PUBLIC DT_KSPEED_CTR ;WORD
		1764	PUBLIC DT_KMASS_CTR ;WORD
		1765	PUBLIC DTIMES ;STATPAR
		1766	PUBLIC DTIMESA ;STATPAR
		1767	PUBLIC DTIMESB ;STATPAR
		1768	PUBLIC DSCORE ;STATPAR
		1769	PUBLIC DSCOREA ;STATPAR
		1770	PUBLIC DSCOREB ;STATPAR
		1771	PUBLIC DROUND ;STATPAR
		1772	PUBLIC DROUNDA ;STATPAR
		1773	PUBLIC DROUNDB ;STATPAR
		1774	PUBLIC EACCEL_MASK ;BYTE
		1775	PUBLIC EJECT_MASK ;WORD
		1776	PUBLIC ELECT0_DATA ;ELPAR
		1777	PUBLIC ELECT1_DATA ;ELPAR
		1778	PUBLIC ELECT2_DATA ;ELPAR
		1779	PUBLIC ELECT3_DATA ;ELPAR
		1780	PUBLIC ELECT4_DATA ;ELPAR

LOC	OBJ	LINE	SOURCE
		1781	PUBLIC ELECT_CTR ;BYTE
		1782	PUBLIC EMASS_1ST ;BYTE
		1783	PUBLIC EXTRA_DEB_FL ;BYTE
		1784	PUBLIC EXTRAH_SET ;BYTE
		1785	PUBLIC EXTRAL_SET ;BYTE
		1786	PUBLIC FRAME_CTR ;BYTE
		1787	PUBLIC FGND_REG ;FGPAR
		1788	PUBLIC FGND_REG_BUF ;FGPAR
		1789	PUBLIC FGND_ACTIVE_SLOT ;FGPAR
		1790	PUBLIC FGND_BULLET_SLOT ;FGPAR
		1791	PUBLIC FGND_COMET_SLOT ;FGPAR
		1792	PUBLIC FGND_HUMAN_SLOT ;FGPAR
		1793	PUBLIC FGND_SEED_SLOT ;FGPAR
		1794	PUBLIC FLYEL_CTR ;BYTE
		1795	PUBLIC FLYEL_LIMIT ;BYTE
		1796	PUBLIC FRESH_RND_FL ;BYTE
		1797	PUBLIC GAME_CREDIT ;BYTE
		1798	PUBLIC GAME_CREDITX ;BYTE
		1799	PUBLIC GAMEINIT_VAR ;BYTE
		1800	PUBLIC GOVER_CTR ;WORD
		1801	PUBLIC GRACE_PERD ;BYTE
		1802	PUBLIC HALF_CREDIT ;BYTE
		1803	PUBLIC HALF_CREDITX ;BYTE
		1804	PUBLIC HEADER ;PACPAR
		1805	PUBLIC HOUR_FL ;BYTE
		1806	PUBLIC HUMAN_DATA ;HUMANPAR
		1807	PUBLIC HUMAN_CTR ;BYTE
		1808	PUBLIC HUMAN_FL ;BYTE
		1809	PUBLIC HUMAN_BUSY_FL ;BYTE
		1810	PUBLIC HUMAN_PNTOBJ ;BYTE
		1811	PUBLIC HUMAN_PNTPTR ;WORD
		1812	PUBLIC HUMAN_SCORE2 ;BYTE
		1813	PUBLIC HUMAN_SCORE3 ;BYTE
		1814	PUBLIC HUMAN_TOOKOFF_FL ;BYTE
		1815	PUBLIC HUMAN_NOW_FL ;BYTE
		1816	PUBLIC INT_DIV_ERROR ;WORD
		1817	PUBLIC INT_SINGLE_STEP ;WORD
		1818	PUBLIC INT_NMI ;WORD
		1819	PUBLIC INT_BREAK_POINT ;WORD
		1820	PUBLIC INT_OVERFLOW ;WORD
		1821	PUBLIC INT_RESERVED ;WORD
		1822	PUBLIC INI_TIMEOUT ;BYTE
		1823	PUBLIC INI_TIMER ;BYTE
		1824	PUBLIC JOYSTICK ;WORD
		1825	PUBLIC JS_VALUE ;BYTE
		1826	PUBLIC KEEP_MPOS_FL ;BYTE
		1827	PUBLIC KILL_TOGO ;BYTE
		1828	PUBLIC KILLER_KRYPT_FL ;BYTE
		1829	PUBLIC KILL_TIMER ;WORD
		1830	PUBLIC KMASS_1ST ;BYTE
		1831	PUBLIC KMASS_MAD ;BYTE
		1832	PUBLIC KVFN ;BYTE
		1833	PUBLIC KHPN ;BYTE
		1834	PUBLIC KEJECT_PERD ;BYTE
		1835	PUBLIC KJOB_FL ;BYTE

LOC	OBJ	LINE	SOURCE
		1836	PUBLIC KRYPT_TGGD ; BYTE
		1837	PUBLIC KRYPTO_DATA ; KRYPAR
		1838	PUBLIC KRYPT1_DATA ; KRYPAR
		1839	PUBLIC KRYPT2_DATA ; KRYPAR
		1840	PUBLIC KRYPT3_DATA ; KRYPAR
		1841	PUBLIC KRYPT4_DATA ; KRYPAR
		1842	PUBLIC KSPEED_MAX ; BYTE
		1843	PUBLIC KSPEED_MIN ; BYTE
		1844	PUBLIC KSPEED_CONT ; BYTE
		1845	PUBLIC KXOBJECT ; WORD
		1846	PUBLIC KRYPT_CTR ; BYTE
		1847	PUBLIC INF_SPEED_PTR ; BYTE
		1848	PUBLIC LEAP_SEC_CTR ; BYTE
		1849	PUBLIC MIN_EMASS ; BYTE
		1850	PUBLIC MASTER_CLK ; WORD
		1851	PUBLIC MAGNA_DATA ; MAGPAR
		1852	PUBLIC MEXP_EX_TIMER ; BYTE
		1853	PUBLIC MAX_FLYEL ; BYTE
		1854	PUBLIC MSG_DISP_POS ; WORD
		1855	PUBLIC NMI_CAME_FL ; BYTE
		1856	PUBLIC MXOBJ_CTR ; BYTE
		1857	PUBLIC MX_FERDPTR ; WORD
		1858	PUBLIC MX_OSNPTR ; WORD
		1859	PUBLIC MEXP_DATA ; MKDPAR
		1860	PUBLIC NASTY_COMET_FL ; BYTE
		1861	PUBLIC NO_MORE_SHIP_FL ; BYTE
		1862	PUBLIC NUM_COINS ; WORD
		1863	PUBLIC NUM_KRYPTONS ; WORD
		1864	PUBLIC NUM_SHIPS ; BYTE
		1865	PUBLIC NUM_SHIPS_I ; BYTE
		1866	PUBLIC NUM_HUMANS ; BYTE
		1867	PUBLIC ORB_ADV_FL ; BYTE
		1868	PUBLIC OUTPORT ; BYTE
		1869	PUBLIC ORB_CYCLE ; BYTE
		1870	PUBLIC PARMS ; BYTE
		1871	PUBLIC PCHK ; WORD
		1872	PUBLIC PFIN ; BYTE
		1873	PUBLIC PERFECT_FL ; BYTE
		1874	PUBLIC PERFECT_TIMER ; BYTE
		1875	PUBLIC PERF_DISP_FL ; BYTE
		1876	PUBLIC PERF_SOUND_CTR ; BYTE
		1877	PUBLIC PERF_SOUND_TIMER ; BYTE
		1878	PUBLIC PLAYER_ID ; BYTE
		1879	PUBLIC PLAY_TIME_FL ; BYTE
		1880	PUBLIC PLAY_TIME ; WORD
		1881	PUBLIC PLAY_TIME_I ; WORD
		1882	PUBLIC POWER_OFF_FL ; BYTE
		1883	PUBLIC PANEL ; BYTE
		1884	PUBLIC QUE_PTR ; WORD
		1885	PUBLIC QUE_FL ; BYTE
		1886	PUBLIC QUE_TABLE ; BYTE
		1887	PUBLIC RANDOM ; WORD
		1888	PUBLIC RECOV_PERD ; BYTE
		1889	PUBLIC REMAIN_RAM ; BYTE
		1890	PUBLIC ROUND_STAY_CLK ; WORD

LOC	OBJ	LINE	SOURCE
		1891	PUBLIC ROUND_CTR ;BYTE
		1892	PUBLIC ROUND_CTR_I ;BYTE
		1893	PUBLIC RND_CLR_AREA ;BYTE
		1894	PUBLIC RPT_PTR ;WORD
		1895	PUBLIC RPT_VAR ;BYTE
		1896	PUBLIC SAME_PLAYER_FL ;BYTE
		1897	PUBLIC SCRATCH_PAD ;BYTE
		1898	PUBLIC SCORE_ADR_A ;WORD
		1899	PUBLIC SCORE_ADR_I ;WORD
		1900	PUBLIC SCORE0 ;BYTE
		1901	PUBLIC SCORE1 ;BYTE
		1902	PUBLIC SCORE2 ;BYTE
		1903	PUBLIC SCORE3 ;BYTE
		1904	PUBLIC SCORE4 ;BYTE
		1905	PUBLIC SCORE5 ;BYTE
		1906	PUBLIC SCORE6 ;BYTE
		1907	PUBLIC SCORE7 ;BYTE
		1908	PUBLIC SCORE7_I ;BYTE
		1909	PUBLIC SEED_DATA ;SEEDPAR
		1910	PUBLIC SEED_END ;BYTE
		1911	PUBLIC SEED_PTR ;WORD
		1912	PUBLIC SEED_MUX_CTR ;BYTE
		1913	PUBLIC SHIP_SET ;BYTE
		1914	PUBLIC SHOTGUN_CTR ;BYTE
		1915	PUBLIC SIMULATE_FL ;BYTE
		1916	PUBLIC SIMU_ENTRY_FL ;BYTE
		1917	PUBLIC SPIN_CTR ;BYTE
		1918	PUBLIC SPIN_DIR ;BYTE
		1919	PUBLIC STORE_VAR ;BYTE
		1920	PUBLIC SPSM_NOEJ_PERD ;BYTE
		1921	PUBLIC STACK_BOTTOM ;WORD
		1922	PUBLIC STAR_DIR_FL ;BYTE
		1923	PUBLIC STAR_DUST_FL ;BYTE
		1924	PUBLIC STAR_DATA ;STARPAR
		1925	PUBLIC SSWO ;BYTE
		1926	PUBLIC SOUND_OUT ;BYTE
		1927	PUBLIC SOUND_CODE ;BYTE
		1928	PUBLIC SOUND_PRIOR ;BYTE
		1929	PUBLIC SOUND_TIMER ;WORD
		1930	PUBLIC SOUND_FL ;BYTE
		1931	PUBLIC SCREEN_CTRL ;BYTE
		1932	PUBLIC TABLE_DATUM ;WORD
		1933	PUBLIC TARG3 ;BYTE
		1934	PUBLIC TARG4 ;BYTE
		1935	PUBLIC TARG5 ;BYTE
		1936	PUBLIC TARG6 ;BYTE
		1937	PUBLIC TARG7 ;BYTE
		1938	PUBLIC TEMP_CTR ;WORD
		1939	PUBLIC TEMP_CTR2 ;WORD
		1940	PUBLIC TEMP_STACK ;WORD
		1941	PUBLIC TBALL_CLR ;BYTE
		1942	PUBLIC TBALLX ;BYTE
		1943	PUBLIC TBALLY ;BYTE
		1944	PUBLIC TWO_PLAYER_FL ;BYTE
		1945	PUBLIC VARIABLES ;BYTE

LOC	OBJ	LINE	SOURCE
		1946	PUBLIC WATCHDOG ; BYTE
		1947	PUBLIC WARREN0 ; WORD
		1948	PUBLIC WARREN1 ; WORD
		1949	PUBLIC WARREN2 ; WORD
		1950	PUBLIC WARREN3 ; WORD
		1951	PUBLIC WARREN4 ; WORD
		1952	PUBLIC WARREN5 ; WORD
		1953	PUBLIC WARREN6 ; WORD
		1954	PUBLIC WARREN7 ; WORD
		1955	PUBLIC WARREN8 ; WORD
		1956	PUBLIC WARREN9 ; WORD
		1957	PUBLIC WLEN_ACTIVE_SLOT ; ABS
		1958	
		1959	
		1960	EXTRN INT_MSG:NEAR
		1961	
		1962 +1	\$EJECT

```
LOC OBJ          LINE    SOURCE
1963             ;=====
1964
1965             ;      NEIL'S VARIABLES PUBLICS
1966
1967             PUBLIC  ATT_LP_CTR
1968             PUBLIC  BOX_XPOS
1969             PUBLIC  BOX_YPOS
1970             PUBLIC  FLASH_FL
1971             PUBLIC  FLASH_ON
1972             PUBLIC  FLASH_ON_PTR
1973             PUBLIC  HS_FL
1974             PUBLIC  INIT_COUNT
1975             PUBLIC  NEW_INITS
1976             PUBLIC  NEIL_CTR
1977             PUBLIC  NEIL_CTR2
1978             PUBLIC  NEIL_CTR3
1979             PUBLIC  NEIL_CTR4
1980             PUBLIC  NEIL_X1
1981             PUBLIC  NEIL_X2
1982             PUBLIC  NEIL_X3
1983             PUBLIC  NUM_FLASHING
1984             PUBLIC  NUM_FLASH
1985             PUBLIC  HS_PLYR_NUM
1986             PUBLIC  KEEP_FIVE_FL
1987             PUBLIC  MEM_VALID_FL
1988             PUBLIC  CHKSUM
1989             PUBLIC  CHKSUM2
1990             PUBLIC  HSE
1991             PUBLIC  HSEA
1992             PUBLIC  HSEB
1993             PUBLIC  CHKSUMA
1994             PUBLIC  CHKSUMB
1995             PUBLIC  LOGO_XPOS
1996             PUBLIC  LOGO_YPOS
1997             PUBLIC  FIRST_DATUM_FL
1998             PUBLIC  TABLE_FULL_FL
1999             PUBLIC  TABLE_EMPTY_FL
2000             PUBLIC  ATT_TABLE_PTR
2001             PUBLIC  ATT_TABLE_CTR
2002             PUBLIC  ULTRA_HSE
2003             PUBLIC  ULTRA_HSE_FL
2004             PUBLIC  ULTRA
2005
2006
2007 +1 $EJECT
```



```

LOC OBJ          LINE    SOURCE
                2008    ;=====
                2009
                2010
                2011    ;          =====
                2012    ;          INTERRUPT VECTOR TABLE
                2013    ;          =====
                2014
                2015    ;          THIS AREA WILL BE INITIALIZED BY SYSTEM_INIT
                2016    ;          AND FREQUENTLY RELOADED TO THE AREA AT EVERY ENTRY POINT
                2017    ;          OF THE WHOLE GAME PROGRAM.
                2018
                2019    ;-----
                2020
                2021
0000 0000        E 2022    INT_DIV_ERROR  DW    OFFSET INT_MSG
0002 0000                2023                DW    0
0004 0000        E 2024    INT_SINGLE_STEP DW    OFFSET INT_MSG
0006 0000                2025                DW    0
0008 F0FF                2026    INT_NMI      DW    0FFF0H
000A 0000                2027                DW    0
000C 0000        E 2028    INT_BREAK_POINT DW    OFFSET INT_MSG
000E 0000                2029                DW    0
0010 0000        E 2030    INT_OVERFLOW  DW    OFFSET INT_MSG
0012 0000                2031                DW    0
0014 0000        E 2032    INT_RESERVED  DW    OFFSET INT_MSG
0016 0000                2033                DW    0
0018 0000        E 2034                DW    OFFSET INT_MSG
001A 0000                2035                DW    0
001C 0000        E 2036                DW    OFFSET INT_MSG
001E 0000                2037                DW    0
                2038
                2039
                2040 +1 $EJECT

```

```

LOC OBJ          LINE    SOURCE
                2041    ;=====
                2042
                2043
                2044    ;      =====
                2045    ;      PERMANENT VARIABLE AREA
                2046    ;      =====
                2047
                2048
                2049    ;      THIS AREA CONTAINS PERMANENT VARIABLES.
                2050
                2051    ;      ALL VARIABLES IN THIS AREA ARE CHECKED AGAINST UNINTENDED CHANGE BY
                2052    ;      CHECKSUM WORDS.
                2053
                2054    ;=====
0020            2056    REMAIN_RAM      LABEL  BYTE
                2057
                2058    ;      ACTIVITY RATE RELATED VARIABLES
                2059
0020 0000 2060    MASTER_CLK      DW      ?      ;TOTAL ELAPSED TIME (UP TO 3600 SEC)
0022 0000 2061    ACTIVITY_TIME  DW      ?      ;BUSY TIME (PORTION OF TOTAL ELAPSED)
                2062
0024 0000 2063    ACTIVITY_PTR   DW      ?      ;ACTIVITY_DATA QUE POINTER
0026 0000 2064    ACTIVITY_PTRA  DW      ?      ;SAME
002B 0000 2065    ACTIVITY_PTRB  DW      ?      ;SAME
                2066
002A (128 2067    ACTIVITY_DATA  DW      128 DUP (?) ;128 WORD OF DATA (QUE)
      0000
      )
012A 0000 2068    ACTIVITY_CHKSUM DW      ?      ;CHECKSUM OF THE ABOVE
                2069
012C (128 2070    ACTIVITY_DATAA  DW      128 DUP (?)
      0000
      )
022C 0000 2071    ACTIVITY_CHKSUMA DW      ?
                2072
022E (128 2073    ACTIVITY_DATAB  DW      128 DUP (?)
      0000
      )
032E 0000 2074    ACTIVITY_CHKSUMB DW      ?
                2075
                2076
                2077
                2078    ;      STATISTICS AREA
                2079
                2080    ;      AT EVERY COLD START, THE CONTENTS ARE VERIFIED BY THE CHECKSUM.
                2081    ;      IF ANY ERROR DETECTED, THE AREA WILL BE CLEARED.
                2082
                2083
0330 (20 2084    DTIMES          STATPAR (<)
      0000
      )
035B 0000
035A 0000
035C 0000

```

LOC	OBJ	LINE	SOURCE
035E	????		
0360	????		
0362	????		
0364	????		
0366	????		
0368	(20	2085	DTIMESA STATPAR (<)
	????		
	)		
0390	????		
0392	????		
0394	????		
0396	????		
0398	????		
039A	????		
039C	????		
039E	????		
03A0	(20	2086	DTIMESB STATPAR (<)
	????		
	)		
03CB	????		
03CA	????		
03CC	????		
03CE	????		
03D0	????		
03D2	????		
03D4	????		
03D6	????		
		2087	
03D8	(20	2088	DSCORE STATPAR (<)
	????		
	)		
0400	????		
0402	????		
0404	????		
0406	????		
0408	????		
040A	????		
040C	????		
040E	????		
0410	(20	2089	DSCOREA STATPAR (<)
	????		
	)		
0438	????		
043A	????		
043C	????		
043E	????		
0440	????		
0442	????		
0444	????		
0446	????		
0448	(20	2090	DSCOREB STATPAR (<)
	????		
	)		
0470	????		
0472	????		

LOC	OBJ	LINE	SOURCE
0474	????		
0476	????		
0478	????		
047A	????		
047C	????		
047E	????		
		2091	
0480	(20	2092	DROUND STATPAR (<)
	????		
	)		
048B	????		
048A	????		
048C	????		
048E	????		
0480	????		
0482	????		
0484	????		
0486	????		
0488	(20	2093	DROUNDA STATPAR (<)
	????		
	)		
04E0	????		
04E2	????		
04E4	????		
04E6	????		
04E8	????		
04EA	????		
04EC	????		
04EE	????		
04F0	(20	2094	DROUNDB STATPAR (<)
	????		
	)		
0518	????		
051A	????		
051C	????		
051E	????		
0520	????		
0522	????		
0524	????		
0526	????		
		2095	
		2096 +1	\$EJECT

```

LOC OBJ          LINE    SOURCE
                2097    ;-----
                2098
                2099    ;      THIS AREA CONTAINS DIFFICULTY LEVEL SETTING PARAMETERS
                2100
                2101    ;      THIS AREA IS PRESET AT COLD_COLD START.
                2102    ;      THIS AREA CAN BE MODIFIED AT DIAGNOSTIC TIME.
                2103
0528 ??         2104    GAME_CREDIT    DB      ?          ;ONE OF THE GAME CREDIT HOLDER
0529 ??         2105    HALF_CREDIT    DB      ?          ;0/NO CREDIT, -1/HALF CREDIT
                2106
052A            2107    PARMs          LABEL  BYTE
                2108
052A ??         2109    CR_PR_GM      DB      ?
052B ??         2110    CR_PR_CN      DB      ?
052C ??         2111    SHIP_SET     DB      ?
052D ??         2112    EXTRAH_SET   DB      ?
052E ??         2113    EXTRAL_SET   DB      ?
052F ??         2114    DIFF_SET     DB      ?
                2115
0530            2116    PFIN          LABEL  BYTE
                2117
0530 ????       2118    PCHK          DW      ?          ;CHECKSUM FOR THE ABOVE VARIABLES
                2119
0532 ????       2120    NUM_COINS    DW      ?          ;SOFTWARE COIN METER
                2121
0534 ??         2122    GAME_CREDITX DB      ?          ;THE OTHER CREDIT HOLDER
0535 ??         2123    HALF_CREDITX DB      ?          ;THE OTHER HALF CREDIT HOLDER
                2124
                2125 +1 $EJECT

```

LOC	OBJ	LINE	SOURCE
		2126	;=====
		2127	
		2128	
		2129	; HIGH SCORE TABLE AREA
		2130	
		2131	; THIS AREA IS NEVER CLEARED EXCEPT WHEN THE CHECKSUM
		2132	; SHOWS ERROR.
		2133	
		2134	
		2135	
0536	00	2136	MEM_VALID_FL DB 0 ; =0 HI SCORE TABLE BAD
		2137	
0537	????	2138	CHKSUM DW ? ; HSE'S CHECKSUM
0539	????	2139	CHKSUM2 DW ? ; ULTRA'S CHECKSUM
053B	????	2140	CHKSUMA DW ? ; HSEA'S CHECKSUM
053D	????	2141	CHKSUMB DW ? ; HSEB'S CHECKSUM
		2142	
		2143	
		2144	
		2145	+1 #EJ

LOC	OBJ	LINE	SOURCE
		2146	;-----
		2147	
		2148	; ORIGINAL HSE AREA
		2149	
053F	FD	2150	HSE HI_SCORE_ENTRY <> ;0
0540	??		
0541	??		
0542	F9		
0543	F9		
0544	F9		
0545	??		
0546	??		
0547	??		
0548	??		
0549	F9		
054A	??		
054B	??		
054C	??		
054D	FD	2151	HI_SCORE_ENTRY <>
054E	??		
054F	??		
0550	F9		
0551	F9		
0552	F9		
0553	??		
0554	??		
0555	??		
0556	??		
0557	F9		
0558	??		
0559	??		
055A	??		
055B	FD	2152	HI_SCORE_ENTRY <>
055C	??		
055D	??		
055E	F9		
055F	F9		
0560	F9		
0561	??		
0562	??		
0563	??		
0564	??		
0565	F9		
0566	??		
0567	??		
0568	??		
0569	FD	2153	HI_SCORE_ENTRY <>
056A	??		
056B	??		
056C	F9		
056D	F9		
056E	F9		
056F	??		
0570	??		
0571	??		

LOC	OBJ	LINE	SOURCE
0572	??		
0573	F9		
0574	??		
0575	??		
0576	??		
0577	FD	2154	HI_SCORE_ENTRY (<)
0578	??		
0579	??		
057A	F9		
057B	F9		
057C	F9		
057D	??		
057E	??		
057F	??		
0580	??		
0581	F9		
0582	??		
0583	??		
0584	??		
		2155	
0585	FD	2156	HI_SCORE_ENTRY (<) ;5
0586	??		
0587	??		
0588	F9		
0589	F9		
058A	F9		
058B	??		
058C	??		
058D	??		
058E	??		
058F	F9		
0590	??		
0591	??		
0592	??		
0593	FD	2157	HI_SCORE_ENTRY (<)
0594	??		
0595	??		
0596	F9		
0597	F9		
0598	F9		
0599	??		
059A	??		
059B	??		
059C	??		
059D	F9		
059E	??		
059F	??		
05A0	??		
05A1	FD	2158	HI_SCORE_ENTRY (<)
05A2	??		
05A3	??		
05A4	F9		
05A5	F9		
05A6	F9		
05A7	??		



LOC	OBJ	LINE	SOURCE
05A8	??		
05A9	??		
05AA	??		
05AB	F9		
05AC	??		
05AD	??		
05AE	??		
05AF	FD	2159	HI_SCORE_ENTRY <>
05B0	??		
05B1	??		
05B2	F9		
05B3	F9		
05B4	F9		
05B5	??		
05B6	??		
05B7	??		
05B8	??		
05B9	F9		
05BA	??		
05BB	??		
05BC	??		
05BD	FD	2160	HI_SCORE_ENTRY <>
05BE	??		
05BF	??		
05C0	F9		
05C1	F9		
05C2	F9		
05C3	??		
05C4	??		
05C5	??		
05C6	??		
05C7	F9		
05C8	??		
05C9	??		
05CA	??		
		2161	
05CB	FD	2162	HI_SCORE_ENTRY <> ;10
05CC	??		
05CD	??		
05CE	F9		
05CF	F9		
05D0	F9		
05D1	??		
05D2	??		
05D3	??		
05D4	??		
05D5	F9		
05D6	??		
05D7	??		
05D8	??		
05D9	FD	2163	HI_SCORE_ENTRY <>
05DA	??		
05DB	??		
05DC	F9		
05DD	F9		

LOC	OBJ	LINE	SOURCE
05DE	F9		
05DF	??		
05E0	??		
05E1	??		
05E2	??		
05E3	F9		
05E4	??		
05E5	??		
05E6	??		
05E7	FD	2164	HI_SCORE_ENTRY <>
05E8	??		
05E9	??		
05EA	F9		
05EB	F9		
05EC	F9		
05ED	??		
05EE	??		
05EF	??		
05F0	??		
05F1	F9		
05F2	??		
05F3	??		
05F4	??		
05F5	FD	2165	HI_SCORE_ENTRY <>
05F6	??		
05F7	??		
05F8	F9		
05F9	F9		
05FA	F9		
05FB	??		
05FC	??		
05FD	??		
05FE	??		
05FF	F9		
0600	??		
0601	??		
0602	??		
0603	FD	2166	HI_SCORE_ENTRY <>
0604	??		
0605	??		
0606	F9		
0607	F9		
0608	F9		
0609	??		
060A	??		
060B	??		
060C	??		
060D	F9		
060E	??		
060F	??		
0610	??		
		2167	
0611	FD	2168	HI_SCORE_ENTRY <> ;15
0612	??		
0613	??		

LOC	OBJ	LINE	SOURCE
0614	F9		
0615	F9		
0616	F9		
0617	??		
0618	??		
0619	??		
061A	??		
061B	F9		
061C	??		
061D	??		
061E	??		
061F	FD	2169	HI_SCORE_ENTRY <>
0620	??		
0621	??		
0622	F9		
0623	F9		
0624	F9		
0625	??		
0626	??		
0627	??		
0628	??		
0629	F9		
062A	??		
062B	??		
062C	??		
062D	FD	2170	HI_SCORE_ENTRY <>
062E	??		
062F	??		
0630	F9		
0631	F9		
0632	F9		
0633	??		
0634	??		
0635	??		
0636	??		
0637	F9		
0638	??		
0639	??		
063A	??		
063B	FD	2171	HI_SCORE_ENTRY <>
063C	??		
063D	??		
063E	F9		
063F	F9		
0640	F9		
0641	??		
0642	??		
0643	??		
0644	??		
0645	F9		
0646	??		
0647	??		
0648	??		
0649	FD	2172	HI_SCORE_ENTRY <>
064A	??		

LOC	OBJ	LINE	SOURCE
064B	??		
064C	F9		
064D	F9		
064E	F9		
064F	??		
0650	??		
0651	??		
0652	??		
0653	F9		
0654	??		
0655	??		
0656	??		
		2173	
0657	FD	2174	HI_SCORE_ENTRY <> ;20
0658	??		
0659	??		
065A	F9		
065B	F9		
065C	F9		
065D	??		
065E	??		
065F	??		
0660	??		
0661	F9		
0662	??		
0663	??		
0664	??		
		2175	
		2176 +1	\$EJ

LOC	OBJ	LINE	SOURCE
		2177	;-----
		2178	
		2179	; ULTRA SCORE TABLE (TODAY'S HI SCORES)
		2180	
0665	FD	2181	ULTRA_HSE HI_SCORE_ENTRY <> ;0
0666	??		
0667	??		
0668	F9		
0669	F9		
066A	F9		
066B	??		
066C	??		
066D	??		
066E	??		
066F	F9		
0670	??		
0671	??		
0672	??		
0673	FD	2182	HI_SCORE_ENTRY <>
0674	??		
0675	??		
0676	F9		
0677	F9		
0678	F9		
0679	??		
067A	??		
067B	??		
067C	??		
067D	F9		
067E	??		
067F	??		
0680	??		
0681	FD	2183	HI_SCORE_ENTRY <>
0682	??		
0683	??		
0684	F9		
0685	F9		
0686	F9		
0687	??		
0688	??		
0689	??		
068A	??		
068B	F9		
068C	??		
068D	??		
068E	??		
068F	FD	2184	HI_SCORE_ENTRY <>
0690	??		
0691	??		
0692	F9		
0693	F9		
0694	F9		
0695	??		
0696	??		
0697	??		

LOC	OBJ	LINE	SOURCE
0698	??		
0699	F9		
069A	??		
069B	??		
069C	??		
069D	FD	2185	HI_SCORE_ENTRY (<)
069E	??		
069F	??		
06A0	F9		
06A1	F9		
06A2	F9		
06A3	??		
06A4	??		
06A5	??		
06A6	??		
06A7	F9		
06A8	??		
06A9	??		
06AA	??		
		2186	
06AB	FD	2187	HI_SCORE_ENTRY (<) ;5
06AC	??		
06AD	??		
06AE	F9		
06AF	F9		
06B0	F9		
06B1	??		
06B2	??		
06B3	??		
06B4	??		
06B5	F9		
06B6	??		
06B7	??		
06B8	??		
06B9	FD	2188	HI_SCORE_ENTRY (<)
06BA	??		
06BB	??		
06BC	F9		
06BD	F9		
06BE	F9		
06BF	??		
06C0	??		
06C1	??		
06C2	??		
06C3	F9		
06C4	??		
06C5	??		
06C6	??		
06C7	FD	2189	HI_SCORE_ENTRY (<)
06C8	??		
06C9	??		
06CA	F9		
06CB	F9		
06CC	F9		
06CD	??		

LOC	OBJ	LINE	SOURCE
06CE	??		
06CF	??		
06D0	??		
06D1	F9		
06D2	??		
06D3	??		
06D4	??		
06D5	FD	2190	HI_SCORE_ENTRY <>
06D6	??		
06D7	??		
06D8	F9		
06D9	F9		
06DA	F9		
06DB	??		
06DC	??		
06DD	??		
06DE	??		
06DF	F9		
06E0	??		
06E1	??		
06E2	??		
06E3	FD	2191	HI_SCORE_ENTRY <>
06E4	??		
06E5	??		
06E6	F9		
06E7	F9		
06E8	F9		
06E9	??		
06EA	??		
06EB	??		
06EC	??		
06ED	F9		
06EE	??		
06EF	??		
06F0	??		
		2192	
06F1	FD	2193	HI_SCORE_ENTRY <> ;10
06F2	??		
06F3	??		
06F4	F9		
06F5	F9		
06F6	F9		
06F7	??		
06F8	??		
06F9	??		
06FA	??		
06FB	F9		
06FC	??		
06FD	??		
06FE	??		
06FF	FD	2194	HI_SCORE_ENTRY <>
0700	??		
0701	??		
0702	F9		
0703	F9		

LOC	OBJ	LINE	SOURCE
0704	F9		
0705	??		
0706	??		
0707	??		
0708	??		
0709	F9		
070A	??		
070B	??		
070C	??		
070D	FD	2195	HI_SCORE_ENTRY <>
070E	??		
070F	??		
0710	F9		
0711	F9		
0712	F9		
0713	??		
0714	??		
0715	??		
0716	??		
0717	F9		
0718	??		
0719	??		
071A	??		
071B	FD	2196	HI_SCORE_ENTRY <>
071C	??		
071D	??		
071E	F9		
071F	F9		
0720	F9		
0721	??		
0722	??		
0723	??		
0724	??		
0725	F9		
0726	??		
0727	??		
0728	??		
0729	FD	2197	HI_SCORE_ENTRY <>
072A	??		
072B	??		
072C	F9		
072D	F9		
072E	F9		
072F	??		
0730	??		
0731	??		
0732	??		
0733	F9		
0734	??		
0735	??		
0736	??		
		2198	
0737	FD	2199	HI_SCORE_ENTRY <> ;15
0738	??		
0739	??		



LOC	OBJ	LINE	SOURCE
073A	F9		
073B	F9		
073C	F9		
073D	??		
073E	??		
073F	??		
0740	??		
0741	F9		
0742	??		
0743	??		
0744	??		
0745	FD	2200	HI_SCORE_ENTRY <>
0746	??		
0747	??		
0748	F9		
0749	F9		
074A	F9		
074B	??		
074C	??		
074D	??		
074E	??		
074F	F9		
0750	??		
0751	??		
0752	??		
0753	FD	2201	HI_SCORE_ENTRY <>
0754	??		
0755	??		
0756	F9		
0757	F9		
0758	F9		
0759	??		
075A	??		
075B	??		
075C	??		
075D	F9		
075E	??		
075F	??		
0760	??		
0761	FD	2202	HI_SCORE_ENTRY <>
0762	??		
0763	??		
0764	F9		
0765	F9		
0766	F9		
0767	??		
0768	??		
0769	??		
076A	??		
076B	F9		
076C	??		
076D	??		
076E	??		
076F	FD	2203	HI_SCORE_ENTRY <>
0770	??		

LOC	OBJ	LINE	SOURCE
0771	??		
0772	F9		
0773	F9		
0774	F9		
0775	??		
0776	??		
0777	??		
0778	??		
0779	F9		
077A	??		
077B	??		
077C	??		
		2204	
077D	FD	2205	HI_SCORE_ENTRY (> ;20
077E	??		
077F	??		
0780	F9		
0781	F9		
0782	F9		
0783	??		
0784	??		
0785	??		
0786	??		
0787	F9		
0788	??		
0789	??		
078A	??		
		2206	
		2207 +1	\$EJECT

LOC	OBJ	LINE	SOURCE
		2208	-----
		2209	
		2210	;     BACKUP HSE AREA
		2211	
078B	FD	2212	HSEA           HI_SCORE_ENTRY <>     ;0
078C	??		
078D	??		
078E	F9		
078F	F9		
0790	F9		
0791	??		
0792	??		
0793	??		
0794	??		
0795	F9		
0796	??		
0797	??		
0798	??		
0799	FD	2213	HI_SCORE_ENTRY <>
079A	??		
079B	??		
079C	F9		
079D	F9		
079E	F9		
079F	??		
07A0	??		
07A1	??		
07A2	??		
07A3	F9		
07A4	??		
07A5	??		
07A6	??		
07A7	FD	2214	HI_SCORE_ENTRY <>
07A8	??		
07A9	??		
07AA	F9		
07AB	F9		
07AC	F9		
07AD	??		
07AE	??		
07AF	??		
07B0	??		
07B1	F9		
07B2	??		
07B3	??		
07B4	??		
07B5	FD	2215	HI_SCORE_ENTRY <>
07B6	??		
07B7	??		
07B8	F9		
07B9	F9		
07BA	F9		
07BB	??		
07BC	??		
07BD	??		

LOC	OBJ	LINE	SOURCE
07BE	??		
07BF	F9		
07C0	??		
07C1	??		
07C2	??		
07C3	FD	2216	HI_SCORE_ENTRY <>
07C4	??		
07C5	??		
07C6	F9		
07C7	F9		
07C8	F9		
07C9	??		
07CA	??		
07CB	??		
07CC	??		
07CD	F9		
07CE	??		
07CF	??		
07D0	??	2217	
07D1	FD	2218	HI_SCORE_ENTRY <> ;5
07D2	??		
07D3	??		
07D4	F9		
07D5	F9		
07D6	F9		
07D7	??		
07D8	??		
07D9	??		
07DA	??		
07DB	F9		
07DC	??		
07DD	??		
07DE	??		
07DF	FD	2219	HI_SCORE_ENTRY <>
07E0	??		
07E1	??		
07E2	F9		
07E3	F9		
07E4	F9		
07E5	??		
07E6	??		
07E7	??		
07E8	??		
07E9	F9		
07EA	??		
07EB	??		
07EC	??		
07ED	FD	2220	HI_SCORE_ENTRY <>
07EE	??		
07EF	??		
07F0	F9		
07F1	F9		
07F2	F9		
07F3	??		

LOC	OBJ	LINE	SOURCE
07F4	??		
07F5	??		
07F6	??		
07F7	F9		
07F8	??		
07F9	??		
07FA	??		
07FB	FD	2221	HI_SCORE_ENTRY <>
07FC	??		
07FD	??		
07FE	F9		
07FF	F9		
0800	F9		
0801	??		
0802	??		
0803	??		
0804	??		
0805	F9		
0806	??		
0807	??		
0808	??		
0809	FD	2222	HI_SCORE_ENTRY <>
080A	??		
080B	??		
080C	F9		
080D	F9		
080E	F9		
080F	??		
0810	??		
0811	??		
0812	??		
0813	F9		
0814	??		
0815	??		
0816	??		
		2223	
0817	FD	2224	HI_SCORE_ENTRY <> ;10
0818	??		
0819	??		
081A	F9		
081B	F9		
081C	F9		
081D	??		
081E	??		
081F	??		
0820	??		
0821	F9		
0822	??		
0823	??		
0824	??		
0825	FD	2225	HI_SCORE_ENTRY <>
0826	??		
0827	??		
0828	F9		
0829	F9		

LOC	OBJ	LINE	SOURCE
082A	F9		
082B	??		
082C	??		
082D	??		
082E	??		
082F	F9		
0830	??		
0831	??		
0832	??		
0833	FD	2226	HI_SCORE_ENTRY <>
0834	??		
0835	??		
0836	F9		
0837	F9		
0838	F9		
0839	??		
083A	??		
083B	??		
083C	??		
083D	F9		
083E	??		
083F	??		
0840	??		
0841	FD	2227	HI_SCORE_ENTRY <>
0842	??		
0843	??		
0844	F9		
0845	F9		
0846	F9		
0847	??		
0848	??		
0849	??		
084A	??		
084B	F9		
084C	??		
084D	??		
084E	??		
084F	FD	2228	HI_SCORE_ENTRY <>
0850	??		
0851	??		
0852	F9		
0853	F9		
0854	F9		
0855	??		
0856	??		
0857	??		
0858	??		
0859	F9		
085A	??		
085B	??		
085C	??		
		2229	
085D	FD	2230	HI_SCORE_ENTRY <> ;15
085E	??		
085F	??		

LOC	OBJ	LINE	SOURCE
0860	F9		
0861	F9		
0862	F9		
0863	??		
0864	??		
0865	??		
0866	??		
0867	F9		
0868	??		
0869	??		
086A	??		
086B	FD	2231	HI_SCORE_ENTRY <>
086C	??		
086D	??		
086E	F9		
086F	F9		
0870	F9		
0871	??		
0872	??		
0873	??		
0874	??		
0875	F9		
0876	??		
0877	??		
0878	??		
0879	FD	2232	HI_SCORE_ENTRY <>
087A	??		
087B	??		
087C	F9		
087D	F9		
087E	F9		
087F	??		
0880	??		
0881	??		
0882	??		
0883	F9		
0884	??		
0885	??		
0886	??		
0887	FD	2233	HI_SCORE_ENTRY <>
0888	??		
0889	??		
088A	F9		
088B	F9		
088C	F9		
088D	??		
088E	??		
088F	??		
0890	??		
0891	F9		
0892	??		
0893	??		
0894	??		
0895	FD	2234	HI_SCORE_ENTRY <>
0896	??		

LOC	OBJ	LINE	SOURCE
0897	??		
0898	F9		
0899	F9		
089A	F9		
089B	??		
089C	??		
089D	??		
089E	??		
089F	F9		
08A0	??		
08A1	??		
08A2	??		
		2235	
08A3	FD	2236	HI_SCORE_ENTRY <> ;20
08A4	??		
08A5	??		
08A6	F9		
08A7	F9		
08A8	F9		
08A9	??		
08AA	??		
08AB	??		
08AC	??		
08AD	F9		
08AE	??		
08AF	??		
08B0	??		
		2237	
		2238 +1	\$EJ



LOC	OBJ	LINE	SOURCE
		2239	;
		2240	-----
		2241	; ANOTHER BACKUP HSE AREA
		2242	;
08B1	FD	2243	HSEB HI_SCORE_ENTRY <> ;0
08B2	??		
08B3	??		
08B4	F9		
08B5	F9		
08B6	F9		
08B7	??		
08B8	??		
08B9	??		
08BA	??		
08BB	F9		
08BC	??		
08BD	??		
08BE	??		
08BF	FD	2244	HI_SCORE_ENTRY <>
08C0	??		
08C1	??		
08C2	F9		
08C3	F9		
08C4	F9		
08C5	??		
08C6	??		
08C7	??		
08C8	??		
08C9	F9		
08CA	??		
08CB	??		
08CC	??		
08CD	FD	2245	HI_SCORE_ENTRY <>
08CE	??		
08CF	??		
08D0	F9		
08D1	F9		
08D2	F9		
08D3	??		
08D4	??		
08D5	??		
08D6	??		
08D7	F9		
08D8	??		
08D9	??		
08DA	??		
08DB	FD	2246	HI_SCORE_ENTRY <>
08DC	??		
08DD	??		
08DE	F9		
08DF	F9		
08E0	F9		
08E1	??		
08E2	??		
08E3	??		

LOC	OBJ	LINE	SOURCE
08E4	??		
08E5	F9		
08E6	??		
08E7	??		
08E8	??		
08E9	FD	2247	HI_SCORE_ENTRY <>
08EA	??		
08EB	??		
08EC	F9		
08ED	F9		
08EE	F9		
08EF	??		
08F0	??		
08F1	??		
08F2	??		
08F3	F9		
08F4	??		
08F5	??		
08F6	??	2248	
08F7	FD	2249	HI_SCORE_ENTRY <> ;5
08F8	??		
08F9	??		
08FA	F9		
08FB	F9		
08FC	F9		
08FD	??		
08FE	??		
08FF	??		
0900	??		
0901	F9		
0902	??		
0903	??		
0904	??		
0905	FD	2250	HI_SCORE_ENTRY <>
0906	??		
0907	??		
0908	F9		
0909	F9		
090A	F9		
090B	??		
090C	??		
090D	??		
090E	??		
090F	F9		
0910	??		
0911	??		
0912	??		
0913	FD	2251	HI_SCORE_ENTRY <>
0914	??		
0915	??		
0916	F9		
0917	F9		
0918	F9		
0919	??		

LOC	OBJ	LINE	SOURCE
091A	??		
091B	??		
091C	??		
091D	F9		
091E	??		
091F	??		
0920	??		
0921	FD	2252	HI_SCORE_ENTRY <>
0922	??		
0923	??		
0924	F9		
0925	F9		
0926	F9		
0927	??		
0928	??		
0929	??		
092A	??		
092B	F9		
092C	??		
092D	??		
092E	??		
092F	FD	2253	HI_SCORE_ENTRY <>
0930	??		
0931	??		
0932	F9		
0933	F9		
0934	F9		
0935	??		
0936	??		
0937	??		
0938	??		
0939	F9		
093A	??		
093B	??		
093C	??		
		2254	
093D	FD	2255	HI_SCORE_ENTRY <> ;10
093E	??		
093F	??		
0940	F9		
0941	F9		
0942	F9		
0943	??		
0944	??		
0945	??		
0946	??		
0947	F9		
0948	??		
0949	??		
094A	??		
094B	FD	2256	HI_SCORE_ENTRY <>
094C	??		
094D	??		
094E	F9		
094F	F9		

LOC	OBJ	LINE	SOURCE
0950	F9		
0951	??		
0952	??		
0953	??		
0954	??		
0955	F9		
0956	??		
0957	??		
0958	??		
0959	FD	2257	HI_SCORE_ENTRY <>
095A	??		
095B	??		
095C	F9		
095D	F9		
095E	F9		
095F	??		
0960	??		
0961	??		
0962	??		
0963	F9		
0964	??		
0965	??		
0966	??		
0967	FD	2258	HI_SCORE_ENTRY <>
0968	??		
0969	??		
096A	F9		
096B	F9		
096C	F9		
096D	??		
096E	??		
096F	??		
0970	??		
0971	F9		
0972	??		
0973	??		
0974	??		
0975	FD	2259	HI_SCORE_ENTRY <>
0976	??		
0977	??		
0978	F9		
0979	F9		
097A	F9		
097B	??		
097C	??		
097D	??		
097E	??		
097F	F9		
0980	??		
0981	??		
0982	??		
		2260	
0983	FD	2261	HI_SCORE_ENTRY <> ;15
0984	??		
0985	??		

LOC	OBJ	LINE	SOURCE
0986	F9		
0987	F9		
0988	F9		
0989	??		
098A	??		
098B	??		
098C	??		
098D	F9		
098E	??		
098F	??		
0990	??		
0991	FD	2262	HI_SCORE_ENTRY <>
0992	??		
0993	??		
0994	F9		
0995	F9		
0996	F9		
0997	??		
0998	??		
0999	??		
099A	??		
099B	F9		
099C	??		
099D	??		
099E	??		
099F	FD	2263	HI_SCORE_ENTRY <>
09A0	??		
09A1	??		
09A2	F9		
09A3	F9		
09A4	F9		
09A5	??		
09A6	??		
09A7	??		
09A8	??		
09A9	F9		
09AA	??		
09AB	??		
09AC	??		
09AD	FD	2264	HI_SCORE_ENTRY <>
09AE	??		
09AF	??		
09B0	F9		
09B1	F9		
09B2	F9		
09B3	??		
09B4	??		
09B5	??		
09B6	??		
09B7	F9		
09B8	??		
09B9	??		
09BA	??		
09BB	FD	2265	HI_SCORE_ENTRY <>
09BC	??		

LOC	OBJ	LINE	SOURCE
09BD	??		
09BE	F9		
09BF	F9		
09C0	F9		
09C1	??		
09C2	??		
09C3	??		
09C4	??		
09C5	F9		
09C6	??		
09C7	??		
09C8	??		
		2266	
09C9	FD	2267	HI_SCORE_ENTRY <> ;20
09CA	??		
09CB	??		
09CC	F9		
09CD	F9		
09CE	F9		
09CF	??		
09D0	??		
09D1	??		
09D2	??		
09D3	F9		
09D4	??		
09D5	??		
09D6	??		
		2268	
		2269	
		2270	; GAP AREA
		2271	
09D7	(16	2272	DB 16 DUP (0)
	00		
	)		
		2273	
		2274	
09D7		2275	BLEN_REMAIN_RAM EQU OFFSET \$ - OFFSET REMAIN_RAM
		2276	
		2277	+1 \$EJECT

```
LOC OBJ          LINE    SOURCE
                2278      ;=====
                2279
09E7            2280      SCRATCH_PAD   LABEL  BYTE
                2281
09E7            2282      VARIABLES    LABEL  BYTE
                2283
                2284
                2285      ;      =====
                2286      ;      VARIABLES
                2287      ;      =====
                2288
                2289
                2290
                2291      ;      ALL VARIABLES ARE CLASSIFIED INTO 8 GROUPS.
                2292
                2293      ;      1. SYSTEM_VAR      :CHANGED ONLY AT COLD START OR RESET
                2294      ;      2. STAR_VAR        :RESET AT WARM START
                2295      ;      3. SPECIAL_VAR     :RESET AT ROUND INIT
                2296      ;      4. ROUND_VAR      :RESET AT ROUND INIT
                2297      ;      5. NEIL'S VAR     :RESET BEFORE USE
                2298      ;      6. GAME_VAR        :CHANGED AT GAME START
                2299      ;      7. ACTIVE_VAR     :FOR ACTIVE PLAYER
                2300      ;      8. STORE_VAR     :FOR INACTIVE PLAYER
                2301
                2302
                2303 +1 $EJECT
```

```

LOC OBJ          LINE    SOURCE
                2304    ;=====
                2305
                2306
                2307    ;          =====
                2308    ;          SYSTEM VARIABLE AREA
                2309    ;          =====
                2310
                2311    ;          THIS AREA IS THE MOST IMPORTANT VARIABLES.
                2312
                2313    ;          INITIALIZED AT COLD START OR SYSTEM RESET
                2314
                2315    ;-----
                2316
09E7 ??         2317    COIN_FL      DB      ?      ;TRANSITION DETECT FLAG
09E8 ??         2318    COIN_TIMER  DB      ?      ;COIN METER DELAY OUTPUT TIMER
09E9 ??         2319    CTRL_BYTE  DB      ?      ;KEEPS TRACK OF SCREEN/CTRL OUTPUT
                2320
                2321    ;          INTERRUPT RELATED VARIABLES
                2322
09EA ??         2323    NMI_CAME_FL DB      ?      ;WHEN NMI OCCURS, THIS BYTE TURNS FF
                2324
                2325    ;          CLOCK VARIABLES
                2326
09EB ??         2327    ACTIVITY_FL DB      ?      ;0/IDLE, -1/BUSY
09EC ??         2328    PLAY_TIME_FL DB      ?      ;0/ATTRACT MODE, 1/GAME PLAYED
09ED ??         2329    FRAME_CTR  DB      ?      ;COUNTER TO GET ONE SECOND
                2330
09EE ??         2331    POWER_OFF_FL DB      ?      ;0/POWER HAS BEEN ON, -1/POWER OFF HAPPENED
09EF ??         2332    LEAP_SEC_CTR DB      ?      ;TEMPORARY COUNTER OF LEAP SECOND
09F0 ??         2333    HOUR_FL    DB      ?      ;0/DO NOTHING, -1/HOURLY CHORES REQUESTED
09F1 ???        2334    ACTIVITY_BUF DW      ?      ;TEMP SAVING PLACE OF LAST ACTIVITY VALUE
09F3 ??         2335    FRESH_RND_FL DB      ?      ;0/CONT ROUND, -1/FRESH ROUND
09F4 ??         2336    STAR_DUST_FL DB      ?      ;STAR_DUST TURN OFF IF 0
09F5 ??         2337    SIMU_ENTRY_FL DB      ?      ;0/REPLAY MODE, -1/DATA ENTRY MODE
09F6 ??         2338    STAR_DIR_FL DB      ?      ;0/OUT, 1/IN, 2/OUT TO IN, 3/IN TO OUT
                2339
09F7 ???        2340    COLOR_CYCLE_CTR DW      ?      ;COLOR ANIMATION QUE COUNTER
                2341
                2342 +1 $EJECT

```



```

LOC OBJ          LINE   SOURCE
                2343   ;-----
                2344
                2345
                2346   ;           =====
                2347   ;           STAR DUST DATA AREA
                2348   ;           =====
                2349
                2350   ;           INITIALIZED AT WARM_START
                2351
                2352   ;-----
                2353
                2354
09F9            2355   STAR_DATA   LABEL   STARPAR
                2356
09F9 (62       2357           STARPAR 62 DUP(<>)
    01
    01
    0000
    0000
    0000
    )

                2358
                2359
                2360 +1 $EJECT
    
```

```

LOC OBJ          LINE    SOURCE
                2361    ;-----
                2362    ;
0BE9            2363    RND_CLR_AREA LABEL BYTE
                2364
                2365
                2366    ;          =====
                2367    ;          SPECIAL VARIABLES AREA
                2368    ;          =====
                2369
                2370    ;          INITIALIZED AT ROUND_INIT
                2371
                2372    ;-----
                2373
                2374    ;          FOREGROUND REGISTER BUFFER
                2375
                2376    ;          THE CONTENT OF THIS BUFFER WILL BE COPIED INTO THE
                2377    ;          ACTUAL FGND REGISTER AFTER A NORMAL INTERRUPT
                2378
                2379    ;          INITIALIZED AT ROUND_INIT
                2380
                2381    ;-----
                2382
0BE9            2383    FGND_REG_BUF LABEL FGPAR
                2384
0BE9 (8         2385    FGND_SEED_SLOT FGPAR 8 DUP (<>) ;ALWAYS HERE
    ??
    ??
    ??
    ??
    )
                2386
0C09 (48       2387    FGND_ACTIVE_SLOT FGPAR 48 DUP (<>) ;DYNAMICALLY ALLOCATED SLOT
    ??
    ??
    ??
    ??
    )
                2388
    0060       2389    WLEN_ACTIVE_SLOT EQU (OFFSET $ - OFFSET FGND_ACTIVE_SLOT)/2
                2390
0CC9 ??       2391    FGND_COMET_SLOT FGPAR <>
0CCA ??
0CCB ??
0CCC ??
                2392
0CCD (3       2393    FGND_BULLET_SLOT FGPAR 3 DUP (<>) ;BULLETS
    ??
    ??
    ??
    ??
    )
                2394
0CDB ??       2395    FGND_HUMAN_SLOT FGPAR <>
0CDB ??
0CDB ??

```

LOC OBJ LINE SOURCE

OCDC ??

2396

OCDD (3

2397

FBPAR 3 DUP (C)

??

??

??

??

)

2398

2399 +1 #EJECT

LOC	OBJ	LINE	SOURCE
		2400	;-----
		2401	
		2402	; ENEMY'S DATA AREA
		2403	
0CE9	00FF	2404	KRYPTO_DATA KRYPAR (<)
0CEB	00FF		
0CED	0020		
0CEF	00		
0CF0	04		
0CF1	00FF		
0CF3	00FF		
0CF5	00FF		
0CF7	0C		
0CF8	00FF		
0CFA	0000		
0CFC	0000		
0CFE	1E		
0CFF	03		
0D00	1E		
0D01	05		
0D02	0000		
0D04	0000		
0D06	00		
0D07	00		
0D08	00		
0D09	F0FF		
0D0B	04		
0D0C	08		
0D0D	F0FF		
		2405	
0D0F	00FF	2406	KRYPT1_DATA KRYPAR (<)
0D11	00FF		
0D13	0020		
0D15	00		
0D16	04		
0D17	00FF		
0D19	00FF		
0D1B	00FF		
0D1D	0C		
0D1E	00FF		
0D20	0000		
0D22	0000		
0D24	1E		
0D25	03		
0D26	1E		
0D27	05		
0D28	0000		
0D2A	0000		
0D2C	00		
0D2D	00		
0D2E	00		
0D2F	F0FF		
0D31	04		
0D32	08		
0D33	F0FF		

LOC	OBJ	LINE	SOURCE
		2407	
0035	00FF	2408	KRYPT2_DATA KRYPAR <>
0037	00FF		
0039	0020		
003B	00		
003C	04		
003D	00FF		
003F	00FF		
0041	00FF		
0043	0C		
0044	00FF		
0046	0000		
0048	0000		
004A	1E		
004B	03		
004C	1E		
004D	05		
004E	0000		
0050	0000		
0052	00		
0053	00		
0054	00		
0055	F0FF		
0057	04		
0058	08		
0059	F0FF		
		2409	
005B	00FF	2410	KRYPT3_DATA KRYPAR <>
005D	00FF		
005F	0020		
0061	00		
0062	04		
0063	00FF		
0065	00FF		
0067	00FF		
0069	0C		
006A	00FF		
006C	0000		
006E	0000		
0070	1E		
0071	03		
0072	1E		
0073	05		
0074	0000		
0076	0000		
0078	00		
0079	00		
007A	00		
007B	F0FF		
007D	04		
007E	08		
007F	F0FF		
		2411	
0081	00FF	2412	KRYPT4_DATA KRYPAR <>
0083	00FF		

LOC	OBJ	LINE	SOURCE
0085	0020		
0087	00		
0088	04		
0089	00FF		
008B	00FF		
008D	00FF		
008F	0C		
0090	00FF		
0092	0000		
0094	0000		
0096	1E		
0097	03		
0098	1E		
0099	05		
009A	0000		
009C	0000		
009E	00		
009F	00		
00A0	00		
00A1	F0FF		
00A3	04		
00A4	08		
00A5	F0FF		

2413

2414 +1 \$EJECT

LOC	GBJ	LINE	SOURCE
		2415	;-----
		2416	
0DA7	(2	2417	ELECT0_DATA ELPAR 2 DUP (<>)
	00FF		
	00FF		
	0020		
	01		
	00		
	00		
	00		
	00		
	00		
	0000		
	F0FF		
	0000		
	0000		
	0000		
	0000		
	0000		
	05		
	)		
		2418	
0DE1	(3	2419	ELECT1_DATA ELPAR 3 DUP (<>)
	00FF		
	00FF		
	0020		
	01		
	00		
	00		
	00		
	00		
	00		
	0000		
	F0FF		
	0000		
	0000		
	0000		
	0000		
	0000		
	0000		
	05		
	)		
		2420	
0E3B	(4	2421	ELECT2_DATA ELPAR 4 DUP (<>)
	00FF		
	00FF		
	0020		
	01		
	00		
	00		
	00		
	00		
	00		
	0000		

LOC	OBJ	LINE	SOURCE
			F0FF
			0000
			0000
			0000
			0000
			0000
			05
			)
		2422	
0EAC	(4	2423	ELECT3_DATA ELPAR 4 DUP (<>)
			00FF
			00FF
			0020
			01
			00
			00
			00
			00
			00
			0000
			F0FF
			0000
			0000
			0000
			0000
			0000
			05
			)
		2424	
0F20	(6	2425	ELECT4_DATA ELPAR 6 DUP (<>)
			00FF
			00FF
			0020
			01
			00
			00
			00
			00
			00
			0000
			F0FF
			0000
			0000
			0000
			0000
			0000
			05
			)
		2426	
		2427 +1	\$EJECT



LOC	OBJ	LINE	SOURCE
		2428	-----
		2429	
OFCE	(3	2430	BULLET_DATA BULPAR 3 DUP (<>)
	0000		
	0000		
	0000		
	0000		
	0000		
	0000		
	0000		
	00		
	00		
	)		
		2431	
		2432 +1	#EJECT

LOC	OBJ	LINE	SOURCE
		2433	;
		2434	;
OFFE	(16	2435	SEED_DATA SEEDPAR 16 DUP (<>)
	FFFF		
	FFFF		
	FFFF		
	FFFF		
	)		
		2436	
107E		2437	SEED_END LABEL BYTE
		2438	
		2439	;
		2440	;
107E	(9	2441	MEXP_DATA MXDPAR 9 DUP (<>)
	AAAA		
	AAAA		
	)		
		2442	
		2443 +1	\$EJECT

LOC	OBJ	LINE	SOURCE
		2444	-----
		2445	
		2446	; COMET'S DATA AREA
		2447	
10A2		2448	COMET_DATA LABEL BYTE
		2449	
10A2	????	2450	COMET_XPOS DW ? ;X POSITION
10A4	????	2451	COMET_YPOS DW ? ;Y POSITION
10A6	????	2452	COMET_XVEL DW ? ;X VELOCITY
10A8	????	2453	COMET_YVEL DW ? ;Y VELOCITY
		2454	
10AA	??	2455	COMET_DIR_FL DB ? ;0/INWARD, -1/OUTWARD
10AB	??	2456	COMET_MASS DB ? ;MASS OF THE COMET
		2457	
10AC	????	2458	COMET_ACTJMP DW ? ;ACTION ADDR POINTER
10AE	????	2459	COMET_TIMER DW ? ;ACTION TIMER
		2460	
10B0	????	2461	COMET_FNTPTR DW ? ;POINT OBJECT POINTER
10B2	????	2462	COMET_FIBPTR DW ? ;EXPLOSION FIGURE POINTER
		2463	
10B4	??	2464	COMET_SCORE3 DB ? ;SCORE FOR COMET HIT (*1000)
10B5	??	2465	COMET_SCORE2 DB ? ;SCORE FOR COMET HIT (*100)
		2466	
		2467	
		2468	+1 \$EJECT

LOC	OBJ	LINE	SOURCE
		2469	;-----
		2470	
		2471	; HUMAN DATA AREA
		2472	
		2473	
1086	??	2474	HUMAN_CTR DB ? ;COUNTER FOR HUMAN ACTION LP
1087	????	2475	HUMAN_PNTPTR DW ? ;POINTER FOR HUMAN'S BONUS LOOKUP TABLE
		2476	
1089	(11	2477	HUMAN_DATA HUMANPAR 11 DUP (<>)
	????		
	????		
	????		
	????		
	????		
	????		
	????		
	??		
	??		
	??		
	??		
	)		
		2478	
		2479	
		2480 +1	\$EJECT

```

LOC OBJ          LINE    SOURCE
                2481    ;=====
                2482
                2483
                2484    ;          =====
                2485    ;          ROUND VARIABLES AREA
                2486    ;          =====
                2487
                2488    ;          THE VARIABLES THAT IS USED TO KEEP TEMPORARY DATA.
                2489    ;          ALL INITIALIZED TO ZERO AT ROUND_INIT.
                2490
1195 ??         2491    KVPN          DB      ?      ;KRYPTON'S VPN (KEEP HPN RIGHT NEXT)
1196 ??         2492    KHPN          DB      ?      ;KRYPTON'S HPN
                2493
1197 ??         2494    ORB_CYCLE     DB      ?      ;SUPPLY MULTIPLEXED ORBIT LOOKUP CODE
1198 ??         2495    KJOB_FL      DB      ?      ;ONE JOB PER FRAME FLAG
1199 ??         2496    ORB_ADV_FL   DB      ?
119A ????       2497    GOVER_CTR    DW      ?      ;COUNTER OF GAME OVER DISPLAY PERIOD
                2498
119C ??         2499    KRYPT_CTR    DB      ?
119D ??         2500    ELECT_CTR   DB      ?
119E ??         2501    BULLET_CTR  DB      ?
                2502
119F ????       2503    TEMP_CTR    DW      ?
11A1 ????       2504    TEMP_CTR2   DW      ?
11A3 ????       2505    SEED_MUX_CTR DW      ?
                2506
11A5 ??         2507    ACTIVE_KRYPT_CTR DB ? ;NUMBER OF KRYPTON IN ACTION
11A6 ??         2508    QUE_FL      DB      ?      ;0/QUE PTR VALID, -1/QUE PTR INVALID
11A7 ????       2509    QUE_PTR     DW      ?      ;NEXT KRYPTON TO BE INTRODUCED
11A9 (6        2510    QUE_TABLE   DB      6 DUP (?) ;QUE STATUS INDICATING TABLE
      ??
      )
                2511
11AF ??         2512    NASTY_CTR   DB      ?      ;NASTY COUNT
11B0 ??         2513    NASTIER_FL  DB      ?      ;0/NO ACTION, -1/MAKE KRYPT NASTIER
                2514
11B1 ??         2515    BONUS_FL    DB      ?      ;0/NO BONUS,1/BONUS START REQ, 2/BONUS ACTIVE
11B2 ??         2516    EXTRA_DEB_FL DB ? ;0/BUTTON RELEASED,-1/BUTTON STILL PRESSED
                2517
11B3 ??         2518    SPIN_CTR    DB      ?      ;MAGNA'S PRE_EXPLOSION SPIN COUNTER
11B4 ??         2519    SPIN_DIR    DB      ?      ;DIRECTION BYTE FOR SPIN
                2520
11B5 ??         2521    MXOBJ_CTR   DB      ?      ;MAGNA'S EXPLODING DEBRIS COUNTER
11B6 ????       2522    MX_PERDPTR  DW      ?      ;MAGNA'S EXPLOSION PERIOD TABLE POINTER
11B8 ????       2523    MX_OSNPTR   DW      ?      ;MAGNA'S EXPLOSION OSN TABLE POINTER
                2524
11BA ??         2525    FLYEL_CTR   DB      ?      ;FLYEL COUNTER IN THIS ROUND
                2526
11BB ????       2527    DT_KSPEED_CTR DW ? ;DYNAMIC TWEAK KSPEED TIMER
11BD ????       2528    DT_KMASS_CTR DW ? ;DYNAMIC TWEAK KMASS TIMER
                2529
11BF ??         2530    PERFECT_TIMER DB ? ;PERFECT DISPLAY TIMER
11C0 ??         2531    PERF_DISP_FL DB ? ;0/NO DISPLAY, -1/DISPLAY PERF MESSAGE
                2532
11C1 ??         2533    COMET_ANGLE DB      ?      ;COMET ANGLE KEPT HERE (0-15)

```

LOC	OBJ	LINE	SOURCE
1102	??	2534	BONUS_RESET_FL DB ? ;0/NO RESET, -1/BONUS RESET REQUESTED
1103	??	2535	COM_SPIN_TIMER DB ? ;COMET SPIN TIMER (MUX COUNTER)
		2536	
1104	??	2537	BULLET_LIFE DB ? ;NUM OF FRAMES BULLETS STAY ACTIVE
		2538	
1105	??	2539	PERF_SOUND_TIMER DB ? ;FOR REPEATED FANFARE OF PERFECT ROUND
1106	??	2540	PERF_SOUND_CTR DB ? ;COUNT OF REPETITION
		2541	
1107	??	2542	CANIM_FL DB ? ;COLOR ANIMATION FLAG
1108	??	2543	CANIM_TIMER DB ? ;COLOR ANIMATION TIMER
1109	????	2544	CANIM_COLOR DW ? ;COLOR ANIMATION COLOR
		2545	
110B	??	2546	MEXP_EX_TIMER DB ? ;POST MAGNA EXPLOSION PAUSE TIME
		2547	
110C	????	2548	ROUND_STAY_CLK DW ? ;0/ROUND CAN FINISH ANY TIME, NONO/WAIT
		2549	
110E	??	2550	HUMAN_FL DB ? ;0/NO HUMAN, -1/HUMAN INTRODUCED
110F	??	2551	HUMAN_BUSY_FL DB ? ;0/NO HUMAN ON THE SCREEN, -1/HUMAN BUSY
11D0	??	2552	HUMAN_TOOKOFF_FL DB ? ;0/NO HUMAN TOOK OFF YET, -1/HUMAN TOOK OFF
11D1	??	2553	KILLER_KRYPT_FL DB ? ;0/NORMAL, -1/MAGNA KILLED BY A KRYPTON
11D2	??	2554	HUMAN_NOW_FL DB ? ;0/NOTHING, -1/HUMAN NEEDED NOW
11D3	??	2555	AGAIN_TIMER DB ? ;NONO/NOT GET KILLED BY COMET
11D4	????	2556	KILL_TIMER DW ? ;0/KILLER COMET OK, NON ZERO/COUNT DOWN
11D6	??	2557	NASTY_COMET_FL DB ? ;0/NOT NASTY, -1/MAKE COMETS NASTY
11D7	????	2558	CUTOFF_TIMER DW ? ;COUNT DOWN BETWEEN KRYPT EXP
		2559	
		2560	
05F0		2561	BLN_RND_CLR EQU OFFSET \$ - OFFSET RND_CLR_AREA
		2562	
		2563	; ===== MORE VARIABLE TO BE CLEARED ZERO =====
		2564	
		2565 +1	\$EJECT

```

LOC OBJ          LINE    SOURCE
                2566    ;=====
                2567
                2568
                2569    ;      =====
                2570    ;      NEIL'S SCRATCH PAD AREA
                2571    ;      =====
                2572
                2573
                2574    ;      BOX IS THE INITIALS SELECTION CHARACTER
                2575    ;      FOR THE HIGH SCORE INPUT.
                2576
11D9 00          2577    BOX_XPOS      DB      0
11DA 00          2578    BOX_YPOS      DB      0
                2579
11DB ??          2580    HS_FL          DB      ?      ;      =0 FIRST TIME THRU HIGH SCORE
11DC ??          2581    INIT_COUNT    DB      ?      ;      # OF INITIALS ENTERED SO FAR
                2582
                2583    ;      PART OF HIGH SCORE MESSEGES.
11DD FD          2584    NEW_INITS     DB      NEWP,14,11,BLNK,BLNK,EOST
11DE 0E
11DF 0B
11E0 FF
11E1 FF
11E2 FF
11E3 FE
11E4 FD          2585    HS_PLYR_NUM   DB      NEWP,26,2,CRGT,EOST
11E5 1A
11E6 02
11E7 F9
11E8 FE
                2586
11E9 01          2587    KEEP_FIVE_FL  DB      1      ;      =1 KEEP TOP 5 SCORES WHEN TABLE RESET
                2588
11EA ??          2589    ULTRA_HSE_FL  DB      ?
11EB ????        2590    ULTRA          DW      ?
                2591
11ED ??          2592    FIRST_DATUM_FL DB      ?      ;      =1 FIRST PIECE OF DATA
11EE ??          2593    TABLE_FULL_FL DB      ?      ;      =1 ATTRACT TABLE FULL
11EF ??          2594    TABLE_EMPTY_FL DB      ?      ;      =1 ATTRACT TABLE EMPTY
11F0 ????        2595    ATT_TABLE_PTR  DW      ?      ;      POINTER INTO GENERATING TABLE
11F2 ????        2596    NEIL_CTR       DW      ?      ;      COUNTER
11F4 ????        2597    NEIL_CTR2      DW      ?      ;      COUNTER
11F6 ????        2598    NEIL_CTR3      DW      ?      ;      COUNTER
11F8 ????        2599    NEIL_CTR4      DW      ?      ;      COUNTER
11FA ??          2600    ATT_TABLE_CTR  DB      ?      ;      ATTRACT_REGEN CYCLE COUNTER
                2601
11FB ????        2602    NEIL_X1        DW      ?
11FD ????        2603    NEIL_X2        DW      ?
11FF ????        2604    NEIL_X3        DW      ?
                2605
1201 ??          2606    LOGO_XPOS      DB      ?
1202 ??          2607    LOGO_YPOS      DB      ?
                2608
                2609    ;      FLASHING INITIALS/SCORE
                2610

```

LOC	OBJ	LINE	SOURCE
1203	??	2611	NUM_FLASHING DB ?
1204	??	2612	NUM_FLASH DB ?
		2613	
1205	??	2614	FLASH_FL DB ?
1206	(128	2615	FLASH_ON DB 32*4 DUP (?)
	??		
	)		
1286	????	2616	FLASH_ON_PTR DW ?
		2617	
1288	??	2618	ATT_LP_CTR DB ?
		2619	
		2620	
		2621	;-----
		2622	
		2623	; WARREN'S TEMPORARY VARIABLES
		2624	
1289	????	2625	WARREN0 DW ?
1288	????	2626	WARREN1 DW ?
1280	????	2627	WARREN2 DW ?
128F	????	2628	WARREN3 DW ?
1291	????	2629	WARREN4 DW ?
1293	????	2630	WARREN5 DW ?
1295	????	2631	WARREN6 DW ?
1297	????	2632	WARREN7 DW ?
1299	????	2633	WARREN8 DW ?
1298	????	2634	WARREN9 DW ?
		2635	
		2636	
		2637	+1 \$EJECT



```

LOC OBJ          LINE    SOURCE
                2638    ;-----
                2639
                2640
                2641    ;          =====
                2642    ;          GAME VARIABLES AREA
                2643    ;          =====
                2644
                2645    ;          THIS AREA KEEPS TRACKS OF STATUS OF THE CURRENT GAME
                2646
                2647    ;          INITIALIZED AT VARIOUS PLACES
                2648
                2649    ;-----
                2650
                2651    ;          RANDOM NUMBER SEED (INITIALIZED AT ATTRACT_INIT AND SYSTEM INIT)
                2652
129D ????       2653    RANDOM          DW          ?          ;SEED FULL 16 BIT ( MUST BE NON ZERO )
                2654
                2655    ;          INITIALIZED AT GAME_OPTION_INPUT
                2656
129F ??         2657    TWO_PLAYER_FL  DB          ?          ;0/ONE PLYAER , 1/TWO PLAYER GAME
                2658
                2659    ;          INITIALIZED AT PLAYER_SELECT (MAGNA_DEATH)
                2660
12A0 ??         2661    PLAYER_ID     DB          ?          ;0/PLAYER1, 1/PLAYER2
                2662
                2663    ;          INITIALIZED AT ROUND_INIT
                2664
12A1 ??         2665    SOUND_CODE    DB          ?          ;SOUND CODE (INVERSE)
12A2 ??         2666    SOUND_PRIOR   DB          ?          ;PRIORITY CODE
12A3 ????       2667    SOUND_TIMER   DW          ?          ;TIMER OF CURRENT SOUND
12A5 ??         2668    SOUND_FL      DB          ?          ;0/ NO SOUND REQUESTED
                2669
12A6 ????       2670    SEED_PTR      DW          ?          ;SEED DATA AREA PTR
                2671
12A8 ??         2672    SHOTGUN_CTR   DB          ?          ;SHOTGUN TIME COUNTER
                2673
12A9 ????       2674    ANIMATOR      DW          ?          ;COLOR ANIMATION WORD
12AB ????       2675    ANIM_PTR      DW          ?          ;COLOR ANIM MASK INDEX PTR
12AD ??         2676    ANIM_CTR      DB          ?          ;FRAME CTR TO CHANGE MASK
                2677
                2678    ;-----
                2679
                2680    ;          TWECK PARAMETERS (INIT BY ROUND_INIT)
                2681
12AE           2682    RPT_VAR       LABEL    BYTE
                2683
12AE ??         2684    GRACE_PERD    DB          ?          ;KRYPT NO EJECT PERIOD AFTER NEW APPEARANCE
12AF ??         2685    KEJECT_PERD   DB          ?          ;KRYPT NO EJECT PERIOD AFTER ONE EJECTION
12B0 ??         2686    SPSM_NOEJ_PERD DB          ?          ;KRYPT NO EJECT PERIOD AFTER SPASHING
12B1 ??         2687    RECOV_PERD    DB          ?          ;ELECT NO EJECT PERIOD AFTER OUT OF SCREEN
12B2 ????       2688    EJECT_MASK    DW          ?          ;KRYPTON'S SHOOTING FREQUENCY
12B4 ????       2689    INF_SPEED_PTR DW          ?          ;INFANT SPEED TABLE POINTER
                2690
12B6 ??         2691    KMASS_1ST     DB          ?          ;FIRST KRYPTON MASS
12B7 ??         2692    KMASS_MAD     DB          ?          ;MAD KRYPTON'S MASS

```

LOC	OBJ	LINE	SOURCE
12B8	??	2693	EMASS_1ST DB ? ;FIRST ELECTRON MASS
12B9	??	2694	MIN_EMASS DB ? ;MINIMUM EMASS LIMIT
12BA	??	2695	EACCEL_MASK DB ? ;ELECTRON'S ACCELERATION MAGNITUDE
12BB	??	2696	NUM_KRYPTONS DB ? ;NUMBER OF KRYPTONS AT ONE TIME
12BC	??	2697	KRYPT_TOGO DB ? ;NUMBER OF KRYPTONS TO GO IN THE ROUND
12BD	??	2698	MAX_FLYEL DB ? ;NUMBER OF ELECT FROM ONE KRYPTON
		2699	
12BE	??	2700	KSPEED_MAX DB ? ;KRYPTON'S SPEED LIMIT (POSITIVE)
12BF	??	2701	KSPEED_MIN DB ? ;KRYPTON'S SPEED LIMIT (NEGATIVE)
12C0	????	2702	COMET_GRACPERD DW ? ;GRACE PERIOD (AFTER COMET IS GONE)
12C2	????	2703	COMET_RECVPERD DW ? ;RECOV PERIOD (AFTER COMET IS SHOT DOWN)
12C4	????	2704	COMET_PTR DW ? ;COMET PARAMETER PTR
		2705	
12C6	????	2706	COMET_BPTR DW ? ;COMET BONUS PTR
12C8	??	2707	FLYEL_LIMIT DB ? ;TOTAL MAX FLYEL NUMBER
12C9	??	2708	BGND_SOUND DB ? ;BACKGROUND SOUND CODE
12CA	????	2709	COLOR_SET_PTR DW ? ;COLOR SET POINTER
12CC	??	2710	NUM_HUMANS DB ? ;NUMBER OF HUMANS AT BONUS PERIOD
12CD	??	2711	HUMAN_PNTOBJ DB ? ;POINT OBJECT FOR HUMAN
		2712	
12CE	??	2713	HUMAN_SCORE2 DB ? ;POINT FOR THE HUMAN * 100
12CF	??	2714	HUMAN_SCORE3 DB ? ;POINT FOR THE HUMAN * 1000
		2715	
12D0	(16	2716	DB 16 DUP (?)
	??		
	)		
		2717	
		2718	;-----
		2719	
		2720	; LINKED LIST RELATED VARIABLES (INIT AT ROUND_INIT)
		2721	
12E0	????	2722	KXOBJECT DW ? ;EXPLISION PACET LIST POINTER
		2723	
12E2	00FF	2724	HEADER PACPAR <> ;HEADER OF THE LINKED LIST
12E4	00FF		
12E6	0020		
12E8	00		
		2725	
		2726	
		2727	; THIS AREA WILL BE INITIALIZED AT GAME_INIT
		2728	
12E9		2729	GAMEINIT_VAR LABEL BYTE
		2730	
12E9	00FF	2731	MAGNA_DATA MAGPAR <> ;MAGNA'S DATA
12EB	00FF		
12ED	0020		
12EF	00		
12F0	00		
12F1	00		
12F2	00		
12F3	00		
12F4	00		
12F5	0000		
12F7	F0FF		
12F9	0000		

LOC	OBJ	LINE	SOURCE
12FB	0000		
12FD	0000		
12FF	0000		
1301	00		
		2732	
1302	??	2733	SAME_PLAYER_FL DB ? ;0/THE OTHER PLAYER, -1/SAME PLAYER
1303	??	2734	SIMULATE_FL DB ? ;0/GAME MODE,-1/SIMULATE MODE
1304	??	2735	KEEP_MPOS_FL DB ? ;0/RESET MAGNA POS, -1/KEEP SAME POSITION
		2736	
1305		2737	TABLE_DATUM LABEL WORD
		2738	
1305	??	2739	JS_VALUE DB ? ;JOYSTICK READING STORED HERE
1306	??	2740	DIAL_VALUE DB ? ;ADJUSTED DIAL READING STORED HERE
1307	??	2741	DIAL_DIR_FL DB ? ;0/CLOCKWISE, -1/COUNTERCLOCKWISE
		2742	
001F		2743	BLEN_GAMEINIT_VAR EQU OFFSET \$ - OFFSET GAMEINIT_VAR
		2744	
		2745	+1 \$EJECT

```

LOC OBJ          LINE    SOURCE
                2746    ;-----
                2747
                2748    ;          =====
                2749    ;          ACTIVE VARIABLES AREA
                2750    ;          =====
                2751
                2752    ;    THIS AREA KEEPS TRACK OF THE CURRENT GAME PARAMETERS THAT ARE
                2753    ;    UNIQUE TO EACH PLAYER.  THIS AREA CONTAINS THE PARAMETERS THAT
                2754    ;    BELONG TO THE ACTIVE PLAYER (PLAYER1 OR PLAYER2).  WHEN THE OTHER
                2755    ;    PLAYER IS BROUGHT IN, THE DATA IN STORE_VAR AREA WILL BE BROUGHT IN.
                2756
                2757    ;    INITIALIZED AT GAME_INIT, SWAPPED WITH STORE_VAR AREA AT PLAYER_SEL
                2758
                2759    ;-----
                2760
                2761
130B             2762    ACTIVE_VAR    LABEL    BYTE
                2763
130B ???        2764    SCORE_ADR_A    DW    ?    ;SCORE POSITION ADDR IN BOND
130A ??         2765    NUM_SHIPS      DB    ?    ;REMAINING SHIPS
130B ??         2766    NO_MORE_SHIP_FL DB    ?    ;0/MORE SHIPS OK, 1/NO EXTRA SHIPS
                2767
130C ??         2768    SCORE7       DB    ?    ;MSB CURRENT SCORE
130D ??         2769    SCORE6       DB    ?
130E ??         2770    SCORE5       DB    ?
130F ??         2771    SCORE4       DB    ?
1310 ??         2772    SCORE3       DB    ?
1311 ??         2773    SCORE2       DB    ?
1312 ??         2774    SCORE1       DB    ?
1313 ??         2775    SCORE0       DB    ?    ;LSB
                2776
1314 ??         2777    TARG7       DB    ?    ;TARGET SCORE TO GET EXTRA SHIP
1315 ??         2778    TARG6       DB    ?
1316 ??         2779    TARG5       DB    ?
1317 ??         2780    TARG4       DB    ?
1318 ??         2781    TARG3       DB    ?
                2782
1319 ??         2783    ROUND_CTR   DB    ?    ;ROUND NUMBER TO KEEP TRACK
131A ???        2784    RPT_PTR     DW    ?    ;ROUND PARAMETER TABLE PTR
131C ???        2785    PLAY_TIME   DW    ?    ;TOTAL ELAPSED PLAY TIME FOR THIS GAME
131E ??         2786    KILL_TOGO   DB    ?    ;NUMBER OF KRYPTONS TO KILL
131F ??         2787    ADV_ROUND_FL DB    ?    ;0/NO ADVANCE, -1/ADVANCE ROUND
1320 ??         2788    KSPEED_CONT DB    ?    ;CARRY OVER FOR NEXT ROUND
1321 ??         2789    PERFECT_FL  DB    ?    ;0/PERFECT ROUND SO FAR,-1/NOT PERFECT
                2790
                2791    ;          ===== MORE ACTIVE VARIABLES COME HERE =====
                2792
001A            2793    BLEN_ACTIVE_VAR EQU    OFFSET $ - OFFSET ACTIVE_VAR
                2794
                2795 +1    $EJECT

```

```

LOC OBJ          LINE    SOURCE
                2796    ;-----
                2797
                2798    ;          =====
                2799    ;          COLOR REGISTER BUFFER
                2800    ;          =====
                2801
                2802
                2803    ;          THIS IS PART OF THE ACTIVE_VAR AREA THAT WILL BE SWAPPED
                2804
                2805    ;          THE CONTENT OF THIS BUFFER WILL BE COPIED INTO THE
                2806    ;          ACTUAL COLOR REGISTER AFTER A NORMAL INTERRUPT
                2807
                2808    ;          INITIALIZED (COPIED FROM ROM) AT GAME_INIT
                2809    ;          ALSO INITIALIZED AT ATT_SEQ
                2810
                2811    ;-----
                2812
1322            2813    COLOR_REG_BUF LABEL WORD
                2814
1322 ????      2815    CREG0      DW      ?
1324 ????      2816    CREG1      DW      ?
1326 ????      2817    CREG2      DW      ?
1328 ????      2818    CREG3      DW      ?
132A ????      2819    CREG4      DW      ?
132C ????      2820    CREG5      DW      ?
132E ????      2821    CREG6      DW      ?
1330 ????      2822    CREG7      DW      ?
1332 ????      2823    CREG8      DW      ?
1334 ????      2824    CREG9      DW      ?
1336 ????      2825    CREGA      DW      ?
1338 ????      2826    CREGB      DW      ?
133A ????      2827    CREGC      DW      ?
133C ????      2828    CREGD      DW      ?
133E ????      2829    CREGE      DW      ?
1340 ????      2830    CREGF      DW      ?
                2831
                2832
                2833 +1    %EJECT

```

```

LOC OBJ          LINE    SOURCE
                2834    ;-----
                2835
003A             2836    BLEN_SWAP      EQU    OFFSET $ - OFFSET ACTIVE_VAR
                2837
                2838    ;             =====
                2839    ;             STORE VARIABLES AREA
                2840    ;             =====
                2841
                2842    ;             COPY OF THE ACTIVE VARIABLES FOR INACTIVE PLAYER COMES HERE.
                2843
                2844    ;             INITIALIZED AT GAME_INIT, SWAPPED WITH ACTIVE_VAR AREA AT PLAYER_SEL
                2845
                2846    ;-----
                2847
1342             2848    STORE_VAR      LABEL  BYTE
                2849
1342 ?????      2850    SCORE_ADR_I   DW    ?      ;SCORE POSITION ADDR IN EGND
1344 ??          2851    NUM_SHIPS_I   DB    ?      ;REMAINING SHIPS
1345 ??          2852    NOMORESHIPFL_I DB    ?      ;0/MORE SHIPS OK, 1/NO EXTRA SHIPS
                2853
1346 ??          2854    SCORE7_I     DB    ?      ;MSB CURRENT SCORE
1347 ??          2855    SCORE6_I     DB    ?
1348 ??          2856    SCORE5_I     DB    ?
1349 ??          2857    SCORE4_I     DB    ?
134A ??          2858    SCORE3_I     DB    ?
134B ??          2859    SCORE2_I     DB    ?
134C ??          2860    SCORE1_I     DB    ?
134D ??          2861    SCORE0_I     DB    ?      ;LSB
                2862
134E ??          2863    TARG7_I     DB    ?      ;TARGET SCORE TO GET EXTRA SHIP
134F ??          2864    TARG6_I     DB    ?
1350 ??          2865    TARG5_I     DB    ?
1351 ??          2866    TARG4_I     DB    ?
1352 ??          2867    TARG3_I     DB    ?
                2868
1353 ??          2869    ROUND_CTR_I  DB    ?      ;ROUND NUMBER TO KEEP TRACK
1354 ?????      2870    RPT_PTR_I   DW    ?      ;ROUND PARAMETER TABLE PTR
1356 ?????      2871    PLAY_TIME_I DW    ?      ;TOTAL ELAPSED PLAY TIME FOR THIS GAME
1358 ??          2872    KILL_TOGO_I DB    ?      ;KILL TO GO IN THIS ROUND
1359 ??          2873    ADV_ROUND_FL_I DB    ?
135A ??          2874    KSPEED_CONT_I DB    ?
135B ??          2875    PERFECT_FL_I DB    ?
                2876
135C (16        2877    COLOR_REG_BUF_I DW    16 DUP (?)
      ?????
      )
                2878
                2879
0995             2880    BLEN_SCRATCH_PAD EQU    OFFSET $ - OFFSET SCRATCH_PAD
0995             2881    BLEN_VARIABLES EQU    OFFSET $ - OFFSET VARIABLES
                2882
                2883 +1  $EJECT

```

```

LOC OBJ          LINE    SOURCE
                2884    ;-----
                2885
                2886    ;          =====
                2887    ;          STACK AREA
                2888    ;          =====
                2889
                2890    ;          NEVER INITIALIZED
                2891
                2892
137C (63        2893          DW      63 DUP (0AAAAH)
   AAAA
   )
                2894
13FA AAAA      2895    STACK_BOTTOM  DW      0AAAAH
                2896
                2897
13FC ?????    2898    MSG_DISP_POS  DW      ?          ;TEMPORARY VARIABLE DURING MEM TEST
13FE ??        2899    BAD_MEM_FL   DB      ?          ;BAD MEMORY DETECTION FLAG (BYTE)
13FF ??        2900    INI_TIMEOUT  DB      ?          ;TIMEOUT COUNTER FOR NEWDAY ENTRY
1400 ??        2901    INI_TIMER    DB      ?          ;TIMER OUT SECOND COUNTER
                2902
1401 (121      2903          DB      121 DUP (0AAH) ;EXTRA SPACE HERE
   AA
   )
                2904
147A AAAA      2905    TEMP_STACK  DW      0AAAAH
                2906
                2907 +1 $EJECT

```

LOC	OBJ	LINE	SOURCE
		2908	;=====
		2909	
		2910	
		2911	; =====
		2912	; VIDEO DRIVER SECTION ADDRESS ASSIGNMENT
		2913	; =====
		2914	
		2915	
3000		2916	ORG 3000H
		2917	
3000		2918	FGND_REG LABEL FGPAR
		2919	
		2920	
3800		2921	ORG 3800H
		2922	
3800		2923	BGND_REG LABEL BYTE
		2924	
4000		2925	ORG 4000H
		2926	
4000		2927	BGND_CHARGEN LABEL BYTE
		2928	
		2929	
5000		2930	ORG 5000H
		2931	
5000		2932	COLOR_REG LABEL WORD
		2933	
		2934	+1 %EJECT



```

LOC OBJ          LINE    SOURCE
                2935    ;=====
                2936
                2937
                2938    ;          =====
                2939    ;          INPUT/OUTPUT PORTS
                2940    ;          =====
                2941
                2942
5800             2943    ORG      5800H
                2944
5800             2945    OUTPORT  LABEL  BYTE
5800             2946    SSWO     LABEL  BYTE ;GENERAL PURPOSE INPUT
5800             2947    WATCHDOG LABEL  BYTE
                2948
                2949
5801             2950    ORG      5801H
                2951
5801             2952    PANEL    LABEL  BYTE
5801             2953    TBALL_CLR LABEL  BYTE
                2954
5802             2955    ORG      5802H
                2956
5802             2957    TBALLX   LABEL  BYTE
5802             2958    SOUND_OUT LABEL  BYTE
                2959
5803             2960    ORG      5803H
                2961
5803             2962    TBALLY   LABEL  BYTE
5803             2963    SCREEN_CTRL LABEL  BYTE ;OUTPUT BIT0(H): B&D DOMINANT
                2964    ;          BIT1(H): HORIZ REVERSE
                2965    ;          BIT2(H): VERT REVERSE
                2966
5804             2967    ORG      5804H
                2968
5804             2969    JOYSTICK LABEL  BYTE
                2970
                2971
                2972    ;=====
                2973
----            2974    ALLSEG      ENDS
                2975
                2976    ;          END OF RAM AREA
                2977
                2978    END

```

## XREF SYMBOL TABLE LISTING

```

-----
NAME                TYPE      VALUE  ATTRIBUTES, XREFS

??SEG . . . . . SEGMENT      SIZE=0000H PARA PUBLIC
A . . . . . NUMBER    000AH   1040#
ACTIVE_CODE . . . . NUMBER    0010H   1069#
ACTIVE_KRYPT_CTR. . V BYTE   11A5H  ALLSEG PUBLIC 1677 2507#
ACTIVE_VAR. . . . . V BYTE   1308H  ALLSEG PUBLIC 1676 2762# 2793 2836
ACTIVITY_BUF. . . . V WORD   09F1H  ALLSEG PUBLIC 1679 2334#
ACTIVITY_CHKSUM . . V WORD   012AH  ALLSEG PUBLIC 1687 2068#
ACTIVITY_CHKSUMA. . V WORD   022CH  ALLSEG PUBLIC 1688 2071#
ACTIVITY_CHKSUMB. . V WORD   032EH  ALLSEG PUBLIC 1689 2074#
ACTIVITY_DATA . . . V WORD   002AH  ALLSEG PUBLIC 1684 2067#
ACTIVITY_DATAA. . . V WORD   012CH  ALLSEG PUBLIC 1685 2070#
ACTIVITY_DATAB. . . V WORD   022EH  ALLSEG PUBLIC 1686 2073#
ACTIVITY_FL . . . . V BYTE   09EBH  ALLSEG PUBLIC 1678 2327#
ACTIVITY_LEGAL_MASK NUMBER    00FEH   916#
ACTIVITY_PTR. . . . V WORD   0024H  ALLSEG PUBLIC 1680 2063#
ACTIVITY_PTRA . . . V WORD   0026H  ALLSEG PUBLIC 1681 2064#
ACTIVITY_PTRB . . . V WORD   0028H  ALLSEG PUBLIC 1682 2065#
ACTIVITY_TIME . . . V WORD   0022H  ALLSEG PUBLIC 1683 2061#
ADV_ROUND_FL. . . . V BYTE   131FH  ALLSEG PUBLIC 1690 2787#
ADV_ROUND_FL_I. . . V BYTE   1359H  ALLSEG   2873#
AGAIN_PERD. . . . . NUMBER    003CH   682#
AGAIN_TIMER . . . . V BYTE   11D3H  ALLSEG PUBLIC 1691 2555#
ALLSEG. . . . . SEGMENT      SIZE=5804H PARA PUBLIC 290# 292 292 292 292 2974
ANIM_CTR. . . . . V BYTE   12ADH  ALLSEG PUBLIC 1693 2676#
ANIM_PTR. . . . . V WORD   12ABH  ALLSEG PUBLIC 1694 2675#
ANIMATOR. . . . . V WORD   12A9H  ALLSEG PUBLIC 1692 2674#
APSD. . . . . NUMBER    009FH   1074#
ATT_LP_CTR. . . . . V BYTE   128BH  ALLSEG PUBLIC 1967 2618#
ATT_SOUND_MASK. . . NUMBER    0001H   581#
ATT_TABLE_CTR. . . . V BYTE   11FAH  ALLSEG PUBLIC 2001 2600#
ATT_TABLE_PTR . . . V WORD   11F0H  ALLSEG PUBLIC 2000 2595#
B . . . . . NUMBER    000BH   1041#
BACK_SLOT_LIMIT . . NUMBER    000AH   948#
BACKUP. . . . . NUMBER    007FH   1072#
BAD_MEM_FL. . . . . V BYTE   13FEH  ALLSEG PUBLIC 1695 2899#
BAD_ROM_POS . . . . NUMBER    02ADH   568#
BGND_CHARGEN. . . . V BYTE   4000H  ALLSEG PUBLIC 1698 2927#
BGND_REG. . . . . V BYTE   3800H  ALLSEG PUBLIC 1696 2923#
BGND_SOUND. . . . . V BYTE   12C9H  ALLSEG PUBLIC 1697 2708#
BLACK . . . . . NUMBER    0000H   1012#
BLEN_ACTIVE_VAR . . NUMBER    001AH  PUBLIC 1701 2793#
BLEN_BGND_REG . . . NUMBER    03C0H   537#
BLEN_BULPAR . . . . NUMBER    0010H   1454#
BLEN_CPPAR. . . . . NUMBER    0003H   1571#
BLEN_DTABLE . . . . NUMBER    0036H   1614#
BLEN_ELPAR. . . . . NUMBER    001DH   1435#
BLEN_FGPAR. . . . . NUMBER    0004H   1295#
BLEN_GAMEINIT_VAR . NUMBER    001FH  PUBLIC 1702 2743#
BLEN_HUMANPAR . . . NUMBER    0014H   1638#
BLEN_KPPAR. . . . . NUMBER    0007H   1390#
BLEN_KRYPAR . . . . NUMBER    0026H   1373#

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NAME	TYPE	VALUE	ATTRIBUTES, XREFS
BLN_KZERO. . . . .	NUMBER	0007H	1374#
BLN_MAGPAR. . . . .	NUMBER	0019H	1335#
BLN_MXDPAR. . . . .	NUMBER	0004H	1595#
BLN_MXPPAR. . . . .	NUMBER	0006H	1584#
BLN_ORBPAR. . . . .	NUMBER	0005H	1309#
BLN_REMAIN_RAM. . .	NUMBER	09C7H	PUBLIC 1704 2275#
BLN_RKPAR. . . . .	NUMBER	0008H	1509#
BLN_RND_CLR. . . . .	NUMBER	05F0H	PUBLIC 1703 2561#
BLN_RPTPAR. . . . .	NUMBER	0022H	1547#
BLN_SCRATCH_PAD. . .	NUMBER	0995H	PUBLIC 1707 2880#
BLN_SEEDPAR. . . . .	NUMBER	0008H	1493#
BLN_STARPAR. . . . .	NUMBER	0008H	1469#
BLN_SWAP. . . . .	NUMBER	003AH	PUBLIC 1706 2836#
BLN_VARIABLES. . . .	NUMBER	0995H	PUBLIC 1705 2881#
BLNK. . . . .	NUMBER	-0001H	1106# 2584 2584 2584
BONUS_FL. . . . .	V BYTE	11B1H	ALLSEG PUBLIC 1699 2515#
BONUS_HUMAN_PNT. . .	NUMBER	0002H	691#
BONUS_RESET_FL. . . .	V BYTE	11C2H	ALLSEG PUBLIC 1700 2534#
BOTH_PLAYER_MASK. . .	NUMBER	0060H	610#
BOX. . . . .	NUMBER	00E5H	950#
BOX_XPOS. . . . .	V BYTE	11D9H	ALLSEG PUBLIC 1968 2577#
BOX_YPOS. . . . .	V BYTE	11DAH	ALLSEG PUBLIC 1969 2578#
BSLOT. . . . .	V WORD	000CH	S FIELD 1448#
BSTAT. . . . .	V BYTE	000EH	S FIELD 1449#
BTIMER. . . . .	V BYTE	000FH	S FIELD 1450#
BULLET_CTR. . . . .	V BYTE	119EH	ALLSEG PUBLIC 1708 2501#
BULLET_DATA. . . . .	V 16	0FCEH	ALLSEG PUBLIC 1709 2430#
BULLET_DLIMIT. . . .	NUMBER	3980H	763#
BULLET_LIFE. . . . .	V BYTE	11C4H	ALLSEG PUBLIC 1710 2537#
BULLET_LLIMIT. . . .	NUMBER	-3A80H	762#
BULLET_RLIMIT. . . .	NUMBER	3A80H	761#
BULLET_SPEED. . . . .	NUMBER	0400H	737#
BULLET_ULIMIT. . . .	NUMBER	-3980H	764#
BULLET_XHOME. . . . .	NUMBER	0076H	860#
BULLET_YHOME. . . . .	NUMBER	0080H	861#
BULPAR. . . . .	STRUC		SIZE=0010H #FIELDS=9 1439 1452# 2430
BXMPOS. . . . .	V WORD	0004H	S FIELD 1443#
BXPOS. . . . .	V WORD	0000H	S FIELD 1441#
BXVEL. . . . .	V WORD	0008H	S FIELD 1446#
BYMPOS. . . . .	V WORD	0006H	S FIELD 1444#
BYPOS. . . . .	V WORD	0002H	S FIELD 1442#
BYVEL. . . . .	V WORD	000AH	S FIELD 1447#
C. . . . .	NUMBER	000CH	1042#
CANIM_COLOR. . . . .	V WORD	11C9H	ALLSEG PUBLIC 1713 2544#
CANIM_FL. . . . .	V BYTE	11C7H	ALLSEG PUBLIC 1711 2542#
CANIM_PERD1. . . . .	NUMBER	0002H	841#
CANIM_PERD2. . . . .	NUMBER	0007H	845#
CANIM_TIMER. . . . .	V BYTE	11C8H	ALLSEG PUBLIC 1712 2543#
CB_XNRANGE. . . . .	NUMBER	-0280H	827#
CB_XNRANGE1. . . . .	NUMBER	-0780H	832#
CB_XPRANGE. . . . .	NUMBER	0280H	826#
CB_XPRANGE1. . . . .	NUMBER	0780H	831#
CB_YNRANGE. . . . .	NUMBER	-0300H	829#
CB_YNRANGE1. . . . .	NUMBER	-0A00H	834#
CB_YPRANGE. . . . .	NUMBER	0300H	828#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
CB_YPRANGE1 . . . .	NUMBER	0A00H	833#
DOWN. . . . .	NUMBER	-0006H	1111#
CFRAME. . . . .	V BYTE	0002H	S FIELD 1567#
CHAR_SHIP . . . . .	NUMBER	00F7H	1079#
CHECKER . . . . .	V WORD	0036H	S FIELD 1610#
CHKSUM. . . . .	V WORD	0537H	ALLSEG PUBLIC 1988 2138#
CHKSUM2 . . . . .	V WORD	0539H	ALLSEG PUBLIC 1989 2139#
CHKSUMA . . . . .	V WORD	053BH	ALLSEG PUBLIC 1993 2140#
CHKSUMB . . . . .	V WORD	053DH	ALLSEG PUBLIC 1994 2141#
CLFT. . . . .	NUMBER	-0005H	1110#
CLR_VFN . . . . .	NUMBER	0000H	926#
CMASST. . . . .	V BYTE	0000H	S FIELD 1565#
CMASMIN. . . . .	V BYTE	0001H	S FIELD 1566#
COCKTAIL_MASK . . .	NUMBER	0006H	574#
COIN_FL . . . . .	V BYTE	09E7H	ALLSEG PUBLIC 1738 2317#
COIN_MASK . . . . .	NUMBER	0003H	614#
COIN_MID_MASK . . .	NUMBER	0010H	584#
COIN_TIMER. . . . .	V BYTE	09EBH	ALLSEG PUBLIC 1739 2318#
COIN_VALUE_MASK . .	NUMBER	0014H	583#
COLOR_CYCLE_CTR . .	V WORD	09F7H	ALLSEG PUBLIC 1733 2340#
COLOR_REG . . . . .	V WORD	5000H	ALLSEG PUBLIC 1737 2932#
COLOR_REG_BUF . . .	V WORD	1322H	ALLSEG PUBLIC 1735 2813#
COLOR_REG_BUF_I . .	V WORD	135CH	ALLSEG PUBLIC 1736 2877#
COLOR_SET_PTR . . .	V WORD	12CAH	ALLSEG PUBLIC 1734 2709#
COM_SPIN_PERD . . .	NUMBER	0003H	660#
COM_SPIN_TIMER. . .	V BYTE	11C3H	ALLSEG PUBLIC 1732 2535#
COMET_ACTJMP. . . .	V WORD	10ACH	ALLSEG PUBLIC 1715 2458#
COMET_ANGLE . . . .	V BYTE	11C1H	ALLSEG PUBLIC 1714 2533#
COMET_BONUSPERD . .	NUMBER	0019H	663#
COMET_BPTR. . . . .	V WORD	12C6H	ALLSEG PUBLIC 1731 2706#
COMET_CLUE_PERD . .	NUMBER	000FH	664#
COMET_DATA. . . . .	V BYTE	10A2H	ALLSEG PUBLIC 1716 2448#
COMET_DIR_FL. . . .	V BYTE	10AAH	ALLSEG PUBLIC 1717 2455#
COMET_DLIMIT. . . .	NUMBER	3A00H	778#
COMET_FIGPTR. . . .	V WORD	10B2H	ALLSEG PUBLIC 1718 2462#
COMET_GRACPERD. . .	V WORD	12C0H	ALLSEG PUBLIC 1729 2702#
COMET_LLIMIT. . . .	NUMBER	-3B00H	777#
COMET_MASS. . . . .	V BYTE	10ABH	ALLSEG PUBLIC 1720 2456#
COMET_PNTPTR. . . .	V WORD	10B0H	ALLSEG PUBLIC 1719 2461#
COMET_POINT_PERD. .	NUMBER	001EH	662#
COMET_PTR . . . . .	V WORD	12C4H	ALLSEG PUBLIC 1730 2704#
COMET_RANGE . . . .	NUMBER	0400H	798#
COMET_RECVPERD. . .	V WORD	12C2H	ALLSEG PUBLIC 1728 2703#
COMET_RLIMIT. . . .	NUMBER	3B00H	776#
COMET_SCORE2. . . .	V BYTE	10B5H	ALLSEG PUBLIC 1725 2465#
COMET_SCORE3. . . .	V BYTE	10B4H	ALLSEG PUBLIC 1726 2464#
COMET_TIMER . . . .	V WORD	10AEH	ALLSEG PUBLIC 1727 2459#
COMET_ULIMIT. . . .	NUMBER	-3A00H	779#
COMET_XHOME . . . .	NUMBER	0076H	872#
COMET_XPOS. . . . .	V WORD	10A2H	ALLSEG PUBLIC 1721 2450#
COMET_XVEL. . . . .	V WORD	10A6H	ALLSEG PUBLIC 1723 2452#
COMET_YHOME . . . .	NUMBER	0081H	873#
COMET_YPOS. . . . .	V WORD	10A4H	ALLSEG PUBLIC 1722 2451#
COMET_YVEL. . . . .	V WORD	10ABH	ALLSEG PUBLIC 1724 2453#
COMETEXP_PERD . . .	NUMBER	000AH	661#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
CPPAR . . . . .	STRUC		SIZE=0003H #FIELDS=3 1563 1569#
CPRT. . . . .	NUMBER	00B7H	1075#
CR_PR_CN. . . . .	V BYTE	052BH	ALLSEG PUBLIC 1742 2110#
CR_PR_GM. . . . .	V BYTE	052AH	ALLSEG PUBLIC 1741 2109#
CREG0 . . . . .	V WORD	1322H	ALLSEG PUBLIC 1743 2815#
CREG1 . . . . .	V WORD	1324H	ALLSEG PUBLIC 1744 2816#
CREG2 . . . . .	V WORD	1326H	ALLSEG PUBLIC 1745 2817#
CREG3 . . . . .	V WORD	1328H	ALLSEG PUBLIC 1746 2818#
CREG4 . . . . .	V WORD	132AH	ALLSEG PUBLIC 1747 2819#
CREG5 . . . . .	V WORD	132CH	ALLSEG PUBLIC 1748 2820#
CREG6 . . . . .	V WORD	132EH	ALLSEG PUBLIC 1749 2821#
CREG7 . . . . .	V WORD	1330H	ALLSEG PUBLIC 1750 2822#
CREG8 . . . . .	V WORD	1332H	ALLSEG PUBLIC 1751 2823#
CREG9 . . . . .	V WORD	1334H	ALLSEG PUBLIC 1752 2824#
CREGA . . . . .	V WORD	1336H	ALLSEG PUBLIC 1753 2825#
CREGB . . . . .	V WORD	1338H	ALLSEG PUBLIC 1754 2826#
CREGC . . . . .	V WORD	133AH	ALLSEG PUBLIC 1755 2827#
CREGD . . . . .	V WORD	133CH	ALLSEG PUBLIC 1756 2828#
CREGE . . . . .	V WORD	133EH	ALLSEG PUBLIC 1757 2829#
CREGF . . . . .	V WORD	1340H	ALLSEG PUBLIC 1758 2830#
CRGT. . . . .	NUMBER	-0007H	1112# 1652 1653 1654 1659 2585
CTIME_DISP_POS. . .	NUMBER	000EH	566#
CTPAR . . . . .	STRUC		SIZE=0008H #FIELDS=4 1552 1559#
CTRL_BYTE . . . . .	V BYTE	09E9H	ALLSEG PUBLIC 1740 2319#
CUPP. . . . .	NUMBER	-0004H	1109#
CUTOFF_PERD . . . .	NUMBER	0E10H	639#
CUTOFF_TIMER. . . .	V WORD	1107H	ALLSEG PUBLIC 1759 2558#
D . . . . .	NUMBER	000DH	1043#
DIAL_DIR_FL . . . . .	V BYTE	1307H	ALLSEG PUBLIC 1761 2741#
DIAL_THRES. . . . .	NUMBER	0003H	729#
DIAL_VALUE. . . . .	V BYTE	1306H	ALLSEG PUBLIC 1760 2740#
DIFF_FTR_A. . . . .	NUMBER	0006H	632#
DIFF_FTR_B. . . . .	NUMBER	0001H	633#
DIFF_MASK . . . . .	NUMBER	00C0H	590#
DIFF_MID_MASK . . .	NUMBER	0080H	591#
DIFF_SET. . . . .	V BYTE	052FH	ALLSEG PUBLIC 1762 2114#
DKBLUE. . . . .	NUMBER	0047H	1021#
DKGREEN . . . . .	NUMBER	0470H	1018#
DKPURPLE. . . . .	NUMBER	0C07H	1024#
DOMINANT_MASK . . .	NUMBER	0001H	573#
DROUND. . . . .	V 56	0480H	ALLSEG PUBLIC 1771 2092#
DROUNDA . . . . .	V 56	0488H	ALLSEG PUBLIC 1772 2093#
DROUNDB . . . . .	V 56	04F0H	ALLSEG PUBLIC 1773 2094#
DSCORE. . . . .	V 56	03D8H	ALLSEG PUBLIC 1768 2088#
DSCOREA . . . . .	V 56	0410H	ALLSEG PUBLIC 1769 2089#
DSCOREB . . . . .	V 56	0448H	ALLSEG PUBLIC 1770 2090#
DT_KMASS_CTR. . . .	V WORD	11BDH	ALLSEG PUBLIC 1764 2528#
DT_KMASS_PERD . . .	NUMBER	0209H	642#
DT_KSPEED_CTR . . .	V WORD	11BBH	ALLSEG PUBLIC 1763 2527#
DT_KSPEED_PERD. . .	NUMBER	01E0H	641#
DTIMES. . . . .	V 56	0330H	ALLSEG PUBLIC 1765 2084#
DTIMESA . . . . .	V 56	0368H	ALLSEG PUBLIC 1766 2085#
DTIMESB . . . . .	V 56	03A0H	ALLSEG PUBLIC 1767 2086#
DUM . . . . .	V BYTE	0003H	S FIELD 1291#
E . . . . .	NUMBER	000EH	1044#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
EACCEL_MASK . . . .	V BYTE	12BAH	ALLSEG PUBLIC 1774 2695#
EACTJMP . . . . .	V WORD	000EH	S FIELD 1422#
EASY_COLOR . . . .	NUMBER	0092H	623#
EB_XNRANGE . . . .	NUMBER	-0180H	812#
EB_XPRANGE . . . .	NUMBER	0180H	811#
EB_YNRANGE . . . .	NUMBER	-0200H	814#
EB_YPRANGE . . . .	NUMBER	0200H	813#
EFB_XNRANGE . . . .	NUMBER	-0200H	817#
EFB_XNRANGE1 . . . .	NUMBER	-0600H	822#
EFB_XPRANGE . . . .	NUMBER	0200H	816#
EFB_XPRANGE1 . . . .	NUMBER	0600H	821#
EFB_YNRANGE . . . .	NUMBER	-0280H	819#
EFB_YNRANGE1 . . . .	NUMBER	-0800H	824#
EFB_YPRANGE . . . .	NUMBER	0280H	818#
EFB_YPRANGE1 . . . .	NUMBER	0800H	823#
EHPN . . . . .	V BYTE	0009H	S FIELD 1418#
EJECT_MASK . . . .	V WORD	12B2H	ALLSEG PUBLIC 1775 2688#
EJECT_MATCH . . . .	NUMBER	0006H	742#
ELAST . . . . .	V WORD	0002H	S FIELD 1412#
ELECT_CTR . . . . .	V BYTE	119DH	ALLSEG PUBLIC 1781 2500#
ELECT_RANGE . . . .	NUMBER	0380H	797#
ELECT_XHOME . . . .	NUMBER	0076H	863#
ELECT_YHOME . . . .	NUMBER	0081H	864#
ELECT0_DATA . . . .	V 29	0DA7H	ALLSEG PUBLIC 1776 2417#
ELECT1_DATA . . . .	V 29	0DE1H	ALLSEG PUBLIC 1777 2419#
ELECT2_DATA . . . .	V 29	0E38H	ALLSEG PUBLIC 1778 2421#
ELECT3_DATA . . . .	V 29	0EACH	ALLSEG PUBLIC 1779 2423#
ELECT4_DATA . . . .	V 29	0F20H	ALLSEG PUBLIC 1780 2425#
ELPAR . . . . .	STRUC		SIZE=0010H #FIELDS=18 1409 1433# 2417 2419 2421 2423 2425
EMASS . . . . .	V BYTE	001CH	S FIELD 1431#
EMASS_1ST . . . . .	V BYTE	12B8H	ALLSEG PUBLIC 1782 2693#
ENEXT . . . . .	V WORD	0000H	S FIELD 1411#
EORBPTR . . . . .	V WORD	000CH	S FIELD 1421#
EOSN . . . . .	V BYTE	000AH	S FIELD 1419#
EOST . . . . .	NUMBER	-0002H	1107# 2584 2585
ESIZE . . . . .	V BYTE	0006H	S FIELD 1414#
ESL0 . . . . .	NUMBER	0000H	936#
ESL1 . . . . .	NUMBER	0004H	937#
ESL2 . . . . .	NUMBER	0008H	938#
ESL3 . . . . .	NUMBER	0018H	940#
ESL4 . . . . .	NUMBER	001CH	941#
ESL5 . . . . .	NUMBER	0020H	942#
ESL6 . . . . .	NUMBER	0024H	943#
ESL7 . . . . .	NUMBER	0028H	944#
ESL8 . . . . .	NUMBER	002CH	945#
ESLOT . . . . .	V WORD	0004H	S FIELD 1413#
EST_BACK . . . . .	NUMBER	0002H	889#
EST_EXP . . . . .	NUMBER	0003H	890#
EST_INACT . . . . .	NUMBER	0004H	891#
EST_ORB . . . . .	NUMBER	0000H	887#
EST_ORBDUT . . . . .	NUMBER	0001H	888#
ESTAT . . . . .	V BYTE	0007H	S FIELD 1415#
ETIME_1ST . . . . .	NUMBER	0001H	658#
ETIMER . . . . .	V BYTE	000BH	S FIELD 1420#
EVPN . . . . .	V BYTE	0008H	S FIELD 1417#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
EXMPOS. . . . .	V WORD	0018H	S FIELD 1429#
EXP_SPEED . . . . .	NUMBER	0004H	714#
EXPOS . . . . .	V WORD	0010H	S FIELD 1424#
EXTRA_DEB_FL. . . . .	V BYTE	11B2H	ALLSEG PUBLIC 1783 2516#
EXTRA_SHIP_MASK . . . . .	NUMBER	0002H	588#
EXTRAH_SET. . . . .	V BYTE	052DH	ALLSEG PUBLIC 1784 2112#
EXTRAL_SET. . . . .	V BYTE	052EH	ALLSEG PUBLIC 1785 2113#
EXVEL . . . . .	V WORD	0014H	S FIELD 1426#
EYPOS. . . . .	V WORD	001AH	S FIELD 1430#
EYPOS . . . . .	V WORD	0012H	S FIELD 1425#
EYVEL . . . . .	V WORD	0016H	S FIELD 1427#
F . . . . .	NUMBER	000FH	1045#
FELECEXP_PERD . . . . .	NUMBER	001EH	657#
FGND_ACTIVE_SLOT. . . . .	V DWORD	0C09H	ALLSEG PUBLIC 1789 2387# 2389
FGND_BULLET_SLOT. . . . .	V DWORD	0CCDH	ALLSEG PUBLIC 1790 2393#
FGND_COMET_SLOT . . . . .	V DWORD	0CC9H	ALLSEG PUBLIC 1791 2391#
FGND_HUMAN_SLOT . . . . .	V DWORD	0CD9H	ALLSEG PUBLIC 1792 2395#
FGND_REG. . . . .	V DWORD	3000H	ALLSEG PUBLIC 1787 2918#
FGND_REG_BUF. . . . .	V DWORD	0BE9H	ALLSEG PUBLIC 1788 2383#
FGND_SEED_SLOT. . . . .	V DWORD	0BE9H	ALLSEG PUBLIC 1793 2385#
FGPAR . . . . .	STRUC	SIZE=0004H #FIELDS=4	1286 1293# 2383 2385 2387 2391 2393 2395 2397 2918
FILLH . . . . .	NUMBER	003BH	721#
FILLL . . . . .	NUMBER	00E0H	722#
FIRST_DATUM_FL. . . . .	V BYTE	11EDH	ALLSEG PUBLIC 1997 2592#
FLASH_FL. . . . .	V BYTE	1205H	ALLSEG PUBLIC 1970 2614#
FLASH_ON. . . . .	V BYTE	1206H	ALLSEG PUBLIC 1971 2615#
FLASH_ON_PTR. . . . .	V WORD	1286H	ALLSEG PUBLIC 1972 2616#
FLYEL_CTR . . . . .	V BYTE	11BAH	ALLSEG PUBLIC 1794 2525#
FLYEL_DLIMIT. . . . .	NUMBER	3A00H	773#
FLYEL_LIMIT . . . . .	V BYTE	12C8H	ALLSEG PUBLIC 1795 2707#
FLYEL_LLIMIT. . . . .	NUMBER	-3B00H	772#
FLYEL_RLIMIT. . . . .	NUMBER	3B00H	771#
FLYEL_ULIMIT. . . . .	NUMBER	-3A00H	774#
FLYEL_XHOME . . . . .	NUMBER	0076H	866#
FLYEL_YHOME . . . . .	NUMBER	0081H	867#
FRAME_CTR . . . . .	V BYTE	09EDH	ALLSEG PUBLIC 1786 2329#
FRAME_TIME. . . . .	NUMBER	0166H	550#
FRAME_TIMEH . . . . .	NUMBER	0001H	552#
FRAME_TIMEL . . . . .	NUMBER	0067H	551#
FRESH_RND_FL. . . . .	V BYTE	09F3H	ALLSEG PUBLIC 1796 2335#
G . . . . .	NUMBER	001AH	1046#
GAME_CREDIT . . . . .	V BYTE	0528H	ALLSEG PUBLIC 1797 2104#
GAME_CREDITX. . . . .	V BYTE	0534H	ALLSEG PUBLIC 1798 2122#
GAMEINIT_VAR. . . . .	V BYTE	12E9H	ALLSEG PUBLIC 1799 2729# 2743
GOVER_CTR . . . . .	V WORD	119AH	ALLSEG PUBLIC 1800 2497#
GOVER_MSG_PERD. . . . .	NUMBER	0078H	666#
GRACE_PERD. . . . .	V BYTE	12AEH	ALLSEG PUBLIC 1801 2684#
H . . . . .	NUMBER	001BH	1047#
HACTJMP . . . . .	V WORD	000CH	S FIELD 1627#
HALF_CREDIT . . . . .	V BYTE	0529H	ALLSEG PUBLIC 1802 2105#
HALF_CREDITX. . . . .	V BYTE	0535H	ALLSEG PUBLIC 1803 2123#
HARD_COLOR. . . . .	NUMBER	028DH	624#
HBAR. . . . .	NUMBER	00D7H	1077#
HBXRANGE. . . . .	NUMBER	0003H	794#
HBYRANGE. . . . .	NUMBER	0003H	795#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
HEADER . . . . .	V 7	12E2H	ALLSEG PUBLIC 1804 2724#
HEXP_PERD . . . . .	NUMBER	000FH	675#
HI_SCORE_ENTRY . . .	STRUC	SIZE=000EH #FIELDS=14	1647 1664# 2150 2151 2152 2153 2154 2156 2157 2158 2159 2160 2162 2163 2164 2165 2166 2168 2169 2170 2171 2172 2174 2181 2182 2183 2184 2185 2187 2188 2189 2190 2191 2193 2194 2195 2196 2197 2199 2200 2201 2202 2203 2205 2212 2213 2214 2215 2216 2218 2219 2220 2221 2222 2224 2225 2226 2227 2228 2230 2231 2232 2233 2234 2236 2243 2244 2245 2246 2247 2249 2250 2251 2252 2253 2255 2256 2257 2258 2259 2261 2262 2263 2264 2265 2267
HIGHH . . . . .	V WORD	002AH	S FIELD 1604#
HIGHL . . . . .	V WORD	0028H	S FIELD 1603#
HMODE . . . . .	V BYTE	0011H	S FIELD 1631#
HMODE0_PERD . . . .	NUMBER	003CH	685#
HMODE1_PERD . . . .	NUMBER	0064H	686#
HMODE3_PERD . . . .	NUMBER	0014H	687#
HMODE4_PERD . . . .	NUMBER	002DH	688#
HMODE7_PERD . . . .	NUMBER	000AH	689#
HOSN . . . . .	V BYTE	0012H	S FIELD 1632#
HOUR_FL . . . . .	V BYTE	09F0H	ALLSEG PUBLIC 1805 2333#
HPERD . . . . .	V BYTE	0013H	S FIELD 1633#
HPN . . . . .	V BYTE	0001H	S FIELD 1289#
HPOINT_PERD . . . .	NUMBER	001EH	675#
HPTR . . . . .	V WORD	000EH	S FIELD 1628#
HS_FL . . . . .	V BYTE	110BH	ALLSEG PUBLIC 1973 2580#
HS_PLYR_NUM . . . .	V BYTE	11E4H	ALLSEG PUBLIC 1985 2585#
HSE . . . . .	V 14	053FH	ALLSEG PUBLIC 1990 2150#
HSEA . . . . .	V 14	078BH	ALLSEG PUBLIC 1991 2212#
HSEB . . . . .	V 14	08B1H	ALLSEG PUBLIC 1992 2243#
HTIMER . . . . .	V BYTE	0010H	S FIELD 1630#
HUMAN_BUSY_FL . . .	V BYTE	11CFH	ALLSEG PUBLIC 1809 2551#
HUMAN_CONTPERD . . .	NUMBER	001EH	677#
HUMAN_CTR . . . . .	V BYTE	10B6H	ALLSEG PUBLIC 1807 2474#
HUMAN_DATA . . . . .	V 20	10B9H	ALLSEG PUBLIC 1806 2477#
HUMAN_DLIMIT . . . .	NUMBER	3700H	788#
HUMAN_DLIMITH . . . .	NUMBER	0039H	783#
HUMAN_FL . . . . .	V BYTE	11CEH	ALLSEG PUBLIC 1808 2550#
HUMAN_INITPERD . . .	NUMBER	0014H	679#
HUMAN_INTERVAL . . .	NUMBER	000FH	680#
HUMAN_LLIMIT . . . .	NUMBER	-3800H	787#
HUMAN_LLIMITH . . . .	NUMBER	-003AH	782#
HUMAN_NOW_FL . . . .	V BYTE	11D2H	ALLSEG PUBLIC 1815 2554#
HUMAN_PNTOBJ . . . .	V BYTE	12CDH	ALLSEG PUBLIC 1810 2711#
HUMAN_PHTPTR . . . .	V WORD	10B7H	ALLSEG PUBLIC 1811 2475#
HUMAN_RECVPERD . . .	NUMBER	00B4H	676#
HUMAN_RLIMIT . . . .	NUMBER	3800H	786#
HUMAN_RLIMITH . . . .	NUMBER	003AH	781#
HUMAN_SCORE2 . . . .	V BYTE	12CEH	ALLSEG PUBLIC 1812 2713#
HUMAN_SCORE3 . . . .	V BYTE	12CFH	ALLSEG PUBLIC 1813 2714#
HUMAN_START_ROUND . .	NUMBER	0004H	636#
HUMAN_TOOKOFF_FL . .	V BYTE	11D0H	ALLSEG PUBLIC 1814 2552#
HUMAN_ULIMIT . . . .	NUMBER	-3700H	789#
HUMAN_ULIMITH . . . .	NUMBER	-0039H	784#
HUMAN_XHOME . . . . .	NUMBER	0076H	875#
HUMAN_YHOME . . . . .	NUMBER	00E1H	876#
HUMANPAR . . . . .	STRUC	SIZE=0014H #FIELDS=12	1618 1636# 2477
HUMANSPEED_MASK . . .	NUMBER	001FH	674#



NAME	TYPE	VALUE	ATTRIBUTES, XREFS
HYACC . . . . .	V WORD	0008H	S FIELD 1625#
HYPOS . . . . .	V WORD	0000H	S FIELD 1620#
HVEL . . . . .	V WORD	0004H	S FIELD 1622#
HYACC . . . . .	V WORD	000AH	S FIELD 1626#
HYPOS . . . . .	V WORD	0002H	S FIELD 1621#
HVEL . . . . .	V WORD	0006H	S FIELD 1623#
I . . . . .	NUMBER	001CH	1048#
IABEL . . . . .	V WORD	0002H	S FIELD 1555#
IB_XRANGE1. . . . .	NUMBER	0380H	800#
IB_XRANGE2. . . . .	NUMBER	0100H	802#
IB_YRANGE1. . . . .	NUMBER	0480H	801#
IB_YRANGE2. . . . .	NUMBER	0180H	803#
IRVEL . . . . .	V WORD	0004H	S FIELD 1556#
ICFQS . . . . .	V WORD	0000H	S FIELD 1554#
INF_SPEED_PTR . . . . .	V WORD	1284H	ALLSEG PUBLIC 1847 2689#
INF_XLIMIT0 . . . . .	NUMBER	000FH	747#
INF_XLIMIT1 . . . . .	NUMBER	0014H	750#
INF_XLIMIT2 . . . . .	NUMBER	0019H	753#
INF_YLIMIT0 . . . . .	NUMBER	0012H	748#
INF_YLIMIT1 . . . . .	NUMBER	0019H	751#
INF_YLIMIT2 . . . . .	NUMBER	0020H	754#
INI_TIME_POS. . . . .	NUMBER	01D6H	569#
INI_TIMEOUT . . . . .	V BYTE	13FFH	ALLSEG PUBLIC 1822 2900#
INI_TIMER . . . . .	V BYTE	1400H	ALLSEG PUBLIC 1823 2901#
INIT_COUNT. . . . .	V BYTE	11DCH	ALLSEG PUBLIC 1974 2581#
INITIAL . . . . .	V BYTE	000BH	S FIELD 1660#
INITIALX1 . . . . .	V BYTE	000CH	S FIELD 1661#
INITIALX2 . . . . .	V BYTE	000DH	S FIELD 1662#
INT_BREAK_POINT . . . . .	V WORD	000CH	ALLSEG PUBLIC 1819 2028#
INT_DIV_ERROR . . . . .	V WORD	0000H	ALLSEG PUBLIC 1816 2022#
INT_MSG . . . . .	L NEAR	0000H	EXTRN 1960# 2022 2024 2028 2030 2032 2034 2036
INT_NMI . . . . .	V WORD	000BH	ALLSEG PUBLIC 1818 2026#
INT_OVERFLOW. . . . .	V WORD	0010H	ALLSEG PUBLIC 1820 2030#
INT_RESERVED. . . . .	V WORD	0014H	ALLSEG PUBLIC 1821 2032#
INT_SINGLE_STEP . . . . .	V WORD	0004H	ALLSEG PUBLIC 1817 2024#
IXXXX . . . . .	V WORD	0006H	S FIELD 1557#
J . . . . .	NUMBER	001DH	1049#
JOYSTICK. . . . .	V BYTE	5804H	ALLSEG PUBLIC 1824 2969#
JS_VALUE. . . . .	V BYTE	1305H	ALLSEG PUBLIC 1825 2739#
JSALL_MASK. . . . .	NUMBER	000FH	600#
JS0N_MASK . . . . .	NUMBER	0004H	604#
JSLT_MASK . . . . .	NUMBER	0008H	602#
JSRT_MASK . . . . .	NUMBER	0002H	601#
JSUP_MASK . . . . .	NUMBER	0001H	603#
K . . . . .	NUMBER	001EH	1050#
KACTJMP . . . . .	V WORD	0020H	S FIELD 1366#
KECTR . . . . .	V BYTE	0022H	S FIELD 1367#
KEEP_FIVE_FL. . . . .	V BYTE	11E9H	ALLSEG PUBLIC 1986 2587#
KEEP_MPOS_FL. . . . .	V BYTE	1304H	ALLSEG PUBLIC 1826 2735#
KEJECT_PERD . . . . .	V BYTE	12AFH	ALLSEG PUBLIC 1834 2685#
KEMAX . . . . .	V BYTE	0007H	S FIELD 1345#
KEPTR . . . . .	V WORD	0008H	S FIELD 1347#
KEXP_COLOR. . . . .	NUMBER	0950H	842#
KEXP_DIFF . . . . .	NUMBER	0210H	843#
KFECTR. . . . .	V BYTE	001FH	S FIELD 1364#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
KHPN. . . . .	V BYTE	1196H	ALLSEG PUBLIC 1833 2492#
KIBRANG . . . . .	V BYTE	0004H	S FIELD 1400#
KILL_TIMER. . . . .	V WORD	11D4H	ALLSEG PUBLIC 1829 2556#
KILL_TOGO . . . . .	V BYTE	131EH	ALLSEG PUBLIC 1827 2786#
KILL_TOGO_I . . . . .	V BYTE	1358H	ALLSEG 2872#
KILLER_KRYPT_FL . . . . .	V BYTE	11D1H	ALLSEG PUBLIC 1828 2553#
KILLER_PERD . . . . .	NUMBER	0960H	638#
KINTVL. . . . .	V BYTE	0017H	S FIELD 1357#
KINUM . . . . .	V BYTE	0003H	S FIELD 1399#
KIQSN . . . . .	V BYTE	0002H	S FIELD 1398#
KIPAR . . . . .	STRUC		SIZE=0007H #FIELDS=7 1394 1404#
KIPPTR. . . . .	V WORD	000AH	S FIELD 1348#
KISTEF. . . . .	V BYTE	0016H	S FIELD 1356#
KIXHOME . . . . .	V BYTE	0000H	S FIELD 1396#
KIXLIMIT. . . . .	V BYTE	0005H	S FIELD 1401#
KIXPTR. . . . .	V WORD	000CH	S FIELD 1349#
KIYHOME . . . . .	V BYTE	0001H	S FIELD 1397#
KIYLIMIT. . . . .	V BYTE	0006H	S FIELD 1402#
KJOB_FL . . . . .	V BYTE	1198H	ALLSEG PUBLIC 1835 2495#
KLAST . . . . .	V WORD	0002H	S FIELD 1342#
KMASS . . . . .	V BYTE	0023H	S FIELD 1368#
KMASS_1ST . . . . .	V BYTE	12B6H	ALLSEG PUBLIC 1830 2691#
KMASS_MAD . . . . .	V BYTE	12B7H	ALLSEG PUBLIC 1831 2692#
KMRANG. . . . .	V BYTE	000EH	S FIELD 1350#
KNEXT . . . . .	V WORD	0000H	S FIELD 1341#
KORBIT. . . . .	V WORD	000FH	S FIELD 1351#
KOSHIFTX. . . . .	NUMBER	0006H	903#
KOSHIFTY. . . . .	NUMBER	000CH	904#
KOSHIFTZ. . . . .	NUMBER	0018H	905#
KPACKFL . . . . .	V BYTE	001DH	S FIELD 1362#
KPBRANG . . . . .	V BYTE	0004H	S FIELD 1385#
KPNUM . . . . .	V BYTE	0003H	S FIELD 1384#
KPDSN . . . . .	V BYTE	0002H	S FIELD 1383#
KPPAR . . . . .	STRUC		SIZE=0007H #FIELDS=6 1379 1388#
KPPTR . . . . .	V WORD	0024H	S FIELD 1369#
KPSCORE . . . . .	V WORD	0005H	S FIELD 1386#
KPXHOME . . . . .	V BYTE	0000H	S FIELD 1381#
KPYHOME . . . . .	V BYTE	0001H	S FIELD 1382#
KRYPAR. . . . .	STRUC		SIZE=0026H #FIELDS=25 1339 1371# 2404 2406 2408 2410 2412
KRYPEXP_PERD. . . . .	NUMBER	000AH	655#
KRYPT_CTR . . . . .	V BYTE	119CH	ALLSEG PUBLIC 1846 2499#
KRYPT_DLIMIT. . . . .	NUMBER	3300H	768#
KRYPT_LLIMIT. . . . .	NUMBER	-3700H	767#
KRYPT_RLIMIT. . . . .	NUMBER	3700H	766#
KRYPT_SAFE_PERD . . . . .	NUMBER	0008H	653#
KRYPT_TOGO. . . . .	V BYTE	12BCH	ALLSEG PUBLIC 1836 2697#
KRYPT_ULIMIT. . . . .	NUMBER	-3300H	769#
KRYPT0_DATA . . . . .	V 3B	0CE9H	ALLSEG PUBLIC 1837 2404#
KRYPT1_DATA . . . . .	V 3B	0D0FH	ALLSEG PUBLIC 1838 2406#
KRYPT2_DATA . . . . .	V 3B	0D35H	ALLSEG PUBLIC 1839 2408#
KRYPT3_DATA . . . . .	V 3B	0D5BH	ALLSEG PUBLIC 1840 2410#
KRYPT4_DATA . . . . .	V 3B	0D81H	ALLSEG PUBLIC 1841 2412#
KSAFE . . . . .	V BYTE	0018H	S FIELD 1359#
KSIZE . . . . .	V BYTE	0006H	S FIELD 1344#
KSL0T . . . . .	V WORD	0004H	S FIELD 1343#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
KSPEED_ABS_MAX. . . .	NUMBER	000AH	643#
KSPEED_CONT . . . .	V BYTE	1320H	ALLSEG PUBLIC 1844 2788#
KSPEED_CONT_I . . . .	V BYTE	135AH	ALLSEG 2874#
KSPEED_MAX. . . . .	V BYTE	12BEH	ALLSEG PUBLIC 1842 2700#
KSPEED_MIN. . . . .	V BYTE	12BFH	ALLSEG PUBLIC 1843 2701#
KST_DEAD. . . . .	NUMBER	0005H	898#
KST_EXP . . . . .	NUMBER	0003H	896#
KST_INACT . . . . .	NUMBER	0004H	897#
KST_NOEJ. . . . .	NUMBER	0000H	893#
KST_OKEJ. . . . .	NUMBER	0001H	894#
KST_RBYEJ . . . . .	NUMBER	0002H	895#
KSTAT . . . . .	V BYTE	001EH	S FIELD 1363#
KTIMER. . . . .	V BYTE	0015H	S FIELD 1355#
KVFN. . . . .	V BYTE	1195H	ALLSEG PUBLIC 1832 2491#
KXOBJECT. . . . .	V WORD	12E0H	ALLSEG PUBLIC 1845 2722#
KXPOS . . . . .	V WORD	0011H	S FIELD 1353#
KXVEL . . . . .	V WORD	0019H	S FIELD 1360#
KYPOS . . . . .	V WORD	0013H	S FIELD 1354#
KYVEL . . . . .	V WORD	001BH	S FIELD 1361#
L . . . . .	NUMBER	001FH	1051#
LEAP_SEC_CTR. . . .	V BYTE	09EFH	ALLSEG PUBLIC 1848 2332#
LOC . . . . .	V BYTE	0000H	S FIELD 1649#
LOCX1 . . . . .	V BYTE	0001H	S FIELD 1650#
LOCX2 . . . . .	V BYTE	0002H	S FIELD 1651#
LOGO_XPOS . . . . .	V BYTE	1201H	ALLSEG PUBLIC 1995 2606#
LOGO_YPOS . . . . .	V BYTE	1202H	ALLSEG PUBLIC 1996 2607#
LOWH. . . . .	V WORD	002EH	S FIELD 1606#
LOWL. . . . .	V WORD	002CH	S FIELD 1605#
LTBLUE. . . . .	NUMBER	007AH	1019#
LTGRAY. . . . .	NUMBER	0999H	1025#
LTGREEN. . . . .	NUMBER	0490H	1017#
LTPURPLE. . . . .	NUMBER	0F0FH	1022#
LTYELLOW. . . . .	NUMBER	0FF0H	1016#
M . . . . .	NUMBER	002AH	1052#
MACTJMP . . . . .	V WORD	000EH	S FIELD 1325#
MAD_FACTOR. . . . .	NUMBER	001FH	739#
MAGNA_DATA. . . . .	V 25	12E9H	ALLSEG PUBLIC 1851 2731#
MAGNA_DLIMIT. . . .	NUMBER	3500H	758#
MAGNA_DX_SPEED. . .	NUMBER	00CCH	726#
MAGNA_DY_SPEED. . .	NUMBER	00FCH	727#
MAGNA_LLIMIT. . . .	NUMBER	-3900H	757#
MAGNA_RLIMIT. . . .	NUMBER	3900H	756#
MAGNA_SIZE. . . . .	NUMBER	0008H	928#
MAGNA_SX_SPEED. . .	NUMBER	0122H	724#
MAGNA_SY_SPEED. . .	NUMBER	0168H	725#
MAGNA_ULIMIT. . . .	NUMBER	-3500H	759#
MAGNA_XHOME . . . .	NUMBER	0076H	857#
MAGNA_YHOME . . . .	NUMBER	0089H	858#
MAGPAR. . . . .	STRUC		SIZE=0019H #FIELDS=16 1313 1333# 2731
MASTER_CLK. . . . .	V WORD	0020H	ALLSEG PUBLIC 1850 2060#
MAX_BULLET_LIFE . .	NUMBER	0019H	731#
MAX_BULLET_LIFE2. .	NUMBER	0014H	732#
MAX_CREDIT. . . . .	NUMBER	0025H	699#
MAX_FLYEL . . . . .	V BYTE	12BDH	ALLSEG PUBLIC 1853 2698#
MAX_NUM_FLYEL . . .	NUMBER	0003H	704#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
MAX_NUM_HUMANS. . .	NUMBER	000AH	707#
MAX_NUM_KRYPT. . .	NUMBER	0005H	705#
MAX_NUM_SEEDS. . .	NUMBER	0010H	706#
MAX_NUM_SHIPS. . .	NUMBER	0006H	703#
MCTR. . . . .	V BYTE	0018H	S FIELD 1331#
MDBLUE. . . . .	NUMBER	006AH	1020#
MDPURFLE. . . . .	NUMBER	0F0AH	1023#
MEM_VALID_FL. . . .	V BYTE	0536H	ALLSEG PUBLIC 1987 2136#
MEXP_COLOR. . . . .	NUMBER	0F80H	846#
MEXP_DATA. . . . .	V DWORD	107EH	ALLSEG PUBLIC 1859 2441#
MEXP_DIFF. . . . .	NUMBER	0210H	847#
MEXP_EX_TIMER. . . .	V BYTE	11CBH	ALLSEG PUBLIC 1852 2546#
MEXTRA_PERD. . . . .	NUMBER	0078H	651#
MHPN. . . . .	V BYTE	0009H	S FIELD 1321#
MHYRANGE. . . . .	NUMBER	0003H	791#
MHYRANGE. . . . .	NUMBER	0003H	792#
MIN_BULLET_LIFE. . .	NUMBER	000CH	733#
MIN_EMASS. . . . .	V BYTE	12B9H	ALLSEG PUBLIC 1849 2694#
MIN_KMASS. . . . .	NUMBER	0003H	740#
MLAST. . . . .	V WORD	0002H	S FIELD 1316#
MNEXT. . . . .	V WORD	0000H	S FIELD 1315#
MOSN. . . . .	V BYTE	000AH	S FIELD 1322#
MRESET_XPOS. . . . .	NUMBER	1800H	854#
MRESET_YPOS. . . . .	NUMBER	0000H	855#
MSG_DISP_POS. . . . .	V WORD	13FCH	ALLSEG PUBLIC 1854 2898#
MSIZE. . . . .	V BYTE	0006H	S FIELD 1318#
MSLOT. . . . .	V WORD	0004H	S FIELD 1317#
MST_EXP. . . . .	NUMBER	0001H	885#
MST_NORM. . . . .	NUMBER	0000H	884#
MSTAT. . . . .	V BYTE	0007H	S FIELD 1319#
MTIMER. . . . .	V BYTE	000BH	S FIELD 1323#
MTIMER2. . . . .	V WORD	000CH	S FIELD 1324#
MVFN. . . . .	V BYTE	000BH	S FIELD 1320#
MX_DSNPTR. . . . .	V WORD	118BH	ALLSEG PUBLIC 1858 2523#
MX_PERDPTR. . . . .	V WORD	1186H	ALLSEG PUBLIC 1857 2522#
MXDPAR. . . . .	STRUC		SIZE=0004H #FIELDS=2 1588 1593# 2441
MXOBJ_CTR. . . . .	V BYTE	11B5H	ALLSEG PUBLIC 1856 2521#
MXOUT_POS. . . . .	NUMBER	4600H	719#
MXPOS. . . . .	V WORD	0010H	S FIELD 1327#
MXPPAR. . . . .	STRUC		SIZE=0006H #FIELDS=4 1575 1582#
MXVEL. . . . .	V WORD	0014H	S FIELD 1329#
MYPOS. . . . .	V WORD	0012H	S FIELD 1328#
MYVEL. . . . .	V WORD	0016H	S FIELD 1330#
N. . . . .	NUMBER	002BH	1053#
NASTIER_FL. . . . .	V BYTE	11B0H	ALLSEG 2513#
NASTY_COMET_FL. . . .	V BYTE	11B6H	ALLSEG PUBLIC 1860 2557#
NASTY_CTR. . . . .	V BYTE	11AFH	ALLSEG 2512#
NEIL_CTR. . . . .	V WORD	11F2H	ALLSEG PUBLIC 1976 2596#
NEIL_CTR2. . . . .	V WORD	11F4H	ALLSEG PUBLIC 1977 2597#
NEIL_CTR3. . . . .	V WORD	11F6H	ALLSEG PUBLIC 1978 2598#
NEIL_CTR4. . . . .	V WORD	11F8H	ALLSEG PUBLIC 1979 2599#
NEIL_X1. . . . .	V WORD	11FBH	ALLSEG PUBLIC 1980 2602#
NEIL_X2. . . . .	V WORD	11FDH	ALLSEG PUBLIC 1981 2603#
NEIL_X3. . . . .	V WORD	11FFH	ALLSEG PUBLIC 1982 2604#
NEW_DAY_PERD. . . . .	NUMBER	0009H	648#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
NEW_INITS . . . . .	V BYTE	11D0H	ALLSEG PUBLIC 1975 2584#
NEWP. . . . .	NUMBER	-0003H	1108# 1649 2584 2585
NMI_CAME_FL . . . . .	V BYTE	09EAH	ALLSEG PUBLIC 1855 2323#
NO_MORE_SHIP_FL . . . . .	V BYTE	130BH	ALLSEG PUBLIC 1861 2766#
NOMORESHIPFL_I . . . . .	V BYTE	1345H	ALLSEG 2852#
NUM_BULLETS . . . . .	NUMBER	0003H	709#
NUM_COINS . . . . .	V WORD	0532H	ALLSEG PUBLIC 1862 2120#
NUM_ELECTRONS . . . . .	NUMBER	0016H	711#
NUM_FLASH . . . . .	V BYTE	1204H	ALLSEG PUBLIC 1984 2612#
NUM_FLASHING. . . . .	V BYTE	1203H	ALLSEG PUBLIC 1983 2611#
NUM_HUMANS. . . . .	V BYTE	12CCH	ALLSEG PUBLIC 1866 2710#
NUM_KRYPTONS. . . . .	V BYTE	128BH	ALLSEG PUBLIC 1863 2696#
NUM_MAGNAQBJ5 . . . . .	NUMBER	0010H	710#
NUM_MXPIECES. . . . .	NUMBER	0008H	718#
NUM_DSLOTS. . . . .	NUMBER	0040H	932#
NUM_PERF_SOUND. . . . .	NUMBER	0004H	672#
NUM_ROMS. . . . .	NUMBER	0005H	532#
NUM_SHIP_MASK . . . . .	NUMBER	0020H	566#
NUM_SHIPS . . . . .	V BYTE	130AH	ALLSEG PUBLIC 1864 2765#
NUM_SHIPS_I . . . . .	V BYTE	1344H	ALLSEG PUBLIC 1865 2851#
NUM_SPINS . . . . .	NUMBER	0001H	716#
NUM_STARS . . . . .	NUMBER	0030H	712#
NUMSUM. . . . .	V WORD	0034H	S FIELD 1609#
0 . . . . .	NUMBER	002CH	1054#
OBULLET . . . . .	NUMBER	0001H	954#
OCOMETA . . . . .	NUMBER	007BH	961#
OCOMETR . . . . .	NUMBER	008BH	962#
OCOMEXP1. . . . .	NUMBER	00D5H	964#
OCOMEXP2. . . . .	NUMBER	00D6H	965#
OCECEXP_PERD . . . . .	NUMBER	0014H	656#
OSELECT. . . . .	NUMBER	0046H	956#
OSELECTEXP . . . . .	NUMBER	00D3H	959#
ODFLVEL. . . . .	NUMBER	0048H	957#
OHEXP . . . . .	NUMBER	000AH	984#
OHUMANIA. . . . .	NUMBER	0036H	968#
OHUMANIB. . . . .	NUMBER	0047H	969#
OHUMANIC. . . . .	NUMBER	00CFH	970#
OHUMAN2A. . . . .	NUMBER	00AFH	972#
OHUMAN2B. . . . .	NUMBER	00B3H	973#
OHUMAN2C. . . . .	NUMBER	00C9H	974#
OHUMAN3A. . . . .	NUMBER	00CAH	976#
OHUMAN3B. . . . .	NUMBER	00CBH	977#
OHUMAN3C. . . . .	NUMBER	00CCH	978#
OHUMAN4A. . . . .	NUMBER	0036H	980#
OHUMAN4B. . . . .	NUMBER	0047H	981#
OHUMAN4C. . . . .	NUMBER	00CFH	982#
OMAGNA. . . . .	NUMBER	0016H	930#
ONE_GOVER_PERD. . . . .	NUMBER	007BH	867#
OP10. . . . .	NUMBER	0047H	989#
OP100 . . . . .	NUMBER	00B0H	991#
OP1000. . . . .	NUMBER	00DBH	1000#
OP200 . . . . .	NUMBER	00B1H	992#
OP300 . . . . .	NUMBER	00D9H	993# 1542
OP400 . . . . .	NUMBER	00B2H	994#
OP50. . . . .	NUMBER	00CFH	990#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
DP500 . . . . .	NUMBER	00DCH	995#
DP600 . . . . .	NUMBER	00DBH	996#
DP700 . . . . .	NUMBER	00D0H	997#
DP800 . . . . .	NUMBER	00D7H	998#
DP900 . . . . .	NUMBER	00DAH	999#
ORANGE. . . . .	NUMBER	0F40H	1014#
ORB_ADV_FL. . . . .	V BYTE	1199H	ALLSEG PUBLIC 1867 2496#
ORB_CYCLE. . . . .	V BYTE	1197H	ALLSEG PUBLIC 1869 2494#
ORSPAR. . . . .	STRUC		SIZE=0005H #FIELDS=3 1301 1307#
OSEED . . . . .	NUMBER	0037H	952#
OSN . . . . .	V BYTE	0002H	S FIELD 1290#
OUTPORT . . . . .	V BYTE	5800H	ALLSEG PUBLIC 1868 2945#
P . . . . .	NUMBER	002DH	1055#
PACKET. . . . .	V WORD	0004H	S FIELD 1477#
PACPAR. . . . .	STRUC		SIZE=0007H #FIELDS=4 1473 1480# 2724
PANEL . . . . .	V BYTE	5801H	ALLSEG PUBLIC 1883 2952#
PARMS . . . . .	V BYTE	052AH	ALLSEG PUBLIC 1870 2107#
PB_XRANGE1. . . . .	NUMBER	0480H	805#
PB_XRANGE2. . . . .	NUMBER	0200H	807#
PB_YRANGE1. . . . .	NUMBER	0600H	806#
PB_YRANGE2. . . . .	NUMBER	0300H	808#
PCHK. . . . .	V WORD	0530H	ALLSEG PUBLIC 1871 2118#
PERD. . . . .	NUMBER	0097H	1073#
PERF_DISP_FL. . . . .	V BYTE	11C0H	ALLSEG PUBLIC 1875 2531#
PERF_SOUND_CTR. . . . .	V BYTE	11C6H	ALLSEG PUBLIC 1876 2540#
PERF_SOUND_PERD. . . . .	NUMBER	0019H	671#
PERF_SOUND_TIMER. . . . .	V BYTE	11C5H	ALLSEG PUBLIC 1877 2539#
PERFECT_FL. . . . .	V BYTE	1321H	ALLSEG PUBLIC 1873 2789#
PERFECT_FL_I. . . . .	V BYTE	135BH	ALLSEG 2875#
PERFECT_PERD. . . . .	NUMBER	0046H	669#
PERFECT_PERD2. . . . .	NUMBER	00C8H	670#
PERFECT_TIMER. . . . .	V BYTE	11BFH	ALLSEG PUBLIC 1874 2530#
PFIN. . . . .	V BYTE	0530H	ALLSEG PUBLIC 1872 2116#
PLAST . . . . .	V WORD	0002H	S FIELD 1476#
PLAY_TIME . . . . .	V WORD	131CH	ALLSEG PUBLIC 1880 2785#
PLAY_TIME_FL. . . . .	V BYTE	09ECH	ALLSEG PUBLIC 1879 2328#
PLAY_TIME_I . . . . .	V WORD	1356H	ALLSEG PUBLIC 1881 2871#
PLAYER_ID . . . . .	V BYTE	12A0H	ALLSEG PUBLIC 1878 2661#
PNEXT . . . . .	V WORD	0000H	S FIELD 1475#
POWER_OFF_FL. . . . .	V BYTE	09EEH	ALLSEG PUBLIC 1882 2331#
PSIZE . . . . .	V BYTE	0006H	S FIELD 1478#
Q . . . . .	NUMBER	002EH	1056#
QST_ACTIVE. . . . .	NUMBER	-0001H	900#
QST_INACTIVE. . . . .	NUMBER	0000H	901#
QUE_FL. . . . .	V BYTE	11A6H	ALLSEG PUBLIC 1885 2508#
QUE_PTR . . . . .	V WORD	11A7H	ALLSEG PUBLIC 1884 2509#
QUE_TABLE. . . . .	V BYTE	11A9H	ALLSEG PUBLIC 1886 2510#
R . . . . .	NUMBER	002FH	1057#
R1. . . . .	NUMBER	0020H	1081#
R10 . . . . .	NUMBER	0029H	1090#
R11 . . . . .	NUMBER	0030H	1091#
R12 . . . . .	NUMBER	0031H	1092#
R13 . . . . .	NUMBER	0032H	1093#
R14 . . . . .	NUMBER	0033H	1094#
R15 . . . . .	NUMBER	0034H	1095#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
R16 . . . . .	NUMBER	0035H	1096#
R17 . . . . .	NUMBER	0036H	1097#
R18 . . . . .	NUMBER	0037H	1098#
R19 . . . . .	NUMBER	0038H	1099#
R2 . . . . .	NUMBER	0021H	1082#
R20 . . . . .	NUMBER	0039H	1100#
R3 . . . . .	NUMBER	0022H	1083#
R4 . . . . .	NUMBER	0023H	1084#
R5 . . . . .	NUMBER	0024H	1085#
R6 . . . . .	NUMBER	0025H	1086#
R7 . . . . .	NUMBER	0026H	1087#
R8 . . . . .	NUMBER	0027H	1088#
R9 . . . . .	NUMBER	0028H	1089#
RACCEL_MASK . . . .	V BYTE	000CH	S FIELD 1526#
RAM_TEST_CYCLES . .	NUMBER	0010H	912#
RANDOM . . . . .	V WORD	129DH	ALLSEG PUBLIC 1887 2653#
RGBND_SOUND . . . .	V BYTE	001BH	S FIELD 1539#
RGLDR_SET_PTR . . .	V WORD	001CH	S FIELD 1540#
RCOMET_BPTR . . . .	V WORD	0018H	S FIELD 1537#
RCOMET_BRACPERD . .	V WORD	0012H	S FIELD 1533#
RCOMET_PTR . . . . .	V WORD	0016H	S FIELD 1535#
RCOMET_RECVPERD . .	V WORD	0014H	S FIELD 1534#
READY_PERD . . . . .	NUMBER	005AH	668#
RECOV_PERD . . . . .	V BYTE	12B1H	ALLSEG PUBLIC 1888 2687#
RED . . . . .	NUMBER	0000H	1013#
REJECT_MASK . . . .	V WORD	0004H	S FIELD 1519#
REMAIN_RAM . . . . .	V BYTE	0020H	ALLSEG PUBLIC 1889 2056# 2275
REMASS_1ST . . . . .	V BYTE	000AH	S FIELD 1524#
RFLYEL_LIMIT . . . .	V BYTE	001AH	S FIELD 1538#
RGRACE_PERD . . . . .	V BYTE	0000H	S FIELD 1515#
RHUMAN_PNTOBJ . . . .	V BYTE	001FH	S FIELD 1542#
RHUMAN_SCORE . . . .	V WORD	0020H	S FIELD 1544#
RINF_SPEED_PTR . . .	V WORD	0006H	S FIELD 1520#
RKEJECT_PERD . . . .	V BYTE	0001H	S FIELD 1516#
RKEMAX . . . . .	V BYTE	0001H	S FIELD 1501#
RKEPTR . . . . .	V WORD	0002H	S FIELD 1502#
RKMASS_1ST . . . . .	V BYTE	0008H	S FIELD 1522#
RKMASS_MAD . . . . .	V BYTE	0009H	S FIELD 1523#
RKMRANG . . . . .	V BYTE	0008H	S FIELD 1505#
RKORBIT . . . . .	V WORD	0009H	S FIELD 1506#
RKPAR . . . . .	STRUC		SIZE=000BH #FIELDS=7 1498 1508#
RKPFTR . . . . .	V WORD	0004H	S FIELD 1503#
RKRYPT_TOGD . . . . .	V BYTE	000EH	S FIELD 1528#
RKSIZE . . . . .	V BYTE	0000H	S FIELD 1500#
RKSPEED_MAX . . . . .	V BYTE	0010H	S FIELD 1531#
RKSPEED_MIN . . . . .	V BYTE	0011H	S FIELD 1532#
RKXPTR . . . . .	V WORD	0006H	S FIELD 1504#
RMAX_FLYEL . . . . .	V BYTE	000FH	S FIELD 1529#
RMIN_EMASS . . . . .	V BYTE	000BH	S FIELD 1525#
RND_CLR_AREA . . . .	V BYTE	08E9H	ALLSEG PUBLIC 1893 2363# 2561
RND_POS1 . . . . .	NUMBER	033EH	563#
RND_POS2 . . . . .	NUMBER	009EH	564#
RNUM_HUMANS . . . . .	V BYTE	001EH	S FIELD 1541#
RNUM_KRYPTONS . . . .	V BYTE	000DH	S FIELD 1527#
ROM_TEST_CYCLES . .	NUMBER	0010H	911#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
ROUND_CTR . . . . .	V BYTE	1319H	ALLSEG PUBLIC 1891 2783#
ROUND_CTR_I . . . . .	V BYTE	1353H	ALLSEG PUBLIC 1892 2869#
ROUND_OPT_MASK. . . .	NUMBER	000BH	579#
ROUND_STAY_CLK. . . .	V WORD	11CCH	ALLSEG PUBLIC 1890 2548#
ROUND_THRES . . . . .	NUMBER	0014H	620#
RPT_PTR . . . . .	V WORD	131AH	ALLSEG PUBLIC 1894 2784#
RPT_PTR_I . . . . .	V WORD	1354H	ALLSEG 2870#
RPT_VAR . . . . .	V BYTE	12AEH	ALLSEG PUBLIC 1895 2682#
RPTFAR. . . . .	STRUC		SIZE=0022H #FIELDS=26 1313 1546#
RRECOV_PERD . . . . .	V BYTE	0003H	S FIELD 1518#
RSFSM_NOEJ_PERD . . .	V BYTE	0002H	S FIELD 1517#
S . . . . .	NUMBER	003AH	1058#
SAME_PLAYER_FL. . . .	V BYTE	1302H	ALLSEG PUBLIC 1896 2733#
SC_BGND1. . . . .	NUMBER	-000CH	1190#
SC_BGND2. . . . .	NUMBER	-000DH	1191#
SC_BGND3. . . . .	NUMBER	-000EH	1192#
SC_BGND4. . . . .	NUMBER	-000FH	1193#
SC_BKHIT. . . . .	NUMBER	-0003H	1173#
SC_CEXP . . . . .	NUMBER	-0010H	1161#
SC_COIN . . . . .	NUMBER	-0012H	1125#
SC_COMET. . . . .	NUMBER	-000BH	1145#
SC_EEXP . . . . .	NUMBER	-0009H	1169#
SC_EJECT. . . . .	NUMBER	-0002H	1177#
SC_EXTSHIP. . . . .	NUMBER	-0007H	1129#
SC_FEXP . . . . .	NUMBER	-0009H	1165#
SC_HENTER . . . . .	NUMBER	-0029H	1153#
SC_HPICK. . . . .	NUMBER	-0015H	1157#
SC_KEXP . . . . .	NUMBER	-0004H	1149#
SC_MEXP . . . . .	NUMBER	-0005H	1137#
SC_MSPIN. . . . .	NUMBER	-0013H	1141#
SC_NQMUSIC. . . . .	NUMBER	-002DH	1121#
SC_ROUND. . . . .	NUMBER	-000AH	1133#
SC_STOP . . . . .	NUMBER	-002DH	1119#
SC_TRIGGER. . . . .	NUMBER	-0006H	1181#
SCHAR_TIMER . . . . .	V BYTE	0000H	S FIELD 1461#
SCORE . . . . .	V BYTE	0003H	S FIELD 1652#
SCORE_ADR_A . . . . .	V WORD	1308H	ALLSEG PUBLIC 1898 2764#
SCORE_ADR_I . . . . .	V WORD	1342H	ALLSEG PUBLIC 1899 2850#
SCORE_POS1. . . . .	NUMBER	03A1H	556#
SCORE_POS2. . . . .	NUMBER	0121H	557#
SCORE_POSH. . . . .	NUMBER	0241H	558#
SCORE0. . . . .	V BYTE	1313H	ALLSEG PUBLIC 1900 2775#
SCORE0_I. . . . .	V BYTE	134DH	ALLSEG 2861#
SCORE1. . . . .	V BYTE	1312H	ALLSEG PUBLIC 1901 2774#
SCORE1_I. . . . .	V BYTE	134CH	ALLSEG 2860#
SCORE2. . . . .	V BYTE	1311H	ALLSEG PUBLIC 1902 2773#
SCORE2_I. . . . .	V BYTE	134BH	ALLSEG 2859#
SCORE3. . . . .	V BYTE	1310H	ALLSEG PUBLIC 1903 2772#
SCORE3_I. . . . .	V BYTE	134AH	ALLSEG 2858#
SCORE4. . . . .	V BYTE	130FH	ALLSEG PUBLIC 1904 2771#
SCORE4_I. . . . .	V BYTE	1349H	ALLSEG 2857#
SCORE5. . . . .	V BYTE	130EH	ALLSEG PUBLIC 1905 2770#
SCORE5_I. . . . .	V BYTE	1348H	ALLSEG 2856#
SCORE6. . . . .	V BYTE	130DH	ALLSEG PUBLIC 1906 2769#
SCORE6_I. . . . .	V BYTE	1347H	ALLSEG 2855#



NAME	TYPE	VALUE	ATTRIBUTES, XREFS
SCORE7 . . . . .	V BYTE	130CH	ALLSEG PUBLIC 1907 2768#
SCORE7_I . . . . .	V BYTE	1346H	ALLSEG PUBLIC 1908 2854#
SCOREX1 . . . . .	V BYTE	0004H	S FIELD 1653#
SCOREX2 . . . . .	V BYTE	0005H	S FIELD 1654#
SCOREX3 . . . . .	V BYTE	0006H	S FIELD 1655#
SCOREX4 . . . . .	V BYTE	0007H	S FIELD 1656#
SCOREX5 . . . . .	V BYTE	0008H	S FIELD 1657#
SCOREX6 . . . . .	V BYTE	0009H	S FIELD 1658#
SCOREX7 . . . . .	V BYTE	000AH	S FIELD 1659#
SCRATCH_PAD . . . . .	V BYTE	09E7H	ALLSEG PUBLIC 1897 2280# 2880
SCREEN_CTRL . . . . .	V BYTE	5803H	ALLSEG PUBLIC 1931 2963#
SEED_DATA . . . . .	V QWORD	0FFEh	ALLSEG PUBLIC 1909 2435#
SEED_END . . . . .	V BYTE	107EH	ALLSEG PUBLIC 1910 2437#
SEED_MUX_CTR . . . . .	V WORD	11A3H	ALLSEG PUBLIC 1912 2505#
SEED_PTR . . . . .	V WORD	12A6H	ALLSEG PUBLIC 1911 2670#
SEED_HOME . . . . .	NUMBER	0076H	869#
SEED_YHOME . . . . .	NUMBER	0081H	870#
SEEDPAR . . . . .	STRUC		SIZE=0008H #FIELDS=4 1484 1491# 2435
SHIP_POS1 . . . . .	NUMBER	02FEH	560#
SHIP_POS2 . . . . .	NUMBER	00DEH	561#
SHIP_SET . . . . .	V BYTE	052CH	ALLSEG PUBLIC 1913 2111#
SHIPS_EASY_GAME . . . . .	NUMBER	0005H	702#
SHIPS_PER_GAME . . . . .	NUMBER	0003H	701#
SHOTGUN_CTR . . . . .	V BYTE	12A8H	ALLSEG PUBLIC 1914 2672#
SHOTGUN_FACTOR . . . . .	NUMBER	0006H	735#
SHOTGUN_FACTOR2 . . . . .	NUMBER	0009H	736#
SIMU_ENTRY_FL . . . . .	V BYTE	09F5H	ALLSEG PUBLIC 1916 2337#
SIMULATE_FL . . . . .	V BYTE	1303H	ALLSEG PUBLIC 1915 2734#
SLAM_MASK . . . . .	NUMBER	0004H	615#
SLOTN . . . . .	V BYTE	0000H	S FIELD 1303#
SOUND_CODE . . . . .	V BYTE	12A1H	ALLSEG PUBLIC 1927 2665#
SOUND_FL . . . . .	V BYTE	12A5H	ALLSEG PUBLIC 1930 2668#
SOUND_OUT . . . . .	V BYTE	5802H	ALLSEG PUBLIC 1926 2958#
SOUND_PRIOR . . . . .	V BYTE	12A2H	ALLSEG PUBLIC 1928 2666#
SOUND_TIMER . . . . .	V WORD	12A3H	ALLSEG PUBLIC 1929 2667#
SP_BKHIT . . . . .	NUMBER	0002H	1174#
SP_CEXP . . . . .	NUMBER	0005H	1162#
SP_COIN . . . . .	NUMBER	000FH	1126#
SP_COMET . . . . .	NUMBER	0008H	1146#
SP_EEXP . . . . .	NUMBER	0003H	1170#
SP_EJECT . . . . .	NUMBER	0002H	1178#
SP_EXTSHIP . . . . .	NUMBER	000EH	1130#
SP_FEXP . . . . .	NUMBER	0004H	1166#
SP_HENTER . . . . .	NUMBER	0006H	1154#
SP_HPICK . . . . .	NUMBER	0006H	1158#
SP_KEXP . . . . .	NUMBER	0007H	1150#
SP_MEXP . . . . .	NUMBER	000AH	1138#
SP_MSPIN . . . . .	NUMBER	0009H	1142#
SP_NQMUSIC . . . . .	NUMBER	004DH	1122#
SP_ROUND . . . . .	NUMBER	000BH	1134#
SP_TRIGGER . . . . .	NUMBER	0001H	1182#
SPACE . . . . .	NUMBER	0077H	1071#
SPASM_PERD . . . . .	NUMBER	000BH	654#
SPIN_ANGLE . . . . .	NUMBER	0002H	717#
SPIN_CTR . . . . .	V BYTE	11B3H	ALLSEG PUBLIC 1917 2518#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
SPIN_DIR . . . . .	V BYTE	11B4H	ALLSEG PUBLIC 1918 2519#
SPIN_FRAMES . . . . .	NUMBER	0002H	715#
SPIX_TIMER . . . . .	V BYTE	0001H	S FIELD 1462#
SPIXEL_PTR . . . . .	V WORD	0004H	S FIELD 1464#
SPOSITION . . . . .	V WORD	0006H	S FIELD 1465#
SFSM_NDEJ_PERD . . . . .	V BYTE	12B0H	ALLSEG PUBLIC 1920 2686#
SSWO . . . . .	V BYTE	5800H	ALLSEG PUBLIC 1925 2946#
ST_RKHIT . . . . .	NUMBER	0005H	1175#
ST_CEXP . . . . .	NUMBER	0019H	1163#
ST_COIN . . . . .	NUMBER	0023H	1127#
ST_COMET . . . . .	NUMBER	002DH	1147#
ST_EEXP . . . . .	NUMBER	0005H	1171#
ST_EJECT . . . . .	NUMBER	0006H	1179#
ST_EXTSHIP . . . . .	NUMBER	003CH	1131#
ST_FEXP . . . . .	NUMBER	0005H	1167#
ST_HENTER . . . . .	NUMBER	0014H	1155#
ST_HPICK . . . . .	NUMBER	001EH	1159#
ST_KEXP . . . . .	NUMBER	003CH	1151#
ST_MEXP . . . . .	NUMBER	00B4H	1139#
ST_MSPIN . . . . .	NUMBER	0078H	1143#
ST_NQMUSIC . . . . .	NUMBER	0001H	1123#
ST_ROUND . . . . .	NUMBER	001EH	1135#
ST_TRIGGER . . . . .	NUMBER	0003H	1183#
STABLE_PTR . . . . .	V WORD	0002H	S FIELD 1463#
STACK_BOTTOM . . . . .	V WORD	13FAH	ALLSEG PUBLIC 1921 2895#
STAR_DATA . . . . .	V QWORD	09F9H	ALLSEG PUBLIC 1924 2355#
STAR_DIR_FL . . . . .	V BYTE	09F6H	ALLSEG PUBLIC 1922 2338#
STAR_DUST_FL . . . . .	V BYTE	09F4H	ALLSEG PUBLIC 1923 2336#
STARPAR . . . . .	STRUC		SIZE=0008H #FIELDS=5 1459 1467# 2355 2357
START_ONE_MASK . . . . .	NUMBER	0020H	608#
START_TWO_MASK . . . . .	NUMBER	0040H	609#
STATCTR . . . . .	V WORD	0000H	S FIELD 1602#
STATPAR . . . . .	STRUC		SIZE=0038H #FIELDS=9 1600 1612# 2084 2085 2086 2088 2089 2090 2092 2093 2094
STD_COLOR . . . . .	NUMBER	0F72H	622#
STORE_VAR . . . . .	V BYTE	1342H	ALLSEG PUBLIC 1919 2848#
STORED_CHKSUM . . . . .	NUMBER	FFE0H	534#
SUMH . . . . .	V WORD	0032H	S FIELD 1608#
SUML . . . . .	V WORD	0030H	S FIELD 1607#
SXPOS . . . . .	V WORD	0000H	S FIELD 1486#
SXVEL . . . . .	V WORD	0004H	S FIELD 1488#
SYPOS . . . . .	V WORD	0002H	S FIELD 1487#
SYVEL . . . . .	V WORD	0006H	S FIELD 1489#
T . . . . .	NUMBER	003BH	1059#
TABLE_DATUM . . . . .	V WORD	1305H	ALLSEG PUBLIC 1932 2737#
TABLE_EMPTY_FL . . . . .	V BYTE	11EFH	ALLSEG PUBLIC 1999 2594#
TABLE_FULL_FL . . . . .	V BYTE	11EEH	ALLSEG PUBLIC 1998 2593#
TARG3 . . . . .	V BYTE	1318H	ALLSEG PUBLIC 1933 2781#
TARG3_I . . . . .	V BYTE	1352H	ALLSEG 2867#
TARG4 . . . . .	V BYTE	1317H	ALLSEG PUBLIC 1934 2780#
TARG4_I . . . . .	V BYTE	1351H	ALLSEG 2866#
TARG5 . . . . .	V BYTE	1316H	ALLSEG PUBLIC 1935 2779#
TARG5_I . . . . .	V BYTE	1350H	ALLSEG 2865#
TARG6 . . . . .	V BYTE	1315H	ALLSEG PUBLIC 1936 2778#
TARG6_I . . . . .	V BYTE	134FH	ALLSEG 2864#
TARG7 . . . . .	V BYTE	1314H	ALLSEG PUBLIC 1937 2777#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
TARG7_I . . . . .	V BYTE	134EH	ALLSEG 2863#
TBALL_CLR . . . . .	V BYTE	5801H	ALLSEG PUBLIC 1941 2953#
TBALLX. . . . .	V BYTE	5802H	ALLSEG PUBLIC 1942 2957#
TBALLY. . . . .	V BYTE	5803H	ALLSEG PUBLIC 1943 2962#
TEMP_CTR. . . . .	V WORD	119FH	ALLSEG PUBLIC 1938 2503#
TEMP_CTR2 . . . . .	V WORD	11A1H	ALLSEG PUBLIC 1939 2504#
TEMP_STACK. . . . .	V WORD	147AH	ALLSEG PUBLIC 1940 2905#
TEST_ON_MASK. . . . .	NUMBER	0080H	616#
TEST_STEP_MASK. . . . .	NUMBER	0040H	617#
TIMEOUT_PERD. . . . .	NUMBER	003CH	647#
TRIGGER_MASK. . . . .	NUMBER	0010H	606#
TWO_PLAYER_FL . . . . .	V BYTE	129FH	ALLSEG PUBLIC 1944 2657#
U . . . . .	NUMBER	003CH	1060#
ULTRA . . . . .	V WORD	11EBH	ALLSEG PUBLIC 2004 2590#
ULTRA_HSE . . . . .	V 14	0665H	ALLSEG PUBLIC 2002 2181#
ULTRA_HSE_FL. . . . .	V BYTE	11EAH	ALLSEG PUBLIC 2003 2589#
V . . . . .	NUMBER	003DH	1061#
V1. . . . .	NUMBER	0001H	524#
V2. . . . .	NUMBER	0000H	525#
VARIABLES . . . . .	V BYTE	09E7H	ALLSEG PUBLIC 1945 2282# 2881
VBAR. . . . .	NUMBER	00DFH	1078#
VHARD_COLOR . . . . .	NUMBER	0F31H	625#
VPN . . . . .	V BYTE	0000H	S FIELD 1288#
W . . . . .	NUMBER	003EH	1062#
WARREN0 . . . . .	V WORD	1289H	ALLSEG PUBLIC 1947 2625#
WARREN1 . . . . .	V WORD	128BH	ALLSEG PUBLIC 1948 2626#
WARREN2 . . . . .	V WORD	128DH	ALLSEG PUBLIC 1949 2627#
WARREN3 . . . . .	V WORD	128FH	ALLSEG PUBLIC 1950 2628#
WARREN4 . . . . .	V WORD	1291H	ALLSEG PUBLIC 1951 2629#
WARREN5 . . . . .	V WORD	1293H	ALLSEG PUBLIC 1952 2630#
WARREN6 . . . . .	V WORD	1295H	ALLSEG PUBLIC 1953 2631#
WARREN7 . . . . .	V WORD	1297H	ALLSEG PUBLIC 1954 2632#
WARREN8 . . . . .	V WORD	1299H	ALLSEG PUBLIC 1955 2633#
WARREN9 . . . . .	V WORD	129BH	ALLSEG PUBLIC 1956 2634#
WATCHDOG. . . . .	V BYTE	5800H	ALLSEG PUBLIC 1946 2947#
WLEN_ACTIVE_SLOT. . . . .	NUMBER	0060H	PUBLIC 1957 2389#
WLEN_COLOR_REG. . . . .	NUMBER	0010H	538#
WLEN_FGND_REG . . . . .	NUMBER	007CH	536#
X . . . . .	NUMBER	003FH	1063#
XCLM. . . . .	NUMBER	00BFH	1076#
XDISP . . . . .	V WORD	0001H	S FIELD 1304#
XXHOME. . . . .	V BYTE	0004H	S FIELD 1579#
XXPOS . . . . .	V WORD	0000H	S FIELD 1590#
XXVEL . . . . .	V WORD	0000H	S FIELD 1577#
XYHOME. . . . .	V BYTE	0005H	S FIELD 1580#
XYPOS . . . . .	V WORD	0002H	S FIELD 1591#
XYVEL . . . . .	V WORD	0002H	S FIELD 1578#
Y . . . . .	NUMBER	0057H	1064#
YDISP . . . . .	V WORD	0003H	S FIELD 1305#
YELLOW. . . . .	NUMBER	0F60H	1015#
Z . . . . .	NUMBER	005FH	1065#

ASSEMBLY COMPLETE, NO ERRORS FOUND

SERIES-III 8086/8087/8088 MACRO ASSEMBLER V1.0 ASSEMBLY OF MODULE MSIMU\_700

OBJECT MODULE PLACED IN :F1:MSIMU.OBJ

INVOCATION LINE CONTROLS: OJ(:F1:MSIMU.OBJ) EP(:F2:MSIMU.ERR) WF(:F2,,:F0:) PR(:F2:MSIMU.LST) XR NDMR

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LOC OBJ          LINE    SOURCE
                1              NAME MSIMU_700
                2      ; 7.00 02/28/83      PRODUCTION VERSION 6V-102-0
                3
                4      ;      (C) COPYRIGHT 1982
                5      ;      D. GOTTLIEB & CO.
                6      ;      ALL RIGHTS RESERVED
                7
                8
                9      ; MSIMU.SRC
               10
               11      ;      #####
               12      ;      MAGNA SIMULATION TABLE
               13      ;      #####
               14
               15
               16
               17      ; 6.02 02/24/83      WE DONE IT!!!
               18      ; 6.01 02/22/83      FINAL VERSION BLANK
               19      ; 6.00 01/13/83      MADE FOR VERSION 06
               20
-----
               21      ALLSEG          SEGMENT AT 0
               22
               23          ASSUME CS:ALLSEG
               24
               25          PUBLIC ATT_TABLE_TOP      ;WORD
               26          PUBLIC ATTRACT_TABLE      ;BYTE
               27
               28      ;-----
               29
6000           30          ORG      6000H
               31
6000 (2560     32          DB      0A00H DUP (90H)      ;NOP AREA
    90
    )
               33
               34
               35      ;      ATTRACT MODE GAME SIMULATION LOOKUP TABLE AREA
               36
               37
6A00 AE09      38      ATT_TABLE_TOP  DW      09AEH
               39
6A02 22       40      ATTRACT_TABLE  DB      22H,00H,00H,04H,01H,00H,05H,00H,00H,05H,01H,00H,01H,00H
6A03 00
6A04 00
6A05 04
6A06 01
6A07 00
6A08 05
6A09 00
6A0A 00

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LOC	OBJ	LINE	SOURCE
6A08	05		
6A0C	01		
6A0D	00		
6A0E	01		
6A0F	00		
6A10	00	41	DB 00H,03H,02H,00H,07H,03H,00H,07H,03H,0FH,0AH,13H,0FH,0BH,13H,00H
6A11	03		
6A12	02		
6A13	00		
6A14	07		
6A15	03		
6A16	00		
6A17	07		
6A18	03		
6A19	0F		
6A1A	0A		
6A1B	13		
6A1C	0F		
6A1D	0B		
6A1E	13		
6A1F	00		
6A20	06	42	DB 06H,13H,01H,09H,11H,01H,02H,10H,01H,02H,11H,01H,04H,10H,01H,05H
6A21	13		
6A22	01		
6A23	09		
6A24	11		
6A25	01		
6A26	02		
6A27	10		
6A28	01		
6A29	02		
6A2A	11		
6A2B	01		
6A2C	04		
6A2D	10		
6A2E	01		
6A2F	05		
6A30	18	43	DB 18H,02H,0FH,10H,02H,04H,11H,02H,01H,11H,01H,05H,19H,01H,03H,18H
6A31	02		
6A32	0F		
6A33	10		
6A34	02		
6A35	04		
6A36	11		
6A37	02		
6A38	01		
6A39	11		
6A3A	01		
6A3B	05		
6A3C	19		
6A3D	01		
6A3E	03		
6A3F	18		
6A40	01	44	DB 01H,01H,10H,01H,02H,18H,01H,0EH,1CH,01H,03H,1CH,00H,02H,18H,00H
6A41	01		

LOC	OBJ	LINE	SOURCE
6A42	10		
6A43	01		
6A44	02		
6A45	18		
6A46	01		
6A47	0E		
6A48	1C		
6A49	01		
6A4A	03		
6A4B	1C		
6A4C	00		
6A4D	02		
6A4E	18		
6A4F	00		
6A50	08	45	DB 08H,18H,0FH,0BH,18H,0EH,02H,11H,0EH,05H,11H,0DH,03H,10H,0DH,08H
6A51	18		
6A52	0F		
6A53	08		
6A54	18		
6A55	0E		
6A56	02		
6A57	11		
6A58	0E		
6A59	05		
6A5A	11		
6A5B	0D		
6A5C	03		
6A5D	10		
6A5E	0D		
6A5F	08		
6A60	10	46	DB 10H,0EH,07H,14H,0FH,0BH,14H,00H,0AH,16H,00H,10H,14H,00H,05H,12H
6A61	0E		
6A62	07		
6A63	14		
6A64	0F		
6A65	08		
6A66	14		
6A67	00		
6A68	0A		
6A69	16		
6A6A	00		
6A6B	10		
6A6C	14		
6A6D	00		
6A6E	05		
6A6F	12		
6A70	00	47	DB 00H,06H,13H,00H,08H,11H,00H,14H,10H,00H,07H,10H,01H,05H,14H,01H
6A71	06		
6A72	13		
6A73	00		
6A74	08		
6A75	11		
6A76	00		
6A77	14		
6A78	10		

LOC	OBJ	LINE	SOURCE
6A79	00		
6A7A	07		
6A7B	10		
6A7C	01		
6A7D	05		
6A7E	14		
6A7F	01		
6A80	1A	48	DB 1AH,10H,01H,02H,10H,02H,09H,00H,02H,0CH,10H,02H,05H,14H,02H,06H
6A81	10		
6A82	01		
6A83	02		
6A84	10		
6A85	02		
6A86	09		
6A87	00		
6A88	02		
6A89	0C		
6A8A	10		
6A8B	02		
6A8C	05		
6A8D	14		
6A8E	02		
6A8F	06		
6A90	10	49	DB 10H,02H,0BH,10H,03H,02H,10H,04H,02H,14H,04H,04H,14H,05H,03H,10H
6A91	02		
6A92	0B		
6A93	10		
6A94	03		
6A95	02		
6A96	10		
6A97	04		
6A98	02		
6A99	14		
6A9A	04		
6A9B	04		
6A9C	14		
6A9D	05		
6A9E	03		
6A9F	10		
6AA0	06	50	DB 06H,07H,10H,07H,05H,10H,0BH,02H,11H,07H,01H,01H,07H,05H,01H,06H
6AA1	07		
6AA2	10		
6AA3	07		
6AA4	05		
6AA5	10		
6AA6	0B		
6AA7	02		
6AA8	11		
6AA9	07		
6AAA	01		
6AAB	01		
6AAC	07		
6AAD	05		
6AAE	01		
6AAF	06		

LOC	OBJ	LINE	SOURCE
6AB0	06	51	DB 06H,01H,05H,02H,01H,04H,05H,00H,04H,01H,01H,03H,04H,03H,03H,06H
6AB1	01		
6AB2	05		
6AB3	02		
6AB4	01		
6AB5	04		
6AB6	05		
6AB7	00		
6AB8	04		
6AB9	01		
6ABA	01		
6ABB	03		
6ABC	04		
6ABD	03		
6ABE	03		
6ABF	06		
6AC0	03	52	DB 03H,02H,09H,03H,01H,0FH,01H,01H,04H,00H,01H,01H,04H,01H,06H,0CH
6AC1	02		
6AC2	09		
6AC3	03		
6AC4	01		
6AC5	0F		
6AC6	01		
6AC7	01		
6AC8	04		
6AC9	00		
6ACA	01		
6ACB	01		
6ACC	04		
6ACD	01		
6ACE	06		
6ACF	0C		
6AD0	01	53	DB 01H,03H,08H,01H,04H,09H,01H,01H,08H,01H,02H,08H,00H,06H,0CH,00H
6AD1	03		
6AD2	08		
6AD3	01		
6AD4	04		
6AD5	09		
6AD6	01		
6AD7	01		
6AD8	08		
6AD9	01		
6ADA	02		
6ADB	08		
6ADC	00		
6ADD	06		
6ADE	0C		
6ADF	00		
6AE0	04	54	DB 04H,04H,00H,03H,04H,01H,03H,00H,01H,01H,02H,01H,03H,00H,01H,02H
6AE1	04		
6AE2	00		
6AE3	03		
6AE4	04		
6AE5	01		
6AE6	03		



LOC	OBJ	LINE	SOURCE
6AE7	00		
6AE8	01		
6AE9	01		
6AEA	02		
6AEB	01		
6AEC	03		
6AED	00		
6AEE	01		
6AEF	02		
6AF0	02	55	DB 02H,02H,04H,02H,01H,02H,00H,00H,07H,04H,00H,04H,0CH,00H,06H,04H
6AF1	02		
6AF2	04		
6AF3	02		
6AF4	01		
6AF5	02		
6AF6	00		
6AF7	00		
6AF8	07		
6AF9	04		
6AFA	00		
6AFB	04		
6AFC	0C		
6AFD	00		
6AFE	06		
6AFF	04		
6B00	00	56	DB 00H,09H,04H,0FH,01H,00H,0FH,0BH,02H,0FH,01H,02H,00H,02H,00H,00H
6B01	09		
6B02	04		
6B03	0F		
6B04	01		
6B05	00		
6B06	0F		
6B07	0B		
6B08	02		
6B09	0F		
6B0A	01		
6B0B	02		
6B0C	00		
6B0D	02		
6B0E	00		
6B0F	00		
6B10	02	57	DB 02H,01H,00H,05H,01H,01H,11H,09H,02H,01H,0BH,02H,04H,1BH,02H,01H
6B11	01		
6B12	00		
6B13	05		
6B14	01		
6B15	01		
6B16	11		
6B17	09		
6B18	02		
6B19	01		
6B1A	0B		
6B1B	02		
6B1C	04		
6B1D	1B		

LOC	OBJ	LINE	SOURCE
6B1E	02		
6B1F	01		
6B20	18	58	DB 18H,03H,11H,10H,03H,01H,11H,03H,04H,11H,04H,03H,19H,04H,09H,18H
6B21	03		
6B22	11		
6B23	10		
6B24	03		
6B25	01		
6B26	11		
6B27	03		
6B28	04		
6B29	11		
6B2A	04		
6B2B	03		
6B2C	19		
6B2D	04		
6B2E	09		
6B2F	18		
6B30	04	59	DB 04H,0FH,18H,03H,02H,18H,02H,0BH,10H,02H,1FH,12H,02H,01H,10H,02H
6B31	0F		
6B32	18		
6B33	03		
6B34	02		
6B35	18		
6B36	02		
6B37	0B		
6B38	10		
6B39	02		
6B3A	1F		
6B3B	12		
6B3C	02		
6B3D	01		
6B3E	10		
6B3F	02		
6B40	02	60	DB 02H,10H,03H,0CH,1CH,03H,06H,14H,03H,04H,10H,03H,0AH,10H,04H,03H
6B41	10		
6B42	03		
6B43	0C		
6B44	1C		
6B45	03		
6B46	06		
6B47	14		
6B48	03		
6B49	04		
6B4A	10		
6B4B	03		
6B4C	0A		
6B4D	10		
6B4E	04		
6B4F	03		
6B50	10	61	DB 10H,03H,05H,12H,03H,01H,16H,02H,06H,06H,02H,02H,16H,02H,06H,14H
6B51	03		
6B52	05		
6B53	12		
6B54	03		

LOC	OBJ	LINE	SOURCE
6B55	01		
6B56	16		
6B57	02		
6B58	06		
6B59	06		
6B5A	02		
6B5B	02		
6B5C	16		
6B5D	02		
6B5E	06		
6B5F	14		
6B60	02	62	DB 02H,02H,10H,02H,17H,10H,01H,01H,11H,01H,03H,01H,01H,06H,03H,01H
6B61	02		
6B62	10		
6B63	02		
6B64	17		
6B65	10		
6B66	01		
6B67	01		
6B68	11		
6B69	01		
6B6A	03		
6B6B	01		
6B6C	01		
6B6D	06		
6B6E	03		
6B6F	01		
6B70	0F	63	DB 0FH,01H,01H,07H,01H,00H,01H,01H,01H,01H,09H,01H,03H,09H,02H,01H
6B71	01		
6B72	01		
6B73	07		
6B74	01		
6B75	00		
6B76	01		
6B77	01		
6B78	01		
6B79	01		
6B7A	09		
6B7B	01		
6B7C	03		
6B7D	09		
6B7E	02		
6B7F	01		
6B80	09	64	DB 09H,03H,05H,08H,03H,09H,08H,04H,09H,0CH,05H,04H,04H,05H,07H,04H
6B81	03		
6B82	05		
6B83	08		
6B84	03		
6B85	09		
6B86	08		
6B87	04		
6B88	09		
6B89	0C		
6B8A	05		
6B8B	04		

LOC	OBJ	LINE	SOURCE
6B8C	04		
6B8D	05		
6B8E	07		
6B8F	04		
6B90	06	65	DB 06H,02H,04H,05H,0CH,14H,05H,03H,16H,05H,01H,14H,05H,0FH,14H,04H
6B91	02		
6B92	04		
6B93	05		
6B94	0C		
6B95	14		
6B96	05		
6B97	03		
6B98	16		
6B99	05		
6B9A	01		
6B9B	14		
6B9C	05		
6B9D	0F		
6B9E	14		
6B9F	04		
6BA0	01	66	DB 01H,14H,03H,03H,12H,03H,04H,10H,03H,04H,12H,03H,04H,10H,03H,01H
6BA1	14		
6BA2	03		
6BA3	03		
6BA4	12		
6BA5	03		
6BA6	04		
6BA7	10		
6BA8	03		
6BA9	04		
6BAA	12		
6BAB	03		
6BAC	04		
6BAD	10		
6BAE	03		
6BAF	01		
6BB0	12	67	DB 12H,03H,06H,10H,03H,01H,14H,03H,03H,1CH,03H,02H,14H,03H,03H,10H
6BB1	03		
6BB2	06		
6BB3	10		
6BB4	03		
6BB5	01		
6BB6	14		
6BB7	03		
6BB8	03		
6BB9	1C		
6BBA	03		
6BBB	02		
6BBC	14		
6BBD	03		
6BBE	03		
6BBF	10		
6BC0	03	68	DB 03H,16H,10H,02H,02H,11H,02H,01H,01H,02H,0AH,01H,01H,05H,00H,01H
6BC1	16		
6BC2	10		

LOC	OBJ	LINE	SOURCE
6BC3	02		
6BC4	02		
6BC5	11		
6BC6	02		
6BC7	01		
6BC8	01		
6BC9	02		
6BCA	0A		
6BCB	01		
6BCC	01		
6BCD	05		
6BCE	00		
6BCF	01		
6BD0	04	69	DB 04H,01H,02H,05H,03H,02H,06H,02H,02H,03H,00H,02H,02H,01H,02H,03H
6BD1	01		
6BD2	02		
6BD3	05		
6BD4	03		
6BD5	02		
6BD6	06		
6BD7	02		
6BD8	02		
6BD9	03		
6BDA	00		
6BDB	02		
6BDC	02		
6BDD	01		
6BDE	02		
6BDF	03		
6BE0	01	70	DB 01H,03H,07H,09H,03H,01H,01H,03H,09H,00H,03H,01H,08H,03H,01H,09H
6BE1	03		
6BE2	07		
6BE3	09		
6BE4	03		
6BE5	01		
6BE6	01		
6BE7	03		
6BE8	09		
6BE9	00		
6BEA	03		
6BEB	01		
6BEC	08		
6BED	03		
6BEE	01		
6BEF	09		
6BF0	03	71	DB 03H,02H,09H,02H,02H,08H,02H,04H,00H,02H,04H,04H,02H,05H,06H,02H
6BF1	02		
6BF2	09		
6BF3	02		
6BF4	02		
6BF5	08		
6BF6	02		
6BF7	04		
6BF8	00		
6BF9	02		

LOC	OBJ	LINE	SOURCE
6BFA	04		
6BFB	04		
6BFC	02		
6BFD	05		
6BFE	06		
6BFF	02		
6C00	0B	72	DB 0BH,02H,02H,02H,02H,01H,01H,00H,01H,0BH,04H,01H,01H,0CH,01H,03H
6C01	02		
6C02	02		
6C03	02		
6C04	02		
6C05	01		
6C06	01		
6C07	00		
6C08	01		
6C09	0B		
6C0A	04		
6C0B	01		
6C0C	01		
6C0D	0C		
6C0E	01		
6C0F	03		
6C10	0B	73	DB 0BH,01H,01H,09H,01H,01H,09H,00H,02H,0BH,00H,05H,00H,06H,03H
6C11	01		
6C12	01		
6C13	09		
6C14	01		
6C15	01		
6C16	09		
6C17	00		
6C18	02		
6C19	0B		
6C1A	00		
6C1B	05		
6C1C	00		
6C1D	00		
6C1E	06		
6C1F	03		
6C20	01	74	DB 01H,01H,01H,00H,04H,00H,00H,04H,00H,0FH,04H,0BH,0FH,04H,09H,0FH
6C21	01		
6C22	01		
6C23	00		
6C24	04		
6C25	00		
6C26	00		
6C27	04		
6C28	00		
6C29	0F		
6C2A	04		
6C2B	0B		
6C2C	0F		
6C2D	04		
6C2E	09		
6C2F	0F		
6C30	04	75	DB 04H,0BH,0FH,07H,09H,0FH,04H,0BH,0FH,07H,00H,0FH,0EH,02H,0FH,01H

LOC	OBJ	LINE	SOURCE
6C31	08		
6C32	0F		
6C33	07		
6C34	09		
6C35	0F		
6C36	04		
6C37	08		
6C38	0F		
6C39	07		
6C3A	00		
6C3B	0F		
6C3C	0C		
6C3D	02		
6C3E	0F		
6C3F	01		
6C40	06	76	DB 06H,0EH,04H,04H,0EH,02H,04H,0FH,04H,00H,0FH,01H,08H,0FH,01H,08H
6C41	0E		
6C42	04		
6C43	04		
6C44	0E		
6C45	02		
6C46	04		
6C47	0F		
6C48	04		
6C49	00		
6C4A	0F		
6C4B	01		
6C4C	08		
6C4D	0F		
6C4E	01		
6C4F	08		
6C50	00	77	DB 00H,03H,00H,00H,02H,14H,00H,01H,16H,00H,02H,14H,00H,0DH,10H,00H
6C51	03		
6C52	00		
6C53	00		
6C54	02		
6C55	14		
6C56	00		
6C57	01		
6C58	16		
6C59	00		
6C5A	02		
6C5B	14		
6C5C	00		
6C5D	0D		
6C5E	10		
6C5F	00		
6C60	17	78	DB 17H,10H,01H,01H,12H,01H,02H,13H,01H,01H,11H,01H,04H,10H,01H,03H
6C61	10		
6C62	01		
6C63	01		
6C64	12		
6C65	01		
6C66	02		
6C67	13		

LOC	OBJ	LINE	SOURCE
6C68	01		
6C69	01		
6C6A	11		
6C6B	01		
6C6C	04		
6C6D	10		
6C6E	01		
6C6F	03		
6C70	12	79	DB 12H,01H,0FH,10H,01H,04H,10H,02H,04H,12H,02H,03H,10H,02H,06H,11H
6C71	01		
6C72	0F		
6C73	10		
6C74	01		
6C75	04		
6C76	10		
6C77	02		
6C78	04		
6C79	12		
6C7A	02		
6C7B	03		
6C7C	10		
6C7D	02		
6C7E	06		
6C7F	11		
6C80	02	80	DB 02H,04H,19H,02H,02H,11H,02H,05H,10H,02H,0AH,10H,01H,01H,10H,00H
6C81	04		
6C82	19		
6C83	02		
6C84	02		
6C85	11		
6C86	02		
6C87	05		
6C88	10		
6C89	02		
6C8A	0A		
6C8B	10		
6C8C	01		
6C8D	01		
6C8E	10		
6C8F	00		
6C90	08	81	DB 08H,14H,00H,06H,10H,00H,01H,14H,00H,02H,16H,00H,06H,16H,0FH,03H
6C91	14		
6C92	00		
6C93	06		
6C94	10		
6C95	00		
6C96	01		
6C97	14		
6C98	00		
6C99	02		
6C9A	16		
6C9B	00		
6C9C	06		
6C9D	16		
6C9E	0F		



LOC	OBJ	LINE	SOURCE
6C9F	03		
6CA0	16	82	DB 16H,00H,05H,10H,00H,06H,11H,00H,03H,10H,00H,03H,14H,00H,05H,14H
6CA1	00		
6CA2	05		
6CA3	10		
6CA4	00		
6CA5	06		
6CA6	11		
6CA7	00		
6CAB	03		
6CA9	10		
6CAA	00		
6CAB	03		
6CAC	14		
6CAD	00		
6CAE	05		
6CAF	14		
6CB0	01	83	DB 01H,06H,10H,01H,02H,12H,01H,05H,12H,00H,06H,10H,00H,02H,14H,00H
6CB1	06		
6CB2	10		
6CB3	01		
6CB4	02		
6CB5	12		
6CB6	01		
6CB7	05		
6CB8	12		
6CB9	00		
6CBA	06		
6CBB	10		
6CBC	00		
6CBD	02		
6CBE	14		
6CBF	00		
6CC0	03	84	DB 03H,0CH,00H,02H,04H,00H,03H,04H,01H,07H,0CH,01H,08H,08H,01H,05H
6CC1	0C		
6CC2	00		
6CC3	02		
6CC4	04		
6CC5	00		
6CC6	03		
6CC7	04		
6CC8	01		
6CC9	07		
6CCA	0C		
6CCB	01		
6CCC	08		
6CCD	08		
6CCE	01		
6CCF	05		
6CD0	00	85	DB 00H,01H,02H,09H,01H,08H,01H,01H,02H,09H,01H,02H,01H,01H,03H,00H
6CD1	01		
6CD2	02		
6CD3	09		
6CD4	01		
6CD5	08		

LOC	OBJ	LINE	SOURCE
6CD6	01		
6CD7	01		
6CD8	02		
6CD9	09		
6CDA	01		
6CDB	02		
6CDC	01		
6CDD	01		
6CDE	03		
6CDF	00		
6CE0	01	86	DB 01H,08H,00H,00H,05H,08H,00H,02H,08H,0FH,03H,0CH,0FH,04H,0CH,00H
6CE1	08		
6CE2	00		
6CE3	00		
6CE4	05		
6CE5	08		
6CE6	00		
6CE7	02		
6CE8	08		
6CE9	0F		
6CEA	03		
6CEB	0C		
6CEC	0F		
6CED	04		
6CEE	0C		
6CEF	00		
6CF0	05	87	DB 05H,04H,00H,03H,04H,01H,02H,02H,01H,04H,00H,01H,10H,01H,01H,09H
6CF1	04		
6CF2	00		
6CF3	03		
6CF4	04		
6CF5	01		
6CF6	02		
6CF7	02		
6CF8	01		
6CF9	04		
6CFA	00		
6CFB	01		
6CFC	10		
6CFD	01		
6CFE	01		
6CFF	09		
6D00	01	88	DB 01H,00H,01H,03H,00H,02H,03H,01H,04H,02H,01H,02H,02H,02H,03H,06H
6D01	00		
6D02	01		
6D03	03		
6D04	00		
6D05	02		
6D06	03		
6D07	01		
6D08	04		
6D09	02		
6D0A	01		
6D0B	02		
6D0C	02		

LOC	OBJ	LINE	SOURCE
6D0D	02		
6D0E	03		
6D0F	06		
6D10	02	89	DB 02H,03H,06H,03H,03H,04H,03H,05H,04H,04H,01H,04H,05H,05H,00H,05H
6D11	03		
6D12	06		
6D13	03		
6D14	03		
6D15	04		
6D16	03		
6D17	05		
6D18	04		
6D19	04		
6D1A	01		
6D1B	04		
6D1C	05		
6D1D	05		
6D1E	00		
6D1F	05		
6D20	02	90	DB 02H,01H,05H,03H,09H,04H,14H,01H,04H,08H,00H,04H,02H,08H,04H,01H
6D21	01		
6D22	05		
6D23	03		
6D24	09		
6D25	04		
6D26	14		
6D27	01		
6D28	04		
6D29	08		
6D2A	00		
6D2B	04		
6D2C	02		
6D2D	08		
6D2E	04		
6D2F	01		
6D30	09	91	DB 09H,03H,03H,01H,03H,01H,01H,04H,02H,00H,04H,01H,02H,04H,03H,06H
6D31	03		
6D32	03		
6D33	01		
6D34	03		
6D35	01		
6D36	01		
6D37	04		
6D38	02		
6D39	00		
6D3A	04		
6D3B	01		
6D3C	02		
6D3D	04		
6D3E	03		
6D3F	06		
6D40	04	92	DB 04H,03H,06H,05H,02H,04H,05H,07H,00H,05H,01H,02H,05H,07H,02H,06H
6D41	03		
6D42	06		
6D43	05		

LOC	OBJ	LINE	SOURCE
6D44	02		
6D45	04		
6D46	05		
6D47	07		
6D48	00		
6D49	05		
6D4A	01		
6D4B	02		
6D4C	05		
6D4D	07		
6D4E	02		
6D4F	06		
6D50	03	93	DB 03H,02H,05H,04H,00H,05H,03H,08H,05H,02H,00H,04H,01H,01H,04H,02H
6D51	02		
6D52	05		
6D53	04		
6D54	00		
6D55	05		
6D56	03		
6D57	08		
6D58	05		
6D59	02		
6D5A	00		
6D5B	04		
6D5C	01		
6D5D	01		
6D5E	04		
6D5F	02		
6D60	01	94	DB 01H,05H,01H,01H,06H,01H,03H,06H,01H,03H,07H,02H,03H,08H,04H,02H
6D61	05		
6D62	01		
6D63	01		
6D64	06		
6D65	01		
6D66	03		
6D67	06		
6D68	01		
6D69	03		
6D6A	07		
6D6B	02		
6D6C	03		
6D6D	08		
6D6E	04		
6D6F	02		
6D70	09	95	DB 09H,03H,02H,0AH,05H,06H,0AH,03H,06H,08H,03H,06H,0CH,0EH,04H,0CH
6D71	03		
6D72	02		
6D73	0A		
6D74	05		
6D75	06		
6D76	0A		
6D77	03		
6D78	06		
6D79	08		
6D7A	03		

LOC	OBJ	LINE	SOURCE
6D7B	06		
6D7C	0C		
6D7D	0E		
6D7E	04		
6D7F	0C		
6D80	06	96	DB 06H,04H,0DH,05H,0CH,0EH,05H,08H,0EH,0AH,09H,0EH,03H,08H,0EH,03H
6D81	04		
6D82	0D		
6D83	05		
6D84	0C		
6D85	0E		
6D86	05		
6D87	08		
6D88	0E		
6D89	0A		
6D8A	09		
6D8B	0E		
6D8C	03		
6D8D	08		
6D8E	0E		
6D8F	03		
6D90	08	97	DB 08H,0DH,07H,0CH,0DH,05H,08H,0DH,02H,08H,0EH,03H,09H,0EH,1FH,01H
6D91	0D		
6D92	07		
6D93	0C		
6D94	0D		
6D95	05		
6D96	08		
6D97	0D		
6D98	02		
6D99	08		
6D9A	0E		
6D9B	03		
6D9C	09		
6D9D	0E		
6D9E	1F		
6D9F	01		
6DA0	0E	98	DB 0EH,10H,09H,0FH,07H,01H,0FH,01H,00H,0FH,05H,00H,0EH,04H,01H,0EH
6DA1	10		
6DA2	09		
6DA3	0F		
6DA4	07		
6DA5	01		
6DA6	0F		
6DA7	01		
6DAB	00		
6DA9	0F		
6DAA	05		
6DAB	00		
6DAC	0E		
6DAD	04		
6DAE	01		
6DAF	0E		
6DB0	04	99	DB 04H,03H,0FH,02H,03H,00H,02H,03H,01H,02H,02H,02H,02H,03H,03H
6DB1	03		

LOC	OBJ	LINE	SOURCE
6DB2	0F		
6DB3	02		
6DB4	03		
6DB5	00		
6DB6	02		
6DB7	03		
6DB8	01		
6DB9	02		
6DBA	02		
6DBB	02		
6DBC	02		
6DBD	02		
6DBE	03		
6DBF	03		
6DC0	02	100	DB 02H,04H,03H,02H,05H,0FH,02H,06H,05H,02H,07H,01H,02H,06H,02H,00H
6DC1	04		
6DC2	03		
6DC3	02		
6DC4	05		
6DC5	0F		
6DC6	02		
6DC7	06		
6DC8	05		
6DC9	02		
6DCA	07		
6DCB	01		
6DCC	02		
6DCD	06		
6DCE	02		
6DCF	00		
6DD0	06	101	DB 06H,02H,04H,05H,14H,06H,05H,07H,06H,04H,01H,06H,05H,03H,04H,05H
6DD1	02		
6DD2	04		
6DD3	05		
6DD4	14		
6DD5	06		
6DD6	05		
6DD7	07		
6DD8	06		
6DD9	04		
6DDA	01		
6DDB	06		
6DDC	05		
6DDD	03		
6DDE	04		
6DDF	05		
6DE0	02	102	DB 02H,04H,06H,02H,04H,05H,02H,04H,04H,04H,04H,03H,03H,04H,02H,03H
6DE1	04		
6DE2	06		
6DE3	02		
6DE4	04		
6DE5	05		
6DE6	02		
6DE7	04		
6DE8	04		

LOC	OBJ	LINE	SOURCE
6DE9	04		
6DEA	04		
6DEB	03		
6DEC	03		
6DED	04		
6DEE	02		
6DEF	03		
6DF0	04	103	DB 04H,01H,03H,04H,00H,03H,0CH,00H,03H,08H,00H,0AH,08H,0FH,01H,0CH
6DF1	01		
6DF2	03		
6DF3	04		
6DF4	00		
6DF5	03		
6DF6	0C		
6DF7	00		
6DF8	03		
6DF9	08		
6DFA	00		
6DFB	0A		
6DFC	08		
6DFD	0F		
6DFE	01		
6DFF	0C		
6E00	0F	104	DB 0FH,01H,04H,0FH,03H,14H,0FH,03H,16H,0FH,0DH,14H,0FH,01H,14H,0EH
6E01	01		
6E02	04		
6E03	0F		
6E04	03		
6E05	14		
6E06	0F		
6E07	03		
6E08	16		
6E09	0F		
6E0A	0D		
6E0B	14		
6E0C	0F		
6E0D	01		
6E0E	14		
6E0F	0E		
6E10	03	105	DB 03H,1CH,0EH,03H,18H,0EH,06H,19H,0FH,02H,09H,00H,04H,01H,00H,05H
6E11	1C		
6E12	0E		
6E13	03		
6E14	18		
6E15	0E		
6E16	06		
6E17	19		
6E18	0F		
6E19	02		
6E1A	09		
6E1B	00		
6E1C	04		
6E1D	01		
6E1E	00		
6E1F	05		

LOC	OBJ	LINE	SOURCE
6E20	01	106	DB 01H,01H,01H,00H,01H,05H,00H,02H,03H,00H,03H,09H,00H,04H,05H,00H
6E21	01		
6E22	01		
6E23	00		
6E24	01		
6E25	05		
6E26	00		
6E27	02		
6E28	03		
6E29	00		
6E2A	03		
6E2B	09		
6E2C	00		
6E2D	04		
6E2E	05		
6E2F	00		
6E30	05	107	DB 05H,09H,00H,06H,02H,04H,07H,06H,14H,07H,07H,14H,08H,08H,10H,08H
6E31	09		
6E32	00		
6E33	06		
6E34	02		
6E35	04		
6E36	07		
6E37	06		
6E38	14		
6E39	07		
6E3A	07		
6E3B	14		
6E3C	08		
6E3D	08		
6E3E	10		
6E3F	08		
6E40	07	108	DB 07H,10H,09H,16H,11H,09H,07H,01H,09H,01H,09H,09H,02H,08H,09H,04H
6E41	10		
6E42	09		
6E43	16		
6E44	11		
6E45	09		
6E46	07		
6E47	01		
6E48	09		
6E49	01		
6E4A	09		
6E4B	09		
6E4C	02		
6E4D	08		
6E4E	09		
6E4F	04		
6E50	08	109	DB 08H,0AH,02H,00H,0AH,04H,00H,0BH,04H,01H,0CH,04H,00H,0CH,02H,00H
6E51	0A		
6E52	02		
6E53	00		
6E54	0A		
6E55	04		
6E56	00		



LOC	OBJ	LINE	SOURCE
6E57	0B		
6E58	04		
6E59	01		
6E5A	0C		
6E5B	04		
6E5C	00		
6E5D	0C		
6E5E	02		
6E5F	00		
6E60	0D	110	DB 0DH,03H,01H,0DH,05H,09H,0DH,01H,09H,0EH,01H,01H,0EH,04H,00H,0EH
6E61	03		
6E62	01		
6E63	0D		
6E64	05		
6E65	09		
6E66	0D		
6E67	01		
6E68	09		
6E69	0E		
6E6A	01		
6E6B	01		
6E6C	0E		
6E6D	04		
6E6E	00		
6E6F	0E		
6E70	02	111	DB 02H,02H,0EH,03H,02H,0FH,09H,06H,0FH,04H,04H,0FH,06H,04H,0EH,04H
6E71	02		
6E72	0E		
6E73	03		
6E74	02		
6E75	0F		
6E76	09		
6E77	06		
6E78	0F		
6E79	04		
6E7A	04		
6E7B	0F		
6E7C	06		
6E7D	04		
6E7E	0E		
6E7F	04		
6E80	00	112	DB 00H,0EH,02H,1BH,0EH,02H,19H,0EH,09H,11H,0EH,04H,11H,0FH,03H,10H
6E81	0E		
6E82	02		
6E83	1B		
6E84	0E		
6E85	02		
6E86	19		
6E87	0E		
6E88	09		
6E89	11		
6E8A	0E		
6E8B	04		
6E8C	11		
6E8D	0F		

LOC	OBJ	LINE	SOURCE
6E8E	03		
6E8F	10		
6E90	0F	113	DB 0FH,02H,11H,0FH,03H,19H,0FH,02H,18H,0FH,05H,10H,0FH,05H,10H,00H
6E91	02		
6E92	11		
6E93	0F		
6E94	03		
6E95	19		
6E96	0F		
6E97	02		
6E98	18		
6E99	0F		
6E9A	05		
6E9B	10		
6E9C	0F		
6E9D	05		
6E9E	10		
6E9F	00		
6EA0	01	114	DB 01H,18H,00H,09H,10H,00H,03H,1CH,00H,05H,18H,00H,03H,19H,00H,01H
6EA1	18		
6EA2	00		
6EA3	09		
6EA4	10		
6EA5	00		
6EA6	03		
6EA7	1C		
6EAB	00		
6EA9	05		
6EAA	18		
6EAB	00		
6EAC	03		
6EAD	19		
6EAE	00		
6EAF	01		
6EB0	09	115	DB 09H,00H,02H,01H,00H,02H,00H,00H,03H,10H,00H,03H,18H,00H,00H,10H
6EB1	00		
6EB2	02		
6EB3	01		
6EB4	00		
6EB5	02		
6EB6	00		
6EB7	00		
6EB8	03		
6EB9	10		
6EBA	00		
6EBB	03		
6EBC	18		
6EBD	00		
6EBE	00		
6EBF	10		
6EC0	00	116	DB 00H,03H,1CH,00H,04H,1CH,0FH,04H,14H,0FH,01H,10H,0FH,01H,12H,0FH
6EC1	03		
6EC2	1C		
6EC3	00		
6EC4	04		

LOC	OBJ	LINE	SOURCE
6EC5	1C		
6EC6	0F		
6EC7	04		
6EC8	14		
6EC9	0F		
6ECA	01		
6ECB	10		
6ECC	0F		
6ECD	01		
6ECE	12		
6ECF	0F		
6ED0	01	117	DB 01H,10H,0FH,03H,14H,0FH,04H,1CH,0FH,05H,1CH,00H,03H,14H,00H,09H
6ED1	10		
6ED2	0F		
6ED3	03		
6ED4	14		
6ED5	0F		
6ED6	04		
6ED7	1C		
6ED8	0F		
6ED9	05		
6EDA	1C		
6EDB	00		
6EDC	03		
6EDD	14		
6EDE	00		
6EDF	09		
6EE0	14	118	DB 14H,01H,0CH,10H,01H,0CH,14H,01H,05H,1CH,02H,01H,14H,02H,03H,14H
6EE1	01		
6EE2	0C		
6EE3	10		
6EE4	01		
6EE5	0C		
6EE6	14		
6EE7	01		
6EE8	05		
6EE9	1C		
6EEA	02		
6EEB	01		
6EEC	14		
6EED	02		
6EEE	03		
6EEF	14		
6EF0	03	119	DB 03H,04H,10H,04H,04H,10H,05H,01H,11H,05H,07H,13H,05H,06H,13H,06H
6EF1	04		
6EF2	10		
6EF3	04		
6EF4	04		
6EF5	10		
6EF6	05		
6EF7	01		
6EF8	11		
6EF9	05		
6EFA	07		
6EFB	13		

LOC	OBJ	LINE	SOURCE
6EFC	05		
6EFD	0A		
6EFE	13		
6EFF	06		
6F00	01	120	DB 01H,13H,05H,03H,12H,05H,02H,12H,04H,01H,12H,03H,01H,02H,03H,01H
6F01	13		
6F02	05		
6F03	03		
6F04	12		
6F05	05		
6F06	02		
6F07	12		
6F08	04		
6F09	01		
6F0A	12		
6F0B	03		
6F0C	01		
6F0D	02		
6F0E	03		
6F0F	01		
6F10	02	121	DB 02H,02H,02H,02H,01H,01H,02H,00H,01H,00H,00H,02H,00H,0FH,04H,00H
6F11	02		
6F12	02		
6F13	02		
6F14	01		
6F15	01		
6F16	02		
6F17	00		
6F18	01		
6F19	00		
6F1A	00		
6F1B	02		
6F1C	00		
6F1D	0F		
6F1E	04		
6F1F	00		
6F20	0E	122	DB 0EH,02H,0BH,0EH,03H,0BH,0DH,01H,00H,0DH,05H,0BH,0DH,0BH,1BH,0DH
6F21	02		
6F22	0B		
6F23	0E		
6F24	03		
6F25	0B		
6F26	0D		
6F27	01		
6F28	00		
6F29	0D		
6F2A	05		
6F2B	0B		
6F2C	0D		
6F2D	0B		
6F2E	1B		
6F2F	0D		
6F30	09	123	DB 09H,10H,0CH,0AH,10H,0BH,06H,12H,0BH,03H,02H,0BH,03H,02H,0AH,02H
6F31	10		
6F32	0C		

LDC	OBJ	LINE	SOURCE
6F33	0A		
6F34	10		
6F35	0B		
6F36	06		
6F37	12		
6F38	0B		
6F39	03		
6F3A	02		
6F3B	0B		
6F3C	03		
6F3D	02		
6F3E	0A		
6F3F	02		
6F40	13	124	DB 13H,0AH,05H,11H,0AH,01H,10H,0AH,09H,00H,0AH,0BH,02H,0AH,02H,04H
6F41	0A		
6F42	05		
6F43	11		
6F44	0A		
6F45	01		
6F46	10		
6F47	0A		
6F48	09		
6F49	00		
6F4A	0A		
6F4B	0D		
6F4C	02		
6F4D	0A		
6F4E	02		
6F4F	04		
6F50	0A	125	DB 0AH,02H,04H,0BH,02H,04H,0AH,03H,04H,09H,03H,00H,0BH,05H,00H,07H
6F51	02		
6F52	04		
6F53	0B		
6F54	02		
6F55	04		
6F56	0A		
6F57	03		
6F58	04		
6F59	09		
6F5A	03		
6F5B	00		
6F5C	0B		
6F5D	05		
6F5E	00		
6F5F	07		
6F60	04	126	DB 04H,10H,07H,02H,10H,06H,05H,14H,06H,11H,10H,06H,0BH,11H,06H,0AH
6F61	10		
6F62	07		
6F63	02		
6F64	10		
6F65	06		
6F66	05		
6F67	14		
6F68	06		
6F69	11		

LOC	OBJ	LINE	SOURCE
6F6A	10		
6F6B	06		
6F6C	08		
6F6D	11		
6F6E	06		
6F6F	0A		
6F70	11	127	DB 11H,07H,08H,19H,07H,05H,18H,07H,10H,10H,07H,01H,18H,07H,09H,08H
6F71	07		
6F72	08		
6F73	19		
6F74	07		
6F75	05		
6F76	18		
6F77	07		
6F78	10		
6F79	10		
6F7A	07		
6F7B	01		
6F7C	18		
6F7D	07		
6F7E	09		
6F7F	08		
6F80	07	128	DB 07H,04H,09H,07H,07H,08H,07H,08H,00H,06H,02H,04H,06H,02H,00H,06H
6F81	04		
6F82	09		
6F83	07		
6F84	07		
6F85	08		
6F86	07		
6F87	08		
6F88	00		
6F89	06		
6F8A	02		
6F8B	04		
6F8C	06		
6F8D	02		
6F8E	00		
6F8F	06		
6F90	04	129	DB 04H,02H,06H,01H,00H,06H,03H,00H,07H,02H,00H,06H,01H,02H,05H,02H
6F91	02		
6F92	06		
6F93	01		
6F94	00		
6F95	06		
6F96	03		
6F97	00		
6F98	07		
6F99	02		
6F9A	00		
6F9B	06		
6F9C	01		
6F9D	02		
6F9E	05		
6F9F	02		
6FA0	02	130	DB 02H,04H,02H,02H,03H,01H,06H,03H,02H,04H,02H,02H,04H,01H,00H,04H

LOC	OBJ	LINE	SOURCE
6FA1	04		
6FA2	02		
6FA3	02		
6FA4	03		
6FA5	01		
6FA6	06		
6FA7	03		
6FAB	02		
6FA9	04		
6FAA	02		
6FAB	02		
6FAC	04		
6FAD	01		
6FAE	0D		
6FAF	04		
6FB0	00	131	DB 00H,02H,00H,00H,01H,02H,00H,01H,02H,0FH,02H,00H,0FH,04H,00H,0EH
6FB1	02		
6FB2	00		
6FB3	00		
6FB4	01		
6FB5	02		
6FB6	00		
6FB7	01		
6FB8	02		
6FB9	0F		
6FBA	02		
6FBB	00		
6FBC	0F		
6FBD	04		
6FBE	00		
6FBF	0E		
6FC0	07	132	DB 07H,00H,0DH,01H,00H,0CH,2AH,10H,0CH,0AH,10H,0BH,01H,12H,0BH,09H
6FC1	00		
6FC2	0D		
6FC3	01		
6FC4	00		
6FC5	0C		
6FC6	2A		
6FC7	10		
6FC8	0C		
6FC9	0A		
6FCA	10		
6FCB	0B		
6FCC	01		
6FCD	12		
6FCE	0B		
6FCF	09		
6FD0	02	133	DB 02H,0BH,0DH,00H,0BH,01H,00H,0CH,0EH,01H,0CH,01H,00H,0CH,09H,00H
6FD1	0B		
6FD2	0D		
6FD3	00		
6FD4	0B		
6FD5	01		
6FD6	00		
6FD7	0C		

LOC	OBJ	LINE	SOURCE
6FD8	0E		
6FD9	01		
6FDA	0C		
6FDB	01		
6FDC	00		
6FDD	0C		
6FDE	09		
6FDF	00		
6FE0	0D	134	DB 0DH,03H,0BH,0DH,07H,0BH,0EH,04H,00H,0EH,0BH,00H,0FH,05H,00H,0EH
6FE1	03		
6FE2	08		
6FE3	0D		
6FE4	07		
6FE5	08		
6FE6	0E		
6FE7	04		
6FE8	00		
6FE9	0E		
6FEA	08		
6FEB	00		
6FEC	0F		
6FED	05		
6FEE	00		
6FEF	0E		
6FF0	0C	135	DB 0CH,00H,0DH,25H,10H,0DH,02H,12H,0DH,06H,02H,0DH,0BH,00H,0DH,02H
6FF1	00		
6FF2	0D		
6FF3	25		
6FF4	10		
6FF5	0D		
6FF6	02		
6FF7	12		
6FF8	0D		
6FF9	06		
6FFA	02		
6FFB	0D		
6FFC	08		
6FFD	00		
6FFE	0D		
6FFF	02		
7000	00	136	DB 00H,0CH,04H,02H,0CH,0BH,00H,0CH,0FH,00H,0BH,05H,00H,0AH,13H,10H
7001	0C		
7002	04		
7003	02		
7004	0C		
7005	08		
7006	00		
7007	0C		
7008	0F		
7009	00		
700A	08		
700B	05		
700C	00		
700D	0A		
700E	13		



LOC	OBJ	LINE	SOURCE
700F	10		
7010	0A	137	DB 0AH,0BH,00H,0AH,04H,00H,09H,02H,0BH,09H,01H,00H,09H,02H,01H,09H
7011	0B		
7012	00		
7013	0A		
7014	04		
7015	00		
7016	09		
7017	02		
7018	0B		
7019	09		
701A	01		
701B	00		
701C	09		
701D	02		
701E	01		
701F	09		
7020	0B	138	DB 0BH,01H,0AH,04H,09H,0AH,04H,01H,0AH,05H,00H,0AH,0BH,04H,0AH,05H
7021	01		
7022	0A		
7023	04		
7024	09		
7025	0A		
7026	04		
7027	01		
7028	0A		
7029	05		
702A	00		
702B	0A		
702C	0B		
702D	04		
702E	0A		
702F	05		
7030	06	139	DB 06H,0AH,0FH,06H,0BH,03H,04H,0CH,03H,00H,0CH,01H,0BH,0CH,01H,09H
7031	0A		
7032	0F		
7033	06		
7034	0B		
7035	03		
7036	04		
7037	0C		
7038	03		
7039	00		
703A	0C		
703B	01		
703C	0B		
703D	0C		
703E	01		
703F	09		
7040	0C	140	DB 0CH,03H,09H,0DH,01H,01H,0DH,03H,01H,0EH,05H,01H,0FH,07H,00H,0FH
7041	03		
7042	09		
7043	0D		
7044	01		
7045	01		

LOC	OBJ	LINE	SOURCE
7046	0D		
7047	03		
7048	01		
7049	0E		
704A	05		
704B	01		
704C	0F		
704D	07		
704E	00		
704F	0F		
7050	02	141	DB 02H,08H,0FH,02H,00H,00H,06H,01H,00H,01H,11H,00H,13H,10H,0FH,0BH
7051	08		
7052	0F		
7053	02		
7054	00		
7055	00		
7056	06		
7057	01		
7058	00		
7059	01		
705A	11		
705B	00		
705C	13		
705D	10		
705E	0F		
705F	08		
7060	12	142	DB 12H,0FH,05H,10H,0FH,09H,12H,0FH,05H,10H,0FH,08H,10H,00H,02H,14H
7061	0F		
7062	05		
7063	10		
7064	0F		
7065	09		
7066	12		
7067	0F		
7068	05		
7069	10		
706A	0F		
706B	08		
706C	10		
706D	00		
706E	02		
706F	14		
7070	00	143	DB 00H,01H,16H,00H,01H,16H,01H,05H,14H,01H,06H,16H,01H,0AH,12H,01H
7071	01		
7072	16		
7073	00		
7074	01		
7075	16		
7076	01		
7077	05		
7078	14		
7079	01		
707A	06		
707B	16		
707C	01		

LOC	OBJ	LINE	SOURCE
707D	0A		
707E	12		
707F	01		
7080	01	144	DB 01H,16H,01H,04H,14H,01H,02H,14H,02H,07H,1CH,02H,01H,18H,02H,02H
7081	16		
7082	01		
7083	04		
7084	14		
7085	01		
7086	02		
7087	14		
7088	02		
7089	07		
708A	1C		
708B	02		
708C	01		
708D	18		
708E	02		
708F	02		
7090	10	145	DB 10H,02H,04H,11H,01H,06H,19H,01H,07H,18H,01H,06H,1CH,01H,09H,18H
7091	02		
7092	04		
7093	11		
7094	01		
7095	06		
7096	19		
7097	01		
7098	07		
7099	18		
709A	01		
709B	06		
709C	1C		
709D	01		
709E	09		
709F	18		
70A0	01	146	DB 01H,08H,18H,00H,06H,10H,00H,01H,10H,01H,03H,11H,01H,0FH,11H,02H
70A1	08		
70A2	18		
70A3	00		
70A4	06		
70A5	10		
70A6	00		
70A7	01		
70A8	10		
70A9	01		
70AA	03		
70AB	11		
70AC	01		
70AD	0F		
70AE	11		
70AF	02		
70B0	06	147	DB 06H,10H,02H,05H,12H,02H,08H,12H,03H,05H,10H,03H,04H,14H,02H,08H
70B1	10		
70B2	02		
70B3	05		

LOC	OBJ	LINE	SOURCE
70B4	12		
70B5	02		
70B6	08		
70B7	12		
70B8	03		
70B9	05		
70BA	10		
70BB	03		
70BC	04		
70BD	14		
70BE	02		
70BF	08		
70C0	10	148	DB 10H,02H,0AH,10H,01H,08H,14H,01H,07H,14H,00H,0FH,10H,00H,01H,12H
70C1	02		
70C2	0A		
70C3	10		
70C4	01		
70C5	08		
70C6	14		
70C7	01		
70C8	07		
70C9	14		
70CA	00		
70CB	0F		
70CC	10		
70CD	00		
70CE	01		
70CF	12		
70D0	01	149	DB 01H,01H,13H,01H,0CH,11H,01H,02H,10H,01H,06H,18H,01H,05H,08H,01H
70D1	01		
70D2	13		
70D3	01		
70D4	0C		
70D5	11		
70D6	01		
70D7	02		
70D8	10		
70D9	01		
70DA	06		
70DB	18		
70DC	01		
70DD	05		
70DE	08		
70DF	01		
70E0	05	150	DB 05H,18H,01H,03H,18H,02H,01H,18H,03H,01H,10H,03H,0CH,11H,03H,02H
70E1	18		
70E2	01		
70E3	03		
70E4	18		
70E5	02		
70E6	01		
70E7	18		
70E8	03		
70E9	01		
70EA	10		

LOC	OBJ	LINE	SOURCE
70EB	03		
70EC	0C		
70ED	11		
70EE	03		
70EF	02		
70F0	10	151	DB 10H,03H,02H,10H,04H,05H,18H,04H,03H,1CH,04H,04H,14H,04H,0EH,04H
70F1	03		
70F2	02		
70F3	10		
70F4	04		
70F5	05		
70F6	1B		
70F7	04		
70F8	03		
70F9	1C		
70FA	04		
70FB	04		
70FC	14		
70FD	04		
70FE	0E		
70FF	04		
7100	04	152	DB 04H,03H,08H,04H,03H,0CH,04H,05H,04H,04H,09H,06H,05H,03H,02H,05H
7101	03		
7102	08		
7103	04		
7104	03		
7105	0C		
7106	04		
7107	05		
7108	04		
7109	04		
710A	09		
710B	06		
710C	05		
710D	03		
710E	02		
710F	05		
7110	07	153	DB 07H,02H,04H,01H,03H,04H,11H,01H,04H,02H,00H,04H,05H,02H,04H,02H
7111	02		
7112	04		
7113	01		
7114	03		
7115	04		
7116	11		
7117	01		
7118	04		
7119	02		
711A	00		
711B	04		
711C	05		
711D	02		
711E	04		
711F	02		
7120	00	154	DB 00H,04H,0CH,01H,04H,0AH,00H,04H,0CH,0BH,04H,01H,0BH,05H,03H,0CH
7121	04		

LOC	OBJ	LINE	SOURCE
7122	0C		
7123	01		
7124	04		
7125	0A		
7126	00		
7127	04		
7128	0C		
7129	08		
712A	04		
712B	01		
712C	08		
712D	05		
712E	03		
712F	0C		
7130	05	155	DB 05H,09H,04H,05H,03H,00H,05H,01H,00H,04H,01H,02H,04H,05H,12H,03H
7131	09		
7132	04		
7133	05		
7134	03		
7135	00		
7136	05		
7137	01		
7138	00		
7139	04		
713A	01		
713B	02		
713C	04		
713D	05		
713E	12		
713F	03		
7140	0A	156	DB 0AH,12H,02H,07H,12H,01H,03H,10H,01H,09H,11H,01H,03H,10H,01H,06H
7141	12		
7142	02		
7143	07		
7144	12		
7145	01		
7146	03		
7147	10		
7148	01		
7149	09		
714A	11		
714B	01		
714C	03		
714D	10		
714E	01		
714F	06		
7150	18	157	DB 18H,01H,08H,1CH,00H,0EH,14H,00H,16H,10H,00H,01H,10H,01H,06H,18H
7151	01		
7152	08		
7153	1C		
7154	00		
7155	0E		
7156	14		
7157	00		
7158	16		

LOC	OBJ	LINE	SOURCE
7159	10		
715A	00		
715B	01		
715C	10		
715D	01		
715E	06		
715F	18		
7160	01	158	DB 01H,05H,08H,01H,05H,08H,02H,04H,08H,03H,01H,08H,04H,02H,01H,04H
7161	05		
7162	08		
7163	01		
7164	05		
7165	08		
7166	02		
7167	04		
7168	08		
7169	03		
716A	01		
716B	08		
716C	04		
716D	02		
716E	01		
716F	04		
7170	01	159	DB 01H,00H,04H,0FH,10H,04H,0CH,10H,05H,03H,11H,05H,01H,10H,05H,01H
7171	00		
7172	04		
7173	0F		
7174	10		
7175	04		
7176	0C		
7177	10		
7178	05		
7179	03		
717A	11		
717B	05		
717C	01		
717D	10		
717E	05		
717F	01		
7180	12	160	DB 12H,05H,07H,13H,04H,06H,12H,04H,04H,12H,03H,01H,02H,03H,02H,02H
7181	05		
7182	07		
7183	13		
7184	04		
7185	06		
7186	12		
7187	04		
7188	04		
7189	12		
718A	03		
718B	01		
718C	02		
718D	03		
718E	02		
718F	02		

LOC	OBJ	LINE	SOURCE
7190	04	161	DB 04H,02H,02H,05H,04H,02H,06H,02H,02H,07H,04H,00H,07H,01H,10H,08H
7191	02		
7192	02		
7193	05		
7194	04		
7195	02		
7196	06		
7197	02		
7198	02		
7199	07		
719A	04		
719B	00		
719C	07		
719D	01		
719E	10		
719F	08		
71A0	01	162	DB 01H,14H,09H,02H,14H,0AH,01H,14H,0BH,02H,14H,0CH,02H,10H,0CH,02H
71A1	14		
71A2	09		
71A3	02		
71A4	14		
71A5	0A		
71A6	01		
71A7	14		
71A8	0B		
71A9	02		
71AA	14		
71AB	0C		
71AC	02		
71AD	10		
71AE	0C		
71AF	02		
71B0	10	163	DB 10H,0DH,07H,12H,0DH,04H,12H,0EH,05H,12H,0DH,02H,10H,0DH,03H,00H
71B1	0D		
71B2	07		
71B3	12		
71B4	0D		
71B5	04		
71B6	12		
71B7	0E		
71B8	05		
71B9	12		
71BA	0D		
71BB	02		
71BC	10		
71BD	0D		
71BE	03		
71BF	00		
71C0	0D	164	DB 0DH,07H,08H,0DH,02H,09H,0CH,02H,01H,0CH,03H,01H,0DH,02H,01H,0EH
71C1	07		
71C2	08		
71C3	0D		
71C4	02		
71C5	09		
71C6	0C		



LOC	OBJ	LINE	SOURCE
71C7	02		
71C8	01		
71C9	0C		
71CA	03		
71CB	01		
71CC	0D		
71CD	02		
71CE	01		
71CF	0E		
71D0	01	165	DB 01H,01H,0FH,02H,03H,0FH,01H,03H,00H,0DH,01H,00H,01H,09H,00H,03H
71D1	01		
71D2	0F		
71D3	02		
71D4	03		
71D5	0F		
71D6	01		
71D7	03		
71D8	00		
71D9	0D		
71DA	01		
71DB	00		
71DC	01		
71DD	09		
71DE	00		
71DF	03		
71E0	08	166	DB 08H,00H,03H,0CH,00H,06H,0CH,01H,02H,0CH,02H,02H,0CH,03H,01H,0CH
71E1	00		
71E2	03		
71E3	0C		
71E4	00		
71E5	06		
71E6	0C		
71E7	01		
71E8	02		
71E9	0C		
71EA	02		
71EB	02		
71EC	0C		
71ED	03		
71EE	01		
71EF	0C		
71F0	04	167	DB 04H,02H,08H,04H,02H,08H,05H,05H,08H,06H,06H,04H,06H,05H,04H,07H
71F1	02		
71F2	08		
71F3	04		
71F4	02		
71F5	08		
71F6	05		
71F7	05		
71F8	08		
71F9	06		
71FA	06		
71FB	04		
71FC	06		
71FD	05		

LOC	OBJ	LINE	SOURCE
71FE	04		
71FF	07		
7200	01	168	DB 01H,00H,07H,03H,00H,08H,07H,09H,08H,01H,09H,07H,05H,01H,07H,02H
7201	00		
7202	07		
7203	03		
7204	00		
7205	08		
7206	07		
7207	09		
7208	08		
7209	01		
720A	09		
720B	07		
720C	05		
720D	01		
720E	07		
720F	02		
7210	10	169	DB 10H,07H,08H,10H,08H,06H,14H,08H,04H,14H,09H,04H,14H,0AH,03H,14H
7211	07		
7212	08		
7213	10		
7214	08		
7215	06		
7216	14		
7217	08		
7218	04		
7219	14		
721A	09		
721B	04		
721C	14		
721D	0A		
721E	03		
721F	14		
7220	08	170	DB 08H,09H,10H,08H,07H,12H,08H,03H,12H,0CH,09H,10H,08H,0CH,10H,0AH
7221	09		
7222	10		
7223	08		
7224	07		
7225	12		
7226	08		
7227	03		
7228	12		
7229	0C		
722A	09		
722B	10		
722C	08		
722D	0C		
722E	10		
722F	0A		
7230	04	171	DB 04H,11H,09H,07H,11H,08H,02H,11H,07H,08H,10H,07H,03H,10H,06H,03H
7231	11		
7232	09		
7233	07		
7234	11		

LOC	OBJ	LINE	SOURCE
7235	08		
7236	02		
7237	11		
7238	07		
7239	08		
723A	10		
723B	07		
723C	03		
723D	10		
723E	06		
723F	03		
7240	10	172	DB 10H,05H,09H,10H,04H,05H,12H,04H,06H,12H,03H,01H,12H,02H,06H,10H
7241	05		
7242	09		
7243	10		
7244	04		
7245	05		
7246	12		
7247	04		
7248	06		
7249	12		
724A	03		
724B	01		
724C	12		
724D	02		
724E	06		
724F	10		
7250	02	173	DB 02H,14H,00H,02H,09H,00H,01H,02H,00H,00H,02H,08H,00H,01H,00H,00H
7251	14		
7252	00		
7253	02		
7254	09		
7255	00		
7256	01		
7257	02		
7258	00		
7259	00		
725A	02		
725B	08		
725C	00		
725D	01		
725E	00		
725F	00		
7260	04	174	DB 04H,00H,0FH,1AH,00H,0EH,04H,08H,0DH,03H,00H,0DH,08H,00H,0EH,05H
7261	00		
7262	0F		
7263	1A		
7264	00		
7265	0E		
7266	04		
7267	08		
7268	0D		
7269	03		
726A	00		
726B	0D		

LOC	OBJ	LINE	SOURCE
726C	0B		
726D	00		
726E	0E		
726F	05		
7270	10	175	DB 10H,0EH,04H,10H,0DH,06H,14H,0DH,01H,10H,0DH,01H,14H,0DH,01H,14H
7271	0E		
7272	04		
7273	10		
7274	0D		
7275	06		
7276	14		
7277	0D		
7278	01		
7279	10		
727A	0D		
727B	01		
727C	14		
727D	0D		
727E	01		
727F	14		
7280	0C	176	DB 0CH,03H,10H,0CH,01H,12H,0CH,16H,02H,0CH,06H,00H,0CH,03H,08H,0CH
7281	03		
7282	10		
7283	0C		
7284	01		
7285	12		
7286	0C		
7287	16		
7288	02		
7289	0C		
728A	06		
728B	00		
728C	0C		
728D	03		
728E	08		
728F	0C		
7290	01	177	DB 01H,09H,0CH,04H,01H,0CH,05H,09H,0BH,0BH,16H,0BH,01H,10H,0BH,05H
7291	09		
7292	0C		
7293	04		
7294	01		
7295	0C		
7296	05		
7297	09		
7298	0B		
7299	0B		
729A	16		
729B	0B		
729C	01		
729D	10		
729E	0B		
729F	05		
72A0	10	178	DB 10H,0CH,06H,10H,0DH,01H,14H,0DH,02H,14H,0EH,04H,10H,0EH,0AH,14H
72A1	0C		
72A2	06		

LOC	OBJ	LINE	SOURCE
72A3	10		
72A4	0D		
72A5	01		
72A6	14		
72A7	0D		
72A8	02		
72A9	14		
72AA	0E		
72AB	04		
72AC	10		
72AD	0E		
72AE	0A		
72AF	14		
72B0	0E	179	DB 0EH,04H,14H,0FH,06H,10H,0FH,02H,18H,0FH,01H,10H,0FH,0AH,10H,00H
72B1	04		
72B2	14		
72B3	0F		
72B4	06		
72B5	10		
72B6	0F		
72B7	02		
72B8	18		
72B9	0F		
72BA	01		
72BB	10		
72BC	0F		
72BD	0A		
72BE	10		
72BF	00		
72C0	05	180	DB 05H,19H,00H,02H,09H,00H,02H,01H,00H,04H,01H,0FH,01H,00H,0FH,02H
72C1	19		
72C2	00		
72C3	02		
72C4	09		
72C5	00		
72C6	02		
72C7	01		
72C8	00		
72C9	04		
72CA	01		
72CB	0F		
72CC	01		
72CD	00		
72CE	0F		
72CF	02		
72D0	08	181	DB 08H,0FH,08H,08H,0EH,0CH,00H,0EH,02H,10H,0EH,04H,10H,08H,03H,12H
72D1	0F		
72D2	08		
72D3	08		
72D4	0E		
72D5	0C		
72D6	00		
72D7	0E		
72D8	02		
72D9	10		

LOC	OBJ	LINE	SOURCE
72DA	0E		
72DB	04		
72DC	10		
72DD	0D		
72DE	03		
72DF	12		
72E0	0D	182	DB 0DH,05H,12H,0EH,01H,10H,0EH,0EH,10H,0FH,03H,14H,0FH,03H,14H,00H
72E1	05		
72E2	12		
72E3	0E		
72E4	01		
72E5	10		
72E6	0E		
72E7	0E		
72E8	10		
72E9	0F		
72EA	03		
72EB	14		
72EC	0F		
72ED	03		
72EE	14		
72EF	00		
72F0	03	183	DB 03H,14H,01H,02H,14H,02H,04H,10H,02H,07H,10H,03H,08H,10H,02H,01H
72F1	14		
72F2	01		
72F3	02		
72F4	14		
72F5	02		
72F6	04		
72F7	10		
72F8	02		
72F9	07		
72FA	10		
72FB	03		
72FC	08		
72FD	10		
72FE	02		
72FF	01		
7300	12	184	DB 12H,01H,0BH,10H,01H,04H,10H,02H,09H,10H,03H,0BH,10H,04H,03H,10H
7301	01		
7302	08		
7303	10		
7304	01		
7305	04		
7306	10		
7307	02		
7308	09		
7309	10		
730A	03		
730B	08		
730C	10		
730D	04		
730E	03		
730F	10		
7310	03	185	DB 03H,02H,10H,02H,02H,14H,01H,03H,16H,01H,05H,14H,00H,03H,14H,0FH

LOC	OBJ	LINE	SOURCE
7311	02		
7312	10		
7313	02		
7314	02		
7315	14		
7316	01		
7317	03		
7318	16		
7319	01		
731A	05		
731B	14		
731C	00		
731D	03		
731E	14		
731F	0F		
7320	07	186	DB 07H,14H,0EH,06H,10H,0DH,14H,10H,0CH,07H,18H,0CH,04H,18H,0BH,04H
7321	14		
7322	0E		
7323	06		
7324	10		
7325	00		
7326	14		
7327	10		
7328	0C		
7329	07		
732A	18		
732B	0C		
732C	04		
732D	18		
732E	0B		
732F	04		
7330	19	187	DB 19H,0BH,04H,11H,0BH,07H,11H,0CH,07H,10H,0CH,03H,10H,0BH,02H,14H
7331	0B		
7332	04		
7333	11		
7334	0B		
7335	07		
7336	11		
7337	0C		
7338	07		
7339	10		
733A	0C		
733B	03		
733C	10		
733D	00		
733E	02		
733F	14		
7340	0E	188	DB 0EH,01H,16H,0EH,0AH,16H,0FH,02H,16H,00H,02H,12H,00H,05H,16H,01H
7341	01		
7342	16		
7343	0E		
7344	0A		
7345	16		
7346	0F		
7347	02		

LOC	OBJ	LINE	SOURCE
7348	16		
7349	00		
734A	02		
734B	12		
734C	00		
734D	05		
734E	16		
734F	01		
7350	0A	189	DB 0AH,12H,01H,05H,10H,01H,05H,10H,02H,06H,11H,01H,0EH,11H,00H,0CH
7351	12		
7352	01		
7353	05		
7354	10		
7355	01		
7356	05		
7357	10		
7358	02		
7359	06		
735A	11		
735B	01		
735C	0E		
735D	11		
735E	00		
735F	0C		
7360	11	190	DB 11H,0FH,05H,11H,0EH,04H,11H,0DH,01H,11H,0CH,07H,10H,0CH,18H,18H
7361	0F		
7362	05		
7363	11		
7364	0E		
7365	04		
7366	11		
7367	00		
7368	01		
7369	11		
736A	0C		
736B	07		
736C	10		
736D	0C		
736E	18		
736F	18		
7370	0C	191	DB 0CH,0BH,10H,0CH,07H,14H,0CH,01H,10H,0CH,0BH,14H,0CH,10H,10H,0CH
7371	0B		
7372	10		
7373	0C		
7374	07		
7375	14		
7376	0C		
7377	01		
7378	10		
7379	0C		
737A	0B		
737B	14		
737C	0C		
737D	10		
737E	10		



LOC	OBJ	LINE	SOURCE
737F	0C		
7380	01	192	DB 01H,12H,0CH,02H,12H,0BH,05H,10H,0BH,06H,10H,0CH,09H,10H,0DH,27H
7381	12		
7382	0C		
7383	02		
7384	12		
7385	0B		
7386	05		
7387	10		
7388	0B		
7389	06		
738A	10		
738B	0C		
738C	09		
738D	10		
738E	0D		
738F	27		
7390	10	193	DB 10H,0CH,02H,12H,0CH,04H,12H,0DH,0CH,13H,0DH,0CH,11H,0DH,07H,10H
7391	0C		
7392	02		
7393	12		
7394	0C		
7395	04		
7396	12		
7397	0D		
7398	0C		
7399	13		
739A	0D		
739B	0C		
739C	11		
739D	0D		
739E	07		
739F	10		
73A0	0D	194	DB 0DH,10H,14H,0DH,03H,14H,0EH,06H,14H,0FH,06H,14H,00H,09H,10H,0FH
73A1	10		
73A2	14		
73A3	0D		
73A4	03		
73A5	14		
73A6	0E		
73A7	06		
73A8	14		
73A9	0F		
73AA	06		
73AB	14		
73AC	00		
73AD	09		
73AE	10		
73AF	0F		
73B0	06	195	DB 06H,12H,0EH,00H,00H,00H,00H
73B1	12		
73B2	0E		
73B3	00		
73B4	00		
73B5	00		

LOC	OBJ	LINE	SOURCE
7386	00	196	
		197	
----		198	ALLSEG ENDS
		199	
		200	END

NEXT. = 73C0H

## XREF SYMBOL TABLE LISTING

-----

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
??SEG . . . .	SEGMENT		SIZE=0000H PARA PUBLIC
ALLSEG. . . .	SEGMENT		SIZE=73B7H PARA ABS 21# 23 19B
ATT_TABLE_TOP	V WORD	6A00H	ALLSEG PUBLIC 25 38#
ATTRACT_TABLE	V BYTE	6A02H	ALLSEG PUBLIC 26 40#

ASSEMBLY COMPLETE, NO ERRORS FOUND

SERIES-III 8086/8087/8088 MACRO ASSEMBLER V1.0 ASSEMBLY OF MODULE STAR\_700

OBJECT MODULE PLACED IN :F1:MSTAR.OBJ

INVOCATION LINE CONTROLS: GJ(:F1:MSTAR.OBJ) EP(:F2:MSTAR.ERR) WF(:F0:) PR(:F2:MSTAR.LST) XR NOMR

LOC	OBJ	LINE	SOURCE
		1	NAME STAR_700
		2	; 7.00 02/28/83 PRODUCTION VERSION 6V-102-0
		3	
		4	; (C) COPYRIGHT 1982
		5	; D. GOTTLIEB & CO.
		6	; ALL RIGHTS RESERVED
		7	
		8	
		9	; MSTAR.SRC
		10	
		11	; #####
		12	; STAR DUST GENERATOR
		13	; #####
		14	
		15	
		16	
		17	; 6.17 02/25/83 WITH WAIT FOR NMI, SET STAR DUST FL AT RESET
		18	; 6.16 02/24/83 RESET WITHOUT WAIT FOR NMI
		19	; 6.15 02/15/83 DRY RUN LOOP ELIMINATED FROM RESETTER
		20	; 6.14 02/11/83 NUM STARS FIXED
		21	; 6.13 02/11/83 INITIALIZER CHANGED FOR EQUAL TIME INTERVAL
		22	; 6.12 02/11/83 END OF TABLE POINTER ADJUSTED
		23	; 6.11 02/10/83 SYNTAX CORRECTIONS
		24	; 6.10 02/10/83 IT WORKS NOW--- MADE PART OF MADPLANETS
		25	; 6.09 02/10/83 NO TRUNCATION AT REVERSING
		26	; 6.08 02/10/83 REVERSING FIXED
		27	; 6.07 02/10/83 VARIABLE NUMSTARS
		28	; 6.06 02/09/83 BLANK CHAR DETECTION ADDED
		29	; 6.05 02/09/83 DEBUGGED
		30	; 6.04 02/07/83 STAND ALONE TESTING
		31	
		32	; 6.03 02/07/83 NO RANDOM NEW STARS
		33	; 6.02 02/02/83 TEST FILE OF MSTAR.S1 WRITTEN
		34	; 6.01 02/01/83 DEBUG SYNTAX
		35	; 6.00 02/01/83 NEW FORMAT OF STAR DUST
		36	
		37	; ----- RELEASE VERSION 07 -----
		38	
		39	; ----- RELEASE VERSION 06 -----
		40	
		41	; ----- RELEASE VERSION 05 -----
		42	
		43	; ----- RELEASE VERSION 04 -----
		44	
		45	; ----- RELEASE VERSION 03 -----
		46	
		47	; 5.02 01/13/83 STAR RESET AREA INCLUDE RANDOM SEED RESET
		48	; 5.01 11/03/82 CODE GAP REMOVED
		49	
		50	; ----- RELEASE VERSION 02 -----

LOC	OBJ	LINE	SOURCE
		51	
		52	; ----- RELEASE VERSION 01 -----
		53	
		54	; 5.00 XX/XX/XX OK
		55	
		56	; 4.05 09/29/82 STAR RESET COLOR REG MANIPULATION CHANGED
		57	; 4.04 09/27/82 CODE GAP ADDED
		58	; 4.03 09/16/82 STARBANK SELECTION FIX
		59	; 4.02 09/16/82 FOR NEW CHAR SET
		60	; 4.01 09/13/82 SYNTAX CORRECTION
		61	; 4.00 09/13/82 RANDOM NUMBER GENERATED SEPARATELY
		62	; 1.01 08/13/82 CLEAR BACKGROUND AT RESET
		63	; 1.00 07/28/82 SPLIT FROM MUTIL MODULE
		64	
		65	
		66	+1 \$EJECT

```
LOC OBJ          LINE    SOURCE
-----
                67      ;-----
                68
0000             69      ALLSEG      SEGMENT AT 0
                70
                71          ASSUME CS:ALLSEG, DS:ALLSEG, SS:ALLSEG, ES:ALLSEG
                72
                73
0000             74          ORG      73C0H
                75
                76      ;      EQUATES FOR THIS MODULE
                77
0000             78
00FF             79      BLNK      EQU      OFFH
                80
03BE0            81      DUMMY_BGND_REG EQU 03BE0H
                82
003D             83      NUM_STARS EQU 61
                84
                85      ;-----
                86
-----
                87      STARPAR      STRUC
                88
0000             89          SCHAR_TIMER DB 1
0001             90          SPIX_TIMER DB 1
0002             91          STABLE_PTR DW 0
0004             92          SPIXEL_PTR DW 0
0006             93          SPOSITION DW 0
                94
                95      STARPAR      ENDS
                96
0008             97      BLEN_STARPAR EQU 8
                98
                99
                100
                101      ;-----
                102
                103      ;      SYMBOL DECLARATIONS
                104
                105          PUBLIC STAR_DUST          ;NEAR
                106          PUBLIC STAR_RESET          ;NEAR
                107
                108
                109          EXTRN BGND_REG:BYTE
                110          EXTRN COLOR_REG:WORD
                111          EXTRN RANDOM:WORD
                112          EXTRN STAR_DATA:STARPAR
                113          EXTRN STAR_DUST_FL:BYTE
                114          EXTRN STAR_DIR_FL:BYTE
                115          EXTRN TEMP_CTR:WORD
                116          EXTRN WAIT_FOR_NMI:NEAR
                117          EXTRN CLR_BGND_PART:NEAR
                118
                119 +1 $EJECT
```

```

LOC OBJ          LINE    SOURCE
                120      ;=====
                121
                122
                123      ;          =====
                124      ;          STAR RESET
                125      ;          =====
                126
                127      ;          ( A GENERAL UTILITY PROCEDURE )
                128
                129
                130      ;          THIS PROCEDURE WILL INITIALIZE STAR_DATA AREA AND START PLACING
                131      ;          ALL STARS ON THE SCREEN.  AT FIRST, ALL COLOR REGISTERS WILL BE
                132      ;          BLANKED OUT.  WITHIN A SECOND, THE STARS WILL BE SCATTERED.
                133
                134      ;          DO THIS ONCE AT EVERY GAME START OR EVERY ATTRACT SEQUENCE CYCLE.
                135
                136      ;-----
                137
73C0            138      STAR_RESET    PROC    NEAR
                139
73C0 E80000     E      140              CALL    WAIT_FOR_NMI
                141
                142      ;          CLEAR THE COLOR REGISTERS FOR NOW
                143
73C3 BF0000     E      144              MOV     DI,OFFSET COLOR_REG
73C6 B91000     E      145              MOV     CX,16
73C9 FC         E      146              CLD
73CA 33C0       E      147              XOR     AX,AX
                148
73CC F3         E      149              REP     STOSW
73CD AB
                150
                151      ;          INITIALIZE STAR_DATA AREA
                152
73CE BB0000     E      153              MOV     BX,OFFSET STAR_DATA
73D1 C70600003D00 E      154              MOV     TEMP_CTR,NUM_STARS
73D7 BE219890   E      155              MOV     SI,OFFSET STAR_PATHXX
                156
73DB B90200     E      157      RESET_STAR_LP: MOV     CX,2          ;AT LEAST 3 CHARACTERS APART
73DE BA6400     E      158              MOV     DX,100         ;AT LEAST 100 FRAMES APART
                159
                160      ;          GET 15TH ENTRY POINT BY BACK TRACK USING LINK BYTE
                161
73E1 81FE3375   E      162      FIND_ENTRY_LP: CMP     SI,OFFSET STAR_PATH00
73E5 7706       E      163              JA     FIND_ENTRY2
                164
73E7 BE219890   E      165              MOV     SI,OFFSET STAR_PATHXX
73EB EB06       E      166              JMP     SHORT NXT_FIND_ENTRY
                167
73ED BA4403     E      168      FIND_ENTRY2: MOV     AL,[SI]+3      ;FETCH CURRENT LINK BYTE
73F0 9B         E      169              CBW
73F1 2BF0       E      170              SUB     SI,AX          ;SI IS ENTRY POINT ONE BEFORE
                171
73F3 BA4402     E      172      NXT_FIND_ENTRY: MOV     AL,[SI]+2      ;FETCH NEXT CHAR TIMER
73F6 9B         E      173              CBW

```

```

LOC  OBJ          LINE    SOURCE
73F7 28D0          174      SUB    DX,AX          ;GET REMAINING TIME FROM 100
73F9 49            175      DEC    CX
73FA 79E5          176      JNS    FIND_ENTRY_LP ;REPEAT AT LEAST 3 TIMES
73FC 0BD2          177      OR     DX,DX          ;SEE IF 100 OR OVER TOTAL
73FE 79E1          178      JNS    FIND_ENTRY_LP ;IF NOT, CONT
179
180      ;      NOW, THIS STAR_DATA WILL BE COMPLETED
181
7400 897702        182      MOV    [BX].STABLE_PTR,SI
183
7403 8BFE          184      MOV    DI,SI
7405 47            185      INC    DI
7406 47            186      INC    DI
7407 8A05          187      MOV    AL,[DI]        ;AL IS CHAR_TIMER
7409 47            188      INC    DI
740A 47            189      NXT_PIX_LP: INC    DI
740B 47            190      INC    DI
740C 2A05          191      SUB    AL,[DI]        ;REDUCE BY PIX_TIMER
740E 77FA          192      JA     NXT_PIX_LP
7410 4F            193      DEC    DI              ;NEXT ENTRY POINT FOUND
194
7411 897F04        195      MOV    [BX].SPIXEL_PTR,DI
7414 C60701        196      MOV    [BX].SCHAR_TIMER,1
7417 C6470101      197      MOV    [BX].SPIX_TIMER,1
741B C74706E03B    198      MOV    [BX].SPOSITION,DUMMY_BGND_REG
199
7420 83C308        200      ADD    BX,BLEN_STARPAR
7423 FF0E0000      E 201      DEC    TEMP_CTR
7427 75B2          202      JNZ    RESET_STAR_LP
203
204      ;      MAKE SURE THAT RANDOM NUMBER SEED IS NOT ZERO
205
7429 C7060000AAAA  E 206      MOV    RANDOM,0AAAAH ;INITIALIZE RANDOM SEED
742F C606000000    E 207      MOV    STAR_DIR_FL,0  ;OUTWARD DIRECTION SET
208
7434 C6060000FF    E 209      MOV    STAR_DUST_FL,-1 ;STAR_DUST ACTIVATE
210
7439 C3            211      RET
212
213      STAR_RESET  ENDP
214
215
216
217 +1 *EJECT

```



```
LOC OBJ          LINE    SOURCE
                218      ;=====
                219
                220
                221      ;          =====
                222      ;          STAR DUST
                223      ;          =====
                224
                225
743A            226      STAR_DUST    PROC    NEAR
                227
743A FC        228          CLD          ;THROUGHOUT THE PROC
743B BA4040    229          MOV     DX,4040H ;DH:= INCREMENT FOR COLOR
                230
                231      ;          BRANCHOUT FOR THE DIRECTION
                232
743E 803E00001 E    233      STAR_DUST2:  CMP     STAR_DIR_FL,1
7443 7205      234          JB     CONT_STAR_OUT ;IF 0, CONTINUE OUTWARD
7445 7454      235          JE     CONT_STAR_IN ;IF 1, CONTINUE INWARD
7447 E9B200    236          JMP     STAR_REVERSE ;OTHER WISE IT'S REVERSING
                237
                238
                239 +1  $EJECT
```

```

LOC OBJ          LINE    SOURCE
                240      ;-----
                241
                242      ;   CONTINUATION OF STAR OUTWARD
                243
744A B93D00      244      CONT_STAR_OUT:  MOV    CX,NUM_STARS
744D BB0000      E      245                  MOV    BX,OFFSET STAR_DATA
                246
7450 02D6        247      STAR_OUT_LP:  ADD    DL,DH          ;CHANGE TO NEXT COLOR
7452 7502        248                  JNZ    STAR_OUT2
7454 8AD6        249                  MOV    DL,DH          ;IF 0, SET TO 40H
                250
                251      ;   CHECK THE CHARACTER POSITION IS DONE
                252
7456 FE0F        253      STAR_OUT2:   DEC    [BX].SCHAR_TIMER
7458 741E        254                  JZ     NEW_STAR_OUT   ;IF DONE, FIND NEW POSITION
                255
                256      ;   SAME CHARACTER POSITION, CHECK PIXEL TIMER
                257
                258                  DEC    [BX].SPIX_TIMER
745A FE4F01      259                  JNZ    NEXT_STAR_OUT ;IF NOT OVER, STAY WHERE IT IS
745D 7513        260
                261      ;   SAME CHARACTER POSITION, DIFFERENT PIXEL POSITION
                262
745F 8B7F06      263                  MOV    DI,[BX].SPOSITION
7462 8B7704      264                  MOV    SI,[BX].SPIXEL_PTR
7465 46          265                  INC    SI
7466 46          266                  INC    SI          ;SI POINTING NEW PIXEL POSITION
                267
7467 897704      268      STAR_OUT3:   MOV    [BX].SPIXEL_PTR,SI  ;SAVE IT FOR NEXT TIME
746A AC          269                  LODSB                ;AL:= NEW PIXEL INFO
746B 0AC2        270                  OR     AL,DL          ;COLOR CORRECTION
746D AA          271                  STOSB                ;SAVED AT SAME STAR POSITION
746E AC          272                  LODSB                ;AL:= NEW PIXEL TIME INFO
746F 8B4701      273                  MOV    [BX].SPIX_TIMER,AL ;UPDATE PIXEL TIMER
                274
7472 83C308      275      NEXT_STAR_OUT:  ADD    BX,BLEN_STARPAR
7475 E2D9        276                  LOOP   STAR_OUT_LP
7477 C3          277                  RET
                278
279 +1 $EJECT

```

```
LOC OBJ          LINE    SOURCE
                280      ;-----
                281
                282      ;      GET NEW OUTWARD STAR POSITION FROM TABLE
                283
747B 8B7F06      284      NEW_STAR_OUT:  MOV    DI,[BX].SPOSITION    ;GET LAST POSITION
747B C605FF      285                MOV    BYTE PTR [DI],BLNK    ;CLEAR THE LAST STAR
                286
                287      ;      CHECK IF END OF TABLE REACHED
                288
747E 8B7704      289                MOV    SI,[BX].SPIXEL_PTR    ;MUST BE POINTING AT NEXT ENTRY
7481 46          290                INC    SI
7482 46          291                INC    SI
7483 81FE2198    292                CMP    SI,OFFSET STAR_PATHXX    ;LAST PATH?
7487 7604        293                JBE    NEW_STAR_OUT2
                294
                295      ;      NEW STAR PICKUP
                296
7489 BE337590    297                MOV    SI,OFFSET STAR_PATH00
                298
                299      ;      IF NOT, GET THE INFO FROM NEXT TABLE ENTRY
                300
748D 897702      301      NEW_STAR_OUT2: MOV    [BX].STABLE_PTR,SI    ;SAVE IT FOR FUTURE
7490 AD          302                LODSW                ;AX:= CHAR POSITION
7491 894706      303                MOV    [BX].SPOSITION,AX    ;SAVE IT
7494 8BF8        304                MOV    DI,AX                ;ALSO DI POINTING THE BGND
                305
7496 AD          306                LODSW                ;AL:= CHAR TIMER VALUE
7497 8807        307                MOV    [BX].SCHAR_TIMER,AL    ;SAVE IT
                308
7499 EBCC        309                JMP    STAR_OUT3            ;FINISH THE NEW STAR
                310
                311 +1 $EJECT
```

```

LOC OBJ          LINE    SOURCE
                312      ;-----
                313
                314      ;      CONTINUATION OF STAR INWARD
                315
749B B93D00      316      CONT_STAR_IN:  MOV    CX,NUM_STARS
749E B80000      E      317              MOV    BX,OFFSET STAR_DATA
                318
74A1 02D6       319      STAR_IN_LP:  ADD    DL,DH          ;CHANGE TO NEXT COLOR
74A3 7502       320              JNZ    STAR_IN2
74A5 8AD6       321              MOV    DL,DH          ;IF 0, SET TO 40H
                322
                323      ;      CHECK THE CHARACTER POSITION IS DONE
                324
74A7 FE0F       325      STAR_IN2:   DEC    [BX].SCHAR_TIMER
74A9 741E       326              JZ     NEW_STAR_IN    ;IF DONE, FIND NEW POSITION
                327
                328      ;      SAME CHARACTER POSITION, CHECK PIXEL TIMER
                329
74AB FE4F01     330              DEC    [BX].SPIX_TIMER
74AE 7513       331              JNZ    NEXT_STAR_IN  ;IF NOT OVER, STAY WHERE IT IS
                332
                333      ;      SAME CHARACTER POSITION, DIFFERENT PIXEL POSITION
                334
74B0 8B7F06     335              MOV    DI,[BX].SPOSITION
74B3 8B7704     336              MOV    SI,[BX].SPIXEL_PTR
74B6 4E        337              DEC    SI
74B7 4E        338              DEC    SI
                339
74BB 897704     340      STAR_IN3:   MOV    [BX].SPIXEL_PTR,SI
74BB AC        341              LODSB                ;AL:= NEW PIXEL INFO
74BC 0AC2      342              OR     AL,DL          ;COLOR CORRECTION
74BE AA        343              STOSB                ;SAVED AT SAME STAR POSITION
74BF AC        344              LODSB                ;AL:= NEW PIXEL TIME INFO
74C0 8B4701     345              MOV    [BX].SPIX_TIMER,AL ;UPDATE PIXEL TIMER
                346
74C3 83C308     347      NEXT_STAR_IN: ADD    BX,BLEN_STARPAR
74C6 E2D9       348              LOOP   STAR_IN_LP
74CB C3        349              RET
                350
                351 +1 $EJECT

```

```

LOC OBJ          LINE    SOURCE
                 352      ;-----
                 353
                 354      ;   GET NEW STAR POSITION FROM TABLE
                 355
74C9 8B7F06      356      NEW_STAR_IN:  MOV    DI,[BX].SPOSITION    ;GET LAST POSITION
74CC C605FF      357                MOV    BYTE PTR [DI],BLNK    ;CLEAR THE LAST STAR
                 358
                 359      ;   CHECK IF END OF TABLE REACHED
                 360
74CF 8B7702      361                MOV    SI,[BX].STABLE_PTR    ;PREPARE FOR BACK TRACKING
74D2 81FE3375    362                CMP    SI,OFFSET STAR_PATH00 ;FIRST PATH TABLE?
74D6 760C        363                JBE    NEW_STAR_IN1        ;IF SO, GOTO BOTTOM OF TABLE
                 364
                 365      ;   IN CASE OF CONTINUATION OF BACK TRACKING
                 366
74DB 8BEE        367                MOV    BP,SI
74DA 4D          368                DEC    BP
74DB 4D          369                DEC    BP                    ;NEXT PIX POINTER
                 370
74DC 8A4403      371                MOV    AL,[SI]+3            ;AL:= LINK
74DF 98          372                CBW
74E0 2BF0        373                SUB    SI,AX                ;NEXT CHAR POINTER
74E2 EB08        374                JMP    SHORT NEW_STAR_IN2
                 375
                 376      ;   IN CASE OF STARTING AT BOTTOM OF THE STAR TABLE
                 377
74E4 BE219890    378      NEW_STAR_IN1:  MOV    SI,OFFSET STAR_PATHXX
74E8 BD339890    379                MOV    BP,OFFSET STAR_PIXXX
                 380
74EC 897702      381      NEW_STAR_IN2:  MOV    [BX].STABLE_PTR,SI    ;SAVE IT FOR FUTURE
                 382
74EF AD          383                LODSW                ;AX:= CHAR POSITION
74F0 894706      384                MOV    [BX].SPOSITION,AX    ;SAVE IT
74F3 8BF8        385                MOV    DI,AX                ;ALSO DI POINTING THE BGND
                 386
74F5 AC          387                LODSB                ;AL:= CHAR TIMER VALUE
74F6 8B07        388                MOV    [BX].SCHAR_TIMER,AL  ;SAVE IT
74F8 8BF5        389                MOV    SI,BP                ;PIX POINTER
74FA EBBC        390                JMP    STAR_IN3            ;FINISH THE NEW STAR
                 391
                 392 +1 $EJECT

```

```

LOC OBJ          LINE    SOURCE
                393      ;-----
                394
                395      ;      CASE OF CHANGING DIRECTION, SET FLAG ACCORDINGLY
                396
74FC 803E000002  E      397  STAR_REVERSE:  CMP    STAR_DIR_FL,2
7501 C606000001  E      398                MOV    STAR_DIR_FL,1
7506 7405                399                JE     STAR_REVERSE2 ;IF 2, CONVERT OUT TO IN
7508 C606000000  E      400                MOV    STAR_DIR_FL,0 ;IF 3, CONVERT IN TO OUT
                401
                402      ;-----
                403
                404      ;      DIRECTION CHANGE HANDLED HERE (BOTH IN AND OUT)
                405
750D 893D00                406  STAR_REVERSE2: MOV    CX,NUM_STARS
7510 8B0000                E      407                MOV    BX,OFFSET STAR_DATA
                408
7513 8B7702                409  REVERSE_LP:   MOV    SI,[BX].STABLE_PTR
7516 8A4402                410                MOV    AL,[SI]+2      ;GET CHAR TIME
7519 2A07                411                SUB    AL,[BX].SCHAR_TIMER
751B 40                412                INC    AX
751C 8B07                413                MOV    [BX].SCHAR_TIMER,AL ;CHAR TIMER ADJUSTED
                414
751E 8B7704                415                MOV    SI,[BX].SPIXEL_PTR
7521 8A4401                416                MOV    AL,[SI]+1      ;GET PIX TIME
7524 2A4701                417                SUB    AL,[BX].SPIX_TIMER
7527 40                418                INC    AX
7528 8B4701                419                MOV    [BX].SPIX_TIMER,AL ;PIX TIMER ADJUSTED
                420
752B 83C308                421  NEXT_REVERSE: ADD    BX,BLEN_STARPAR
752E E2E3                422                LOOP  REVERSE_LP
7530 E908FF                423                JMP    STAR_DUST2     ;DO THE ACTUAL STAR OPERATIONS
                424
                425  STAR_DUST    ENDP
                426
                427
22B +1 $EJECT

```

```

LOC OBJ          LINE    SOURCE
                429      ;-----
                430
                431      ;      INCLUDE MSTABL.S1 (NOLIST) FOR STAR TABLE OF STAR_DUST
                432
                433 +1  $INCLUDE(:F1:MSTABL.S1)
=1 434      ;      ===== TO BE INCLUDED FILE "MSTABL.S1" =====
=1 435
=1 436      ;      STAR PATH # 0
=1 437
7533            =1 438      STAR_PATH00    LABEL    BYTE
                =1 439
                440      DB      0F7H,039H,25, 0, 0, 4, 1, 3, 2, 3, 3, 3, 4, 3, 5, 3, 6, 3,-1, 3

7533 F7
7534 39
7535 19
7536 00
7537 00
7538 04
7539 01
753A 03
753B 02
753C 03
753D 03
753E 03
753F 04
7540 03
7541 05
7542 03
7543 06
7544 03
7545 FF
7546 03
7547 F8      =1 441      DB      0F8H,039H,19,20, 0, 2, 1, 3, 2, 2, 3, 3, 4, 2, 5, 2, 6, 3,-1, 2
7548 39
7549 13
754A 14
754B 00
754C 02
754D 01
754E 03
754F 02
7550 02
7551 03
7552 03
7553 04
7554 02
7555 05
7556 02
7557 06
7558 03
7559 FF
755A 02
755B F9      =1 442      DB      0F9H,039H,15,20, 0, 2, 1, 2, 2, 2, 3, 2, 4, 2, 5, 1, 6, 2,-1, 2
755C 39
755D 0F
755E 14

```

LOC	OBJ	LINE	SOURCE
755F	00		
7560	02		
7561	01		
7562	02		
7563	02		
7564	02		
7565	03		
7566	02		
7567	04		
7568	02		
7569	05		
756A	01		
756B	06		
756C	02		
756D	FF		
756E	02		
756F	FA	=1 443	DB OFAH,039H,12,20, 0, 2, 1, 1, 2, 2, 3, 2, 4, 1, 5, 2, 6, 1,-1, 1
7570	39		
7571	0C		
7572	14		
7573	00		
7574	02		
7575	01		
7576	01		
7577	02		
7578	02		
7579	03		
757A	02		
757B	04		
757C	01		
757D	05		
757E	02		
757F	06		
7580	01		
7581	FF		
7582	01		
7583	FB	=1 444	DB OFBH,039H,11,20, 0, 2, 1, 1, 2, 2, 3, 1, 4, 1, 5, 1, 6, 2,-1, 1
7584	39		
7585	0B		
7586	14		
7587	00		
7588	02		
7589	01		
758A	01		
758B	02		
758C	02		
758D	03		
758E	01		
758F	04		
7590	01		
7591	05		
7592	01		
7593	06		
7594	02		
7595	FF		



LOC	OBJ	LINE	SOURCE
7596	01		
7597	FC	=1 445	DB 0FCH,039H, 9,20, 0, 1, 1, 1, 2, 1, 3, 1, 4, 2, 5, 1, 6, 1,-1, 1
7598	39		
7599	09		
759A	14		
759B	00		
759C	01		
759D	01		
759E	01		
759F	02		
75A0	01		
75A1	03		
75A2	01		
75A3	04		
75A4	02		
75A5	05		
75A6	01		
75A7	06		
75A8	01		
75A9	FF		
75AA	01		
75AB	FD	=1 446	DB 0FDH,039H, 7,20, 0, 1, 1, 1, 2, 1, 3, 1, 4, 1, 6, 1,-1, 1
75AC	39		
75AD	07		
75AE	14		
75AF	00		
75B0	01		
75B1	01		
75B2	01		
75B3	02		
75B4	01		
75B5	03		
75B6	01		
75B7	04		
75B8	01		
75B9	06		
75BA	01		
75BB	FF		
75BC	01		
75BD	FE	=1 447	DB 0FEH,039H, 6,18, 0, 1, 1, 1, 2, 1, 3, 1, 5, 1, 6, 1
75BE	39		
75BF	06		
75C0	12		
75C1	00		
75C2	01		
75C3	01		
75C4	01		
75C5	02		
75C6	01		
75C7	03		
75C8	01		
75C9	05		
75CA	01		
75CB	06		
75CC	01		

LOC	OBJ	LINE	SOURCE
		=1 448	
		=1 449	
		=1 450	; STAR PATH # 1
		=1 451	
75CD		=1 452	STAR_PATH01 LABEL BYTE
		=1 453	
75CD AD		=1 454	DB 0ADH,03AH,12,16,33, 2,41, 4,48, 3,56, 3
75CE 3A			
75CF 0C			
75D0 10			
75D1 21			
75D2 02			
75D3 29			
75D4 04			
75D5 30			
75D6 03			
75D7 38			
75D8 03			
75D9 CD	=1	455	DB 0CDH,03AH, 2,12, 0, 2
75DA 3A			
75DB 02			
75DC 0C			
75DD 00			
75DE 02			
75DF CC	=1	456	DB 0CCH,03AH,22, 6,-1, 8,30, 3,38, 3,46, 1,45, 2,53, 2,61, 2,60, 1
75E0 3A			
75E1 16			
75E2 06			
75E3 FF			
75E4 0B			
75E5 1E			
75E6 03			
75E7 26			
75E8 03			
75E9 2E			
75EA 01			
75EB 2D			
75EC 02			
75ED 35			
75EE 02			
75EF 3D			
75F0 02			
75F1 3C			
75F2 01			
75F3 EC	=1	457	DB 0ECH,03AH,18,20, 4, 3,12, 2,19, 2,27, 3,34, 2,42, 2,50, 2,57, 2
75F4 3A			
75F5 12			
75F6 14			
75F7 04			
75F8 03			
75F9 0C			
75FA 02			
75FB 13			
75FC 02			
75FD 1B			

LOC	OBJ	LINE	SOURCE
75FE	03		
75FF	22		
7600	02		
7601	2A		
7602	02		
7603	32		
7604	02		
7605	39		
7606	02		
7607	0C	=1 458	DB 00CH,03BH, 7,20, 1, 2, 8, 2,16, 2,24, 1
7608	3B		
7609	07		
760A	14		
760B	01		
760C	02		
760D	08		
760E	02		
760F	10		
7610	02		
7611	18		
7612	01		
7613	0B	=1 459	DB 00BH,03BH, 8,12,-1, 4,46, 1,54, 1,62, 2
7614	3B		
7615	0B		
7616	0C		
7617	FF		
7618	04		
7619	2E		
761A	01		
761B	36		
761C	01		
761D	3E		
761E	02		
761F	2B	=1 460	DB 02BH,03BH,12,12, 5, 2,13, 2,20, 1,28, 2,35, 1,43, 1,51, 2,58, 1
7620	3B		
7621	0C		
7622	0C		
7623	05		
7624	02		
7625	0D		
7626	02		
7627	14		
7628	01		
7629	1C		
762A	02		
762B	23		
762C	01		
762D	2B		
762E	01		
762F	33		
7630	02		
7631	3A		
7632	01		
7633	4B	=1 461	DB 04BH,03BH, 8,20, 2, 1,10, 1, 9, 1,17, 1,25, 1,32, 1,40, 1,48, 1
7634	3B		

LOC	OBJ	LINE	SOURCE
7635	08		
7636	14		
7637	02		
7638	01		
7639	0A		
763A	01		
763B	09		
763C	01		
763D	11		
763E	01		
763F	19		
7640	01		
7641	20		
7642	01		
7643	28		
7644	01		
7645	30		
7646	01		
7647	6A	=1 462	DB 06AH,03BH,10,20,-1, 3,14, 1,22, 1,29, 1,37, 1,45, 1,52, 1,60, 1
7648	3B		
7649	0A		
764A	14		
764B	FF		
764C	03		
764D	0E		
764E	01		
764F	16		
7650	01		
7651	1D		
7652	01		
7653	25		
7654	01		
7655	2D		
7656	01		
7657	34		
7658	01		
7659	3C		
765A	01		
765B	8A	=1 463	DB 08AH,03BH, 7,20, 3, 1,11, 1,18, 1,26, 1,33, 1,41, 1,48, 1
765C	3B		
765D	07		
765E	14		
765F	03		
7660	01		
7661	08		
7662	01		
7663	12		
7664	01		
7665	1A		
7666	01		
7667	21		
7668	01		
7669	29		
766A	01		
766B	30		

LOC	OBJ	LINE	SOURCE
766C	01		
766D	AA	=1 464	DB 0AAH,03BH, 1,18, 0, 1
766E	3B		
766F	01		
7670	12		
7671	00		
7672	01		
7673	A9	=1 465	DB 0A9H,03BH, 6, 6,-1, 2,30, 1,38, 1,53, 1,61, 1
7674	3B		
7675	06		
7676	06		
7677	FF		
7678	02		
7679	1E		
767A	01		
767B	26		
767C	01		
767D	35		
767E	01		
767F	3D		
7680	01		
		=1 466	
		=1 467	
		=1 468	; STAR PATH # 2
		=1 469	
7681		=1 470	STAR_PATH02 LABEL BYTE
		=1 471	
7681	2A	=1 472	DB 02AH,039H,26,14,54, 1,45, 4,36, 5,27, 4,18, 4, 9, 4, 0, 4
7682	39		
7683	1A		
7684	0E		
7685	36		
7686	01		
7687	2D		
7688	04		
7689	24		
768A	05		
768B	1B		
768C	04		
768D	12		
768E	04		
768F	09		
7690	04		
7691	00		
7692	04		
7693	09	=1 473	DB 009H,039H,25,18,-1, 3,54, 4,45, 3,36, 3,27, 3,18, 3, 9, 3, 0, 3
7694	39		
7695	19		
7696	12		
7697	FF		
7698	03		
7699	36		
769A	04		
769B	2D		
769C	03		

LOC	OBJ	LINE	SOURCE
769D	24		
769E	03		
769F	1B		
76A0	03		
76A1	12		
76A2	03		
76A3	09		
76A4	03		
76A5	00		
76A6	03		
76A7	EB	=1 474	DB 0EBH,03BH,18,20,-1, 2,54, 3,45, 2,36, 3,27, 2,18, 2, 9, 2, 0, 2
76A8	38		
76A9	12		
76AA	14		
76AB	FF		
76AC	02		
76AD	36		
76AE	03		
76AF	2D		
76B0	02		
76B1	24		
76B2	03		
76B3	1B		
76B4	02		
76B5	12		
76B6	02		
76B7	09		
76B8	02		
76B9	00		
76BA	02		
76BB	C7	=1 475	DB 0C7H,03BH,15,20,-1, 2,54, 2,45, 2,36, 2,27, 2,18, 2, 9, 1, 0, 2
76BC	38		
76BD	0F		
76BE	14		
76BF	FF		
76C0	02		
76C1	36		
76C2	02		
76C3	2D		
76C4	02		
76C5	24		
76C6	02		
76C7	1B		
76C8	02		
76C9	12		
76CA	02		
76CB	09		
76CC	01		
76CD	00		
76CE	02		
76CF	A6	=1 476	DB 0A6H,03BH,12,20,-1, 1,54, 2,45, 2,36, 1,27, 1,18, 2, 9, 1, 0, 2
76D0	38		
76D1	0C		
76D2	14		
76D3	FF		

LOC	OBJ	LINE	SOURCE
76D4	01		
76D5	36		
76D6	02		
76D7	2D		
76D8	02		
76D9	24		
76DA	01		
76DB	1B		
76DC	01		
76DD	12		
76DE	02		
76DF	09		
76E0	01		
76E1	00		
76E2	02		
76E3	85	=1 477	DB 0B5H,03BH, 9,20,-1, 1,54, 1,45, 1,36, 2,27, 1,18, 1, 9, 1, 0, 1
76E4	38		
76E5	09		
76E6	14		
76E7	FF		
76E8	01		
76E9	36		
76EA	01		
76EB	2D		
76EC	01		
76ED	24		
76EE	02		
76EF	1B		
76F0	01		
76F1	12		
76F2	01		
76F3	09		
76F4	01		
76F5	00		
76F6	01		
76F7	64	=1 478	DB 064H,03BH, 8,20,-1, 1,54, 1,45, 1,36, 1,27, 1,18, 1, 9, 1, 0, 1
76F8	38		
76F9	08		
76FA	14		
76FB	FF		
76FC	01		
76FD	36		
76FE	01		
76FF	2D		
7700	01		
7701	24		
7702	01		
7703	1B		
7704	01		
7705	12		
7706	01		
7707	09		
7708	01		
7709	00		
770A	01		

LOC	OBJ	LINE	SOURCE
770B	43	=1 479	DB 043H,038H, 7,20,-1, 1,54, 1,45, 1,36, 1,18, 1, 9, 1, 0, 1
770C	38		
770D	07		
770E	14		
770F	FF		
7710	01		
7711	36		
7712	01		
7713	2D		
7714	01		
7715	24		
7716	01		
7717	12		
7718	01		
7719	09		
771A	01		
771B	00		
771C	01		
771D	22	=1 480	DB 022H,038H, 6,18,-1, 1,45, 1,36, 1,18, 1, 9, 1, 0, 1
771E	38		
771F	06		
7720	12		
7721	FF		
7722	01		
7723	2D		
7724	01		
7725	24		
7726	01		
7727	12		
7728	01		
7729	09		
772A	01		
772B	00		
772C	01		
772D	01	=1 481	DB 001H,038H, 5,16,54, 1,36, 1,27, 1, 9, 1, 0, 1
772E	38		
772F	05		
7730	10		
7731	36		
7732	01		
7733	24		
7734	01		
7735	1B		
7736	01		
7737	09		
7738	01		
7739	00		
773A	01		
		=1 482	
		=1 483	
		=1 484	; STAR PATH # 3
		=1 485	
773B		=1 486	STAR_PATH03 LABEL BYTE
		=1 487	
773B	77	=1 488	DB 077H,039H,14,14,59, 2,60, 3,61, 3,54, 3,-1, 3



LOC	OBJ	LINE	SOURCE
773C	39		
773D	0E		
773E	0E		
773F	3B		
7740	02		
7741	3C		
7742	03		
7743	3D		
7744	03		
7745	36		
7746	03		
7747	FF		
7748	03		
7749	7B	=1 489	DB 078H,039H,20,14,40, 3,41, 3,42, 2,35, 3,36, 2,29, 2,30, 3,-1, 2
774A	39		
774B	14		
774C	0E		
774D	2B		
774E	03		
774F	29		
7750	03		
7751	2A		
7752	02		
7753	23		
7754	03		
7755	24		
7756	02		
7757	1D		
7758	02		
7759	1E		
775A	03		
775B	FF		
775C	02		
775D	79	=1 490	DB 079H,039H,14,20,16, 2,17, 2,18, 1,10, 1,11, 2,12, 2, 5, 2, 6, 2
775E	39		
775F	0E		
7760	14		
7761	10		
7762	02		
7763	11		
7764	02		
7765	12		
7766	01		
7767	0A		
7768	01		
7769	0B		
776A	02		
776B	0C		
776C	02		
776D	05		
776E	02		
776F	06		
7770	02		
7771	59	=1 491	DB 059H,039H, 2,20,-1, 2
7772	39		

LOC	OBJ	LINE	SOURCE
7773	02		
7774	14		
7775	FF		
7776	02		
7777	5A	=1 492	DB 05AH,039H,13, 6,56, 2,57, 1,50, 2,51, 2,44, 1,45, 2,46, 1,-1, 2
7778	39		
7779	0D		
777A	06		
777B	38		
777C	02		
777D	39		
777E	01		
777F	32		
7780	02		
7781	33		
7782	02		
7783	2C		
7784	01		
7785	2D		
7786	02		
7787	2E		
7788	01		
7789	FF		
778A	02		
778B	5B	=1 493	DB 05BH,039H,11,20,32, 1,25, 2,26, 1,27, 1,20, 2,21, 1,14, 1,-1, 2
778C	39		
778D	0B		
778E	14		
778F	20		
7790	01		
7791	19		
7792	02		
7793	1A		
7794	01		
7795	1B		
7796	01		
7797	14		
7798	02		
7799	15		
779A	01		
779B	0E		
779C	01		
779D	FF		
779E	02		
779F	5C	=1 494	DB 05CH,039H, 3,20, 0, 1, 1, 1, 2, 1
77A0	39		
77A1	03		
77A2	14		
77A3	00		
77A4	01		
77A5	01		
77A6	01		
77A7	02		
77A8	01		
77A9	3C	=1 495	DB 03CH,039H, 6,10,59, 1,60, 1,61, 1,53, 1,54, 1,-1, 1

LOC	OBJ	LINE	SOURCE
77AA	39		
77AB	06		
77AC	0A		
77AD	3B		
77AE	01		
77AF	3C		
77B0	01		
77B1	3D		
77B2	01		
77B3	35		
77B4	01		
77B5	36		
77B6	01		
77B7	FF		
77B8	01		
77B9	3D	=1 496	DB 03DH,039H, 8,16,40, 1,41, 1,34, 1,35, 1,36, 1,29, 1,30, 1,-1, 1
77BA	39		
77BB	08		
77BC	10		
77BD	28		
77BE	01		
77BF	29		
77C0	01		
77C1	22		
77C2	01		
77C3	23		
77C4	01		
77C5	24		
77C6	01		
77C7	1D		
77C8	01		
77C9	1E		
77CA	01		
77CB	FF		
77CC	01		
		=1 497	
		=1 498	
		=1 499	; STAR PATH # 4
		=1 500	
77CD		=1 501	STAR_PATH04 LABEL BYTE
		=1 502	
77CD	F0	=1 503	DB 0F0H,03AH,22,20, 0, 3, 8, 3,16, 3,24, 3,32, 3,40, 2,48, 3,56, 2
77CE	3A		
77CF	16		
77D0	14		
77D1	00		
77D2	03		
77D3	08		
77D4	03		
77D5	10		
77D6	03		
77D7	18		
77D8	03		
77D9	20		
77DA	03		

LOC	OBJ	LINE	SOURCE
77DB	2B		
77DC	02		
77DD	30		
77DE	03		
77DF	3B		
77E0	02		
77E1	10	=1 504	DB 010H,03BH,18,20, 0, 3, 8, 2,16, 2,24, 3,32, 2,40, 2,48, 2,56, 2
77E2	3B		
77E3	12		
77E4	14		
77E5	00		
77E6	03		
77E7	0B		
77E8	02		
77E9	10		
77EA	02		
77EB	1B		
77EC	03		
77ED	20		
77EE	02		
77EF	2B		
77F0	02		
77F1	30		
77F2	02		
77F3	3B		
77F4	02		
77F5	30	=1 505	DB 030H,03BH,15,20, 0, 2, 8, 2,16, 2,24, 2,32, 1,40, 2,48, 2,56, 2
77F6	3B		
77F7	0F		
77F8	14		
77F9	00		
77FA	02		
77FB	0B		
77FC	02		
77FD	10		
77FE	02		
77FF	1B		
7800	02		
7801	20		
7802	01		
7803	2B		
7804	02		
7805	30		
7806	02		
7807	3B		
7808	02		
7809	50	=1 506	DB 050H,03BH,12,20, 0, 1, 8, 2,16, 1,24, 2,32, 1,40, 2,48, 1,56, 2
780A	3B		
780B	0C		
780C	14		
780D	00		
780E	01		
780F	0B		
7810	02		
7811	10		

LOC	OBJ	LINE	SOURCE
7812	01		
7813	18		
7814	02		
7815	20		
7816	01		
7817	28		
7818	02		
7819	30		
781A	01		
781B	38		
781C	02		
781D	70	=1 507	DB 070H,03BH,10,20, 0, 1, 8, 1,16, 2,24, 1,32, 1,40, 1,48, 2,56, 1
781E	38		
781F	0A		
7820	14		
7821	00		
7822	01		
7823	08		
7824	01		
7825	10		
7826	02		
7827	18		
7828	01		
7829	20		
782A	01		
782B	28		
782C	01		
782D	30		
782E	02		
782F	38		
7830	01		
7831	90	=1 508	DB 090H,03BH, 9,20, 0, 1, 8, 1,16, 1,24, 1,32, 2,40, 1,48, 1,56, 1
7832	38		
7833	09		
7834	14		
7835	00		
7836	01		
7837	08		
7838	01		
7839	10		
783A	01		
783B	18		
783C	01		
783D	20		
783E	02		
783F	28		
7840	01		
7841	30		
7842	01		
7843	38		
7844	01		
7845	B0	=1 509	DB 0B0H,03BH, 7,20, 0, 1, 8, 1,16, 1,24, 1,32, 1,48, 1,56, 1
7846	38		
7847	07		
7848	14		

LOC	OBJ	LINE	SOURCE
7849	00		
784A	01		
784B	08		
784C	01		
784D	10		
784E	01		
784F	18		
7850	01		
7851	20		
7852	01		
7853	30		
7854	01		
7855	38		
7856	01	=1 510	
		=1 511	
		=1 512	; STAR PATH # 5
		=1 513	
7857		=1 514	STAR_PATH05 LABEL BYTE
		=1 515	
7857	68	=1 516	DB 068H,039H,11,18,51, 1,50, 1,42, 3,41, 3,40, 2,32, 1
7858	39		
7859	08		
785A	12		
785B	33		
785C	01		
785D	32		
785E	01		
785F	2A		
7860	03		
7861	29		
7862	03		
7863	28		
7864	02		
7865	20		
7866	01		
7867	67	=1 517	DB 067H,039H,21,16,-1, 3,38, 2,29, 3,28, 3,19, 3,18, 2,17, 2, 8, 3
7868	39		
7869	15		
786A	10		
786B	FF		
786C	03		
786D	26		
786E	02		
786F	1D		
7870	03		
7871	1C		
7872	03		
7873	13		
7874	03		
7875	12		
7876	02		
7877	11		
7878	02		
7879	08		

LOC	OBJ	LINE	SOURCE
787A	03		
787B	66	=1 518	DB 066H,039H, 7,20,-1, 2, 6, 2, 5, 3
787C	39		
787D	07		
787E	14		
787F	FF		
7880	02		
7881	06		
7882	02		
7883	05		
7884	03		
7885	46	=1 519	DB 046H,039H,10,10,60, 2,59, 2,58, 1,50, 1,49, 2,48, 2
7886	39		
7887	0A		
7888	0A		
7889	3C		
788A	02		
788B	3B		
788C	02		
788D	3A		
788E	01		
788F	32		
7890	01		
7891	31		
7892	02		
7893	30		
7894	02		
7895	45	=1 520	DB 045H,039H,14,16,-1, 2,46, 1,45, 2,36, 2,35, 2,26, 1,25, 2,16, 2
7896	39		
7897	0E		
7898	10		
7899	FF		
789A	02		
789B	2E		
789C	01		
789D	2D		
789E	02		
789F	24		
78A0	02		
78A1	23		
78A2	02		
78A3	1A		
78A4	01		
78A5	19		
78A6	02		
78A7	10		
78A8	02		
78A9	44	=1 521	DB 044H,039H, 9,20,-1, 1,22, 2,13, 1,12, 1, 4, 1, 3, 1, 2, 1, 1, 1
78AA	39		
78AB	09		
78AC	14		
78AD	FF		
78AE	01		
78AF	16		
78B0	02		

LOC	OBJ	LINE	SOURCE
78B1	0D		
78B2	01		
78B3	0C		
78B4	01		
78B5	04		
78B6	01		
78B7	03		
78B8	01		
78B9	02		
78BA	01		
78BB	01		
78BC	01		
78BD	24	=1 522	DB 024H,039H, 2,20,57, 1,56, 1
78BE	39		
78BF	02		
78C0	14		
78C1	39		
78C2	01		
78C3	38		
78C4	01		
78C5	23	=1 523	DB 023H,039H,10, 8,-1, 1,54, 2,53, 1,44, 1,43, 1,42, 1,33, 2,24, 1
78C6	39		
78C7	0A		
78C8	0B		
78C9	FF		
78CA	01		
78CB	36		
78CC	02		
78CD	35		
78CE	01		
78CF	2C		
78D0	01		
78D1	2B		
78D2	01		
78D3	2A		
78D4	01		
78D5	21		
78D6	02		
78D7	18		
78D8	01		
78D9	22	=1 524	DB 022H,039H, 8,20,-1, 1,30, 1,21, 1,20, 1,11, 1,10, 1, 9, 1, 0, 1
78DA	39		
78DB	0B		
78DC	14		
78DD	FF		
78DE	01		
78DF	1E		
78E0	01		
78E1	15		
78E2	01		
78E3	14		
78E4	01		
78E5	0B		
78E6	01		
78E7	0A		



LOC	OBJ	LINE	SOURCE
78E8	01		
78E9	09		
78EA	01		
78EB	00		
78EC	01		
		=1 525	
		=1 526	
		=1 527	; STAR PATH # 6
		=1 528	
78ED		=1 529	STAR_PATH06 LABEL BYTE
		=1 530	
78ED	16	=1 531	DB 016H,039H,28,20,56, 4,49, 4,42, 4,35, 3,28, 4,21, 3,14, 3,-1, 3
78EE	39		
78EF	1C		
78F0	14		
78F1	38		
78F2	04		
78F3	31		
78F4	04		
78F5	2A		
78F6	04		
78F7	23		
78F8	03		
78F9	1C		
78FA	04		
78FB	15		
78FC	03		
78FD	0E		
78FE	03		
78FF	FF		
7900	03		
7901	F7	=1 532	DB 0F7H,038H,22,20,56, 3,49, 3,42, 3,35, 3,28, 3,21, 2,14, 3,-1, 2
7902	38		
7903	16		
7904	14		
7905	38		
7906	03		
7907	31		
7908	03		
7909	2A		
790A	03		
790B	23		
790C	03		
790D	1C		
790E	03		
790F	15		
7910	02		
7911	0E		
7912	03		
7913	FF		
7914	02		
7915	DB	=1 533	DB 008H,038H,17,20,56, 2,49, 3,42, 2,35, 2,28, 2,21, 2,14, 2,-1, 2
7916	38		
7917	11		
7918	14		

LOC	OBJ	LINE	SOURCE
7919	3B		
791A	02		
791B	31		
791C	03		
791D	2A		
791E	02		
791F	23		
7920	02		
7921	1C		
7922	02		
7923	15		
7924	02		
7925	0E		
7926	02		
7927	FF		
7928	02		
7929	B9	=1 534	DB 0B9H,038H,13,20,56, 2,49, 1,42, 2,35, 2,28, 1,21, 2,14, 2,-1, 1
792A	3B		
792B	0D		
792C	14		
792D	3B		
792E	02		
792F	31		
7930	01		
7931	2A		
7932	02		
7933	23		
7934	02		
7935	1C		
7936	01		
7937	15		
7938	02		
7939	0E		
793A	02		
793B	FF		
793C	01		
793D	9A	=1 535	DB 09AH,038H,11,20,56, 2,49, 1,42, 1,35, 2,28, 1,21, 1,14, 2,-1, 1
793E	3B		
793F	0B		
7940	14		
7941	3B		
7942	02		
7943	31		
7944	01		
7945	2A		
7946	01		
7947	23		
7948	02		
7949	1C		
794A	01		
794B	15		
794C	01		
794D	0E		
794E	02		
794F	FF		

LOC	OBJ	LINE	SOURCE
7950	01		
7951	7B	=1 536	DB 07BH,038H, 9,20,56, 1,49, 1,42, 2,35, 1,28, 1,21, 1,14, 1,-1, 1
7952	38		
7953	09		
7954	14		
7955	38		
7956	01		
7957	31		
7958	01		
7959	2A		
795A	02		
795B	23		
795C	01		
795D	1C		
795E	01		
795F	15		
7960	01		
7961	0E		
7962	01		
7963	FF		
7964	01		
7965	5C	=1 537	DB 05CH,038H, 8,20,56, 1,49, 1,42, 1,35, 1,28, 1,21, 1,14, 1,-1, 1
7966	38		
7967	08		
7968	14		
7969	38		
796A	01		
796B	31		
796C	01		
796D	2A		
796E	01		
796F	23		
7970	01		
7971	1C		
7972	01		
7973	15		
7974	01		
7975	0E		
7976	01		
7977	FF		
7978	01		
7979	3D	=1 538	DB 03DH,038H, 6,20,56, 1,49, 1,35, 1,28, 1,21, 1,14, 1
797A	38		
797B	06		
797C	14		
797D	38		
797E	01		
797F	31		
7980	01		
7981	23		
7982	01		
7983	1C		
7984	01		
7985	15		
7986	01		

LOC	OBJ	LINE	SOURCE
7987	0E		
7988	01		
7989	1E	=1 539	DB 01EH,03BH, 6,16,56, 1,49, 1,42, 1,28, 1,21, 1,14, 1
798A	38		
798B	06		
798C	10		
798D	38		
798E	01		
798F	31		
7990	01		
7991	2A		
7992	01		
7993	1C		
7994	01		
7995	15		
7996	01		
7997	0E		
7998	01		
		=1 540	
		=1 541	
		=1 542	; STAR PATH # 7
		=1 543	
7999		=1 544	STAR_PATH07 LABEL BYTE
		=1 545	
7999	F3	=1 546	DB 0F3H,03AH,19,16,10, 3,18, 2,19, 1,27, 3,35, 3,44, 2,52, 3,60, 2
799A	3A		
799B	13		
799C	10		
799D	0A		
799E	03		
799F	12		
79A0	02		
79A1	13		
79A2	01		
79A3	1B		
79A4	03		
79A5	23		
79A6	03		
79A7	2C		
79A8	02		
79A9	34		
79AA	03		
79AB	3C		
79AC	02		
79AD	13	=1 547	DB 013H,03BH,17,20, 5, 3,13, 2,21, 1,22, 2,30, 2,38, 2,-1, 5
79AE	3B		
79AF	11		
79B0	14		
79B1	05		
79B2	03		
79B3	0D		
79B4	02		
79B5	15		
79B6	01		
79B7	16		

LOC	OBJ	LINE	SOURCE
79BB	02		
79B9	1E		
79BA	02		
79BB	26		
79BC	02		
79BD	FF		
79BE	05		
79BF	14	=1 548	DB 014H,03BH, 2,18,56, 2
79C0	3B		
79C1	02		
79C2	12		
79C3	3B		
79C4	02		
79C5	34	=1 549	DB 034H,03BH,14, 6, 0, 2, 8, 1,17, 2,25, 2,33, 2,42, 2,50, 2,59, 1
79C6	3B		
79C7	0E		
79C8	06		
79C9	00		
79CA	02		
79CB	08		
79CC	01		
79CD	11		
79CE	02		
79CF	19		
79D0	02		
79D1	21		
79D2	02		
79D3	2A		
79D4	02		
79D5	32		
79D6	02		
79D7	3B		
79D8	01		
79D9	54	=1 550	DB 054H,03BH,13,20, 3, 2,12, 2,20, 2,29, 1,37, 1,45, 2,54, 1,62, 2
79DA	3B		
79DB	0D		
79DC	14		
79DD	03		
79DE	02		
79DF	0C		
79E0	02		
79E1	14		
79E2	02		
79E3	1D		
79E4	01		
79E5	25		
79E6	01		
79E7	2D		
79E8	02		
79E9	36		
79EA	01		
79EB	3E		
79EC	02		
79ED	74	=1 551	DB 074H,03BH, 4,20,-1, 4
79EE	3B		

LOC	OBJ	LINE	SOURCE
79EF	04		
79F0	14		
79F1	FF		
79F2	04		
79F3	75	=1 552	DB 075H,03BH, 6, 6,24, 1,32, 1,40, 1,41, 1,49, 1,57, 1
79F4	3B		
79F5	06		
79F6	06		
79F7	18		
79F8	01		
79F9	20		
79FA	01		
79FB	2B		
79FC	01		
79FD	29		
79FE	01		
79FF	31		
7A00	01		
7A01	39		
7A02	01		
7A03	95	=1 553	DB 095H,03BH, 9,16, 2, 1,10, 1,18, 2,27, 1,35, 1,44, 1,52, 1,61, 1
7A04	3B		
7A05	09		
7A06	10		
7A07	02		
7A08	01		
7A09	0A		
7A0A	01		
7A0B	12		
7A0C	02		
7A0D	1B		
7A0E	01		
7A0F	23		
7A10	01		
7A11	2C		
7A12	01		
7A13	34		
7A14	01		
7A15	3D		
7A16	01		
		=1 554	
		=1 555	
		=1 556	; STAR PATH # 8
		=1 557	
7A17		=1 558	STAR_PATH08 LABEL BYTE
		=1 559	
7A17	E6	=1 560	DB 0E6H,039H,19,20,-1, 2, 6, 3, 5, 2, 4, 3, 3, 2, 2, 3, 1, 2, 0, 2
7A18	39		
7A19	13		
7A1A	14		
7A1B	FF		
7A1C	02		
7A1D	06		
7A1E	03		
7A1F	05		

LOC	OBJ	LINE	SOURCE
7A20	02		
7A21	04		
7A22	03		
7A23	03		
7A24	02		
7A25	02		
7A26	03		
7A27	01		
7A28	02		
7A29	00		
7A2A	02		
7A2B	E5	=1 561	DB 0E5H,039H,17,20,-1, 2, 6, 3, 5, 2, 4, 2, 3, 2, 2, 2, 1, 2, 0, 2
7A2C	39		
7A2D	11		
7A2E	14		
7A2F	FF		
7A30	02		
7A31	06		
7A32	03		
7A33	05		
7A34	02		
7A35	04		
7A36	02		
7A37	03		
7A38	02		
7A39	02		
7A3A	02		
7A3B	01		
7A3C	02		
7A3D	00		
7A3E	02		
7A3F	E4	=1 562	DB 0E4H,039H,13,20,-1, 2, 6, 1, 5, 2, 4, 2, 3, 2, 2, 1, 1, 2, 0, 1
7A40	39		
7A41	0D		
7A42	14		
7A43	FF		
7A44	02		
7A45	06		
7A46	01		
7A47	05		
7A48	02		
7A49	04		
7A4A	02		
7A4B	03		
7A4C	02		
7A4D	02		
7A4E	01		
7A4F	01		
7A50	02		
7A51	00		
7A52	01		
7A53	E3	=1 563	DB 0E3H,039H,12,20,-1, 2, 6, 2, 5, 1, 4, 1, 3, 2, 2, 1, 1, 2, 0, 1
7A54	39		
7A55	0C		
7A56	14		

LOC	OBJ	LINE	SOURCE
7A57	FF		
7A58	02		
7A59	06		
7A5A	02		
7A5B	05		
7A5C	01		
7A5D	04		
7A5E	01		
7A5F	03		
7A60	02		
7A61	02		
7A62	01		
7A63	01		
7A64	02		
7A65	00		
7A66	01		
7A67	E2	=1 564	DB 0E2H,039H,10,20,-1, 1, 6, 2, 5, 1, 4, 1, 3, 1, 2, 2, 1, 1, 0, 1
7A68	39		
7A69	0A		
7A6A	14		
7A6B	FF		
7A6C	01		
7A6D	06		
7A6E	02		
7A6F	05		
7A70	01		
7A71	04		
7A72	01		
7A73	03		
7A74	01		
7A75	02		
7A76	02		
7A77	01		
7A78	01		
7A79	00		
7A7A	01		
		=1 565	
		=1 566	
		=1 567	; STAR PATH # 9
		=1 568	
7A7B		=1 569	STAR_PATH09 LABEL BYTE
		=1 570	
7A7B	D3	=1 571	DB 0D3H,03BH,10,20,29, 1,21, 3,13, 2,14, 1, 6, 3
7A7C	3B		
7A7D	0A		
7A7E	14		
7A7F	1D		
7A80	01		
7A81	15		
7A82	03		
7A83	0D		
7A84	02		
7A85	0E		
7A86	01		
7A87	06		



LOC	OBJ	LINE	SOURCE
7A88	03		
7A89	83	=1 572	DB 083H,038H, 8,14,62, 2,-1, 6
7A8A	38		
7A8B	08		
7A8C	0E		
7A8D	3E		
7A8E	02		
7A8F	FF		
7A90	06		
7A91	B4	=1 573	DB 084H,038H,11, 8,32, 2,24, 2,16, 2, 9, 2, 1, 3
7A92	38		
7A93	08		
7A94	08		
7A95	20		
7A96	02		
7A97	18		
7A98	02		
7A99	10		
7A9A	02		
7A9B	09		
7A9C	02		
7A9D	01		
7A9E	03		
7A9F	94	=1 574	DB 094H,038H,15,14,58, 2,50, 2,42, 2,35, 2,27, 2,20, 2,12, 2, 5, 1
7AA0	38		
7AA1	0F		
7AA2	0E		
7AA3	3A		
7AA4	02		
7AA5	32		
7AA6	02		
7AA7	2A		
7AA8	02		
7AA9	23		
7AAA	02		
7AAB	18		
7AAC	02		
7AAD	14		
7AAE	02		
7AAF	0C		
7AB0	02		
7AB1	05		
7AB2	01		
7AB3	74	=1 575	DB 074H,038H,11,20,61, 2,53, 1,54, 1,46, 1,38, 2,-1, 4
7AB4	38		
7AB5	08		
7AB6	14		
7AB7	3D		
7AB8	02		
7AB9	35		
7ABA	01		
7ABB	36		
7ABC	01		
7ABD	2E		
7ABE	01		

LOC	OBJ	LINE	SOURCE
7ABF	26		
7AC0	02		
7AC1	FF		
7AC2	04		
7AC3	75	=1 576	DB 075H,038H, 2,16, 8, 1, 0, 1
7AC4	38		
7AC5	02		
7AC6	10		
7AC7	08		
7AC8	01		
7AC9	00		
7ACA	01		
7ACB	55	=1 577	DB 055H,038H,11, 8,56, 2,49, 1,41, 2,34, 1,26, 1,18, 2,11, 1, 3, 1
7ACC	38		
7ACD	08		
7ACE	08		
7ACF	38		
7AD0	02		
7AD1	31		
7AD2	01		
7AD3	29		
7AD4	02		
7AD5	22		
7AD6	01		
7AD7	1A		
7AD8	01		
7AD9	12		
7ADA	02		
7ADB	08		
7ADC	01		
7ADD	03		
7ADE	01		
7ADF	35	=1 578	DB 035H,038H,11,20,60, 2,52, 1,45, 1,37, 1,29, 1,22, 1,14, 1,-1, 3
7AE0	38		
7AE1	08		
7AE2	14		
7AE3	3C		
7AE4	02		
7AE5	34		
7AE6	01		
7AE7	2D		
7AE8	01		
7AE9	25		
7AEA	01		
7AEB	1D		
7AEC	01		
7AED	16		
7AEE	01		
7AEF	0E		
7AF0	01		
7AF1	FF		
7AF2	03		
7AF3	16	=1 579	DB 016H,038H, 7,20,48, 1,40, 1,33, 1,25, 1,17, 1,10, 1, 2, 1
7AF4	38		
7AF5	07		

LOC	OBJ	LINE	SOURCE
7AF6	14		
7AF7	30		
7AF8	01		
7AF9	28		
7AFA	01		
7AFB	21		
7AFC	01		
7AFD	19		
7AFE	01		
7AFF	11		
7B00	01		
7B01	0A		
7B02	01		
7B03	02		
7B04	01		
		=1 580	
		=1 581	
		=1 582	; STAR PATH # 10
		=1 583	
7B05		=1 584	STAR_PATH10 LABEL BYTE
		=1 585	
		=1 586	DB 0D7H,03AH,25,18, 0, 4, 9, 3,18, 3,27, 3,36, 3,45, 3,54, 3,-1, 3
7B05	D7		
7B06	3A		
7B07	19		
7B08	12		
7B09	00		
7B0A	04		
7B0B	09		
7B0C	03		
7B0D	12		
7B0E	03		
7B0F	1B		
7B10	03		
7B11	24		
7B12	03		
7B13	2D		
7B14	03		
7B15	36		
7B16	03		
7B17	FF		
7B18	03		
7B19	F8	=1 587	DB 0FBH,03AH,19,20, 0, 2, 9, 3,18, 2,27, 3,36, 2,45, 2,54, 2,-1, 3
7B1A	3A		
7B1B	13		
7B1C	14		
7B1D	00		
7B1E	02		
7B1F	09		
7B20	03		
7B21	12		
7B22	02		
7B23	1B		
7B24	03		
7B25	24		
7B26	02		

LOC	OBJ	LINE	SOURCE
7B27	2D		
7B28	02		
7B29	36		
7B2A	02		
7B2B	FF		
7B2C	03		
7B2D	19	=1 588	DB 019H,03BH,15,20, 0, 2, 9, 2,18, 2,27, 1,36, 2,45, 2,54, 2,-1, 2
7B2E	3B		
7B2F	0F		
7B30	14		
7B31	00		
7B32	02		
7B33	09		
7B34	02		
7B35	12		
7B36	02		
7B37	1B		
7B38	01		
7B39	24		
7B3A	02		
7B3B	2D		
7B3C	02		
7B3D	36		
7B3E	02		
7B3F	FF		
7B40	02		
7B41	3A	=1 589	DB 03AH,03BH,12,20, 0, 1, 9, 2,18, 2,27, 1,36, 2,45, 1,54, 2,-1, 1
7B42	3B		
7B43	0C		
7B44	14		
7B45	00		
7B46	01		
7B47	09		
7B48	02		
7B49	12		
7B4A	02		
7B4B	1B		
7B4C	01		
7B4D	24		
7B4E	02		
7B4F	2D		
7B50	01		
7B51	36		
7B52	02		
7B53	FF		
7B54	01		
7B55	5B	=1 590	DB 05BH,03BH,10,20, 0, 1, 9, 2,18, 1,27, 1,36, 2,45, 1,54, 1,-1, 1
7B56	3B		
7B57	0A		
7B58	14		
7B59	00		
7B5A	01		
7B5B	09		
7B5C	02		
7B5D	12		

LOC	OBJ	LINE	SOURCE
7B5E	01		
7B5F	1B		
7B60	01		
7B61	24		
7B62	02		
7B63	2D		
7B64	01		
7B65	36		
7B66	01		
7B67	FF		
7B68	01		
7B69	7C	=1 591	DB 07CH,03BH, 9,20, 0, 1, 9, 2,18, 1,27, 1,36, 1,45, 1,54, 1,-1, 1
7B6A	3B		
7B6B	09		
7B6C	14		
7B6D	00		
7B6E	01		
7B6F	09		
7B70	02		
7B71	12		
7B72	01		
7B73	1B		
7B74	01		
7B75	24		
7B76	01		
7B77	2D		
7B78	01		
7B79	36		
7B7A	01		
7B7B	FF		
7B7C	01		
7B7D	9D	=1 592	DB 09DH,03BH, 7,20, 0, 1, 9, 1,18, 1,27, 1,36, 1,45, 1,54, 1
7B7E	3B		
7B7F	07		
7B80	14		
7B81	00		
7B82	01		
7B83	09		
7B84	01		
7B85	12		
7B86	01		
7B87	1B		
7B88	01		
7B89	24		
7B8A	01		
7B8B	2D		
7B8C	01		
7B8D	36		
7B8E	01		
7B8F	BE	=1 593	DB 0BEH,03BH, 6,18, 0, 1, 9, 1,18, 1,27, 1,36, 1,54, 1
7B90	3B		
7B91	06		
7B92	12		
7B93	00		
7B94	01		

LOC	OBJ	LINE	SOURCE
7B95	09		
7B96	01		
7B97	12		
7B98	01		
7B99	1B		
7B9A	01		
7B9B	24		
7B9C	01		
7B9D	36		
7B9E	01		
		=1 594	
		=1 595	
		=1 596	; STAR PATH # 11
		=1 597	
7B9F		=1 598	STAR_PATH11 LABEL BYTE
		=1 599	
7B9F	46	=1 600	DB 046H,03AH,15,16,46, 2,45, 1,53, 2,52, 3,51, 1,59, 1,58, 3,57, 2
7BA0	3A		
7BA1	0F		
7BA2	10		
7BA3	2E		
7BA4	02		
7BA5	2D		
7BA6	01		
7BA7	35		
7BA8	02		
7BA9	34		
7BAA	03		
7BAB	33		
7BAC	01		
7BAD	3B		
7BAE	01		
7BAF	3A		
7BB0	03		
7BB1	39		
7BB2	02		
7BB3	66	=1 601	DB 066H,03AH, 2,20, 0, 2
7BB4	3A		
7BB5	02		
7BB6	14		
7BB7	00		
7BB8	02		
7BB9	65	=1 602	DB 065H,03AH,17, 6,-1, 2, 6, 3,13, 2,12, 2,19, 2,18, 2,17, 2,24, 2
7BBA	3A		
7BBB	11		
7BBC	06		
7BBD	FF		
7BBE	02		
7BBF	06		
7BC0	03		
7BC1	0D		
7BC2	02		
7BC3	0C		
7BC4	02		
7BC5	13		

LOC	OBJ	LINE	SOURCE
7BC6	02		
7BC7	12		
7BC8	02		
7BC9	11		
7BCA	02		
7BCB	18		
7BCC	02		
7BCD	64	=1 603	DB 064H,03AH,14,20,-1, 2,38, 2,37, 1,36, 2,43, 2,42, 2,49, 1,48, 2
7BCE	3A		
7BCF	0E		
7BD0	14		
7BD1	FF		
7BD2	02		
7BD3	26		
7BD4	02		
7BD5	25		
7BD6	01		
7BD7	24		
7BD8	02		
7BD9	2B		
7BDA	02		
7BDB	2A		
7BDC	02		
7BDD	31		
7BDE	01		
7BDF	30		
7BE0	02		
7BE1	63	=1 604	DB 063H,03AH, 4,20,-1, 1,62, 2,61, 1
7BE2	3A		
7BE3	04		
7BE4	14		
7BE5	FF		
7BE6	01		
7BE7	3E		
7BE8	02		
7BE9	3D		
7BEA	01		
7BEB	83	=1 605	DB 0B3H,03AH, 8,10, 4, 2, 3, 1, 2, 1,10, 1, 9, 1, 8, 1,16, 1
7BEC	3A		
7BED	08		
7BEE	0A		
7BEF	04		
7BF0	02		
7BF1	03		
7BF2	01		
7BF3	02		
7BF4	01		
7BF5	0A		
7BF6	01		
7BF7	09		
7BF8	01		
7BF9	08		
7BFA	01		
7BFB	10		
7BFC	01		

LOC	OBJ	LINE	SOURCE
7BFD	82	=1 606	DB 082H,03AH,10,18,-1, 1,22, 1,21, 1,28, 2,27, 1,34, 1,33, 2,40, 1
7BFE	3A		
7BFF	0A		
7C00	12		
7C01	FF		
7C02	01		
7C03	16		
7C04	01		
7C05	15		
7C06	01		
7C07	1C		
7C08	02		
7C09	1B		
7C0A	01		
7C0B	22		
7C0C	01		
7C0D	21		
7C0E	02		
7C0F	28		
7C10	01		
7C11	81	=1 607	DB 081H,03AH, 7,20,-1, 1,46, 1,53, 1,52, 1,59, 1,58, 1,57, 1
7C12	3A		
7C13	07		
7C14	14		
7C15	FF		
7C16	01		
7C17	2E		
7C18	01		
7C19	35		
7C1A	01		
7C1B	34		
7C1C	01		
7C1D	3B		
7C1E	01		
7C1F	3A		
7C20	01		
7C21	39		
7C22	01		
		=1 608	
		=1 609	
7C23		=1 610	STAR_PATH12 LABEL BYTE ;FAILED TO MAKE GOOD PATH
		=1 611	
		=1 612	
		=1 613	; STAR PATH # 13
		=1 614	
7C23		=1 615	STAR_PATH13 LABEL BYTE
		=1 616	
7C23	79	=1 617	DB 079H,03AH, 8,18, 4, 1, 5, 2,13, 1,14, 2,-1, 2
7C24	3A		
7C25	0B		
7C26	12		
7C27	04		
7C28	01		
7C29	05		
7C2A	02		



LOC	OBJ	LINE	SOURCE
7C2B	0D		
7C2C	01		
7C2D	0E		
7C2E	02		
7C2F	FF		
7C30	02		
7C31	7A	=1 618	DB 07AH,03AH,18,14,16, 3,17, 2,26, 2,27, 3,36, 2,37, 2,38, 2,-1, 2
7C32	3A		
7C33	12		
7C34	0E		
7C35	10		
7C36	03		
7C37	11		
7C38	02		
7C39	1A		
7C3A	02		
7C3B	1B		
7C3C	03		
7C3D	24		
7C3E	02		
7C3F	25		
7C40	02		
7C41	26		
7C42	02		
7C43	FF		
7C44	02		
7C45	7B	=1 619	DB 07BH,03AH,11,20,40, 2,41, 1,49, 1,50, 2,51, 1,59, 1,60, 1,61, 2
7C46	3A		
7C47	0B		
7C48	14		
7C49	2B		
7C4A	02		
7C4B	29		
7C4C	01		
7C4D	31		
7C4E	01		
7C4F	32		
7C50	02		
7C51	33		
7C52	01		
7C53	3B		
7C54	01		
7C55	3C		
7C56	01		
7C57	3D		
7C58	02		
7C59	9B	=1 620	DB 09BH,03AH, 3,20, 6, 2,-1, 1
7C5A	3A		
7C5B	03		
7C5C	14		
7C5D	06		
7C5E	02		
7C5F	FF		
7C60	01		
7C61	9C	=1 621	DB 09CH,03AH,13, 8, 8, 2, 9, 2,10, 1,19, 2,20, 1,29, 2,30, 1,-1, 2

LOC	OBJ	LINE	SOURCE
7C62	3A		
7C63	0D		
7C64	08		
7C65	08		
7C66	02		
7C67	09		
7C68	02		
7C69	0A		
7C6A	01		
7C6B	13		
7C6C	02		
7C6D	14		
7C6E	01		
7C6F	1D		
7C70	02		
7C71	1E		
7C72	01		
7C73	FF		
7C74	02		
7C75	9D	=1 622	DB 09DH,03AH, 9,20,32, 1,33, 2,42, 1,43, 1,44, 1,52, 1,53, 1,54, 1
7C76	3A		
7C77	09		
7C78	14		
7C79	20		
7C7A	01		
7C7B	21		
7C7C	02		
7C7D	2A		
7C7E	01		
7C7F	2B		
7C80	01		
7C81	2C		
7C82	01		
7C83	34		
7C84	01		
7C85	35		
7C86	01		
7C87	36		
7C88	01		
		=1 623	
		=1 624	
		=1 625	; STAR PATH # 14
		=1 626	
7C89		=1 627	STAR_PATH14 LABEL BYTE
		=1 628	
		=1 629	DB 0CBH,03AH,11,20,35, 2,42, 3,49, 3,56, 3
7C89	C8		
7C8A	3A		
7C8B	0B		
7C8C	14		
7C8D	23		
7C8E	02		
7C8F	2A		
7C90	03		
7C91	31		
7C92	03		

LOC	OBJ	LINE	SOURCE
7C93	3B		
7C94	03		
7C95	E7	=1 630	DB 0E7H,03AH,21,12,-1, 3,14, 3,21, 3,28, 2,35, 3,42, 3,49, 2,56, 2
7C96	3A		
7C97	15		
7C98	0C		
7C99	FF		
7C9A	03		
7C9B	0E		
7C9C	03		
7C9D	15		
7C9E	03		
7C9F	1C		
7CA0	02		
7CA1	23		
7CA2	03		
7CA3	2A		
7CA4	03		
7CA5	31		
7CA6	02		
7CA7	3B		
7CA8	02		
7CA9	06	=1 631	DB 006H,03BH,17,20,-1, 3,14, 2,21, 2,28, 2,35, 2,42, 2,49, 2,56, 2
7CAA	3B		
7CAB	11		
7CAC	14		
7CAD	FF		
7CAE	03		
7CAF	0E		
7CB0	02		
7CB1	15		
7CB2	02		
7CB3	1C		
7CB4	02		
7CB5	23		
7CB6	02		
7CB7	2A		
7CB8	02		
7CB9	31		
7CBA	02		
7CBB	3B		
7CBC	02		
7CBD	25	=1 632	DB 025H,03BH,14,20,-1, 2,14, 2,21, 2,28, 1,35, 2,42, 2,49, 1,56, 2
7CBE	3B		
7CBF	0E		
7CC0	14		
7CC1	FF		
7CC2	02		
7CC3	0E		
7CC4	02		
7CC5	15		
7CC6	02		
7CC7	1C		
7CC8	01		
7CC9	23		

LOC	OBJ	LINE	SOURCE
7CCA	02		
7CCB	2A		
7CCC	02		
7CCD	31		
7CCE	01		
7CCF	38		
7CD0	02		
7CD1	44	=1 633	DB 044H,03BH,11,20,-1, 1,14, 2,21, 1,28, 2,35, 1,42, 2,49, 1,56, 1
7CD2	38		
7CD3	08		
7CD4	14		
7CD5	FF		
7CD6	01		
7CD7	0E		
7CD8	02		
7CD9	15		
7CDA	01		
7CDB	1C		
7CDC	02		
7CDD	23		
7CDE	01		
7CDF	2A		
7CE0	02		
7CE1	31		
7CE2	01		
7CE3	38		
7CE4	01		
7CE5	63	=1 634	DB 063H,03BH,10,20,-1, 2,14, 1,21, 1,28, 1,35, 2,42, 1,49, 1,56, 1
7CE6	38		
7CE7	0A		
7CE8	14		
7CE9	FF		
7CEA	02		
7CEB	0E		
7CEC	01		
7CED	15		
7CEE	01		
7CEF	1C		
7CF0	01		
7CF1	23		
7CF2	02		
7CF3	2A		
7CF4	01		
7CF5	31		
7CF6	01		
7CF7	38		
7CF8	01		
7CF9	82	=1 635	DB 082H,03BH, 8,20,-1, 1,14, 1,21, 1,28, 1,35, 1,42, 1,49, 1,56, 1
7CFA	38		
7CFB	08		
7CFC	14		
7CFD	FF		
7CFE	01		
7CFF	0E		
7D00	01		

LOC	OBJ	LINE	SOURCE
7D01	15		
7D02	01		
7D03	1C		
7D04	01		
7D05	23		
7D06	01		
7D07	2A		
7D08	01		
7D09	31		
7D0A	01		
7D0B	38		
7D0C	01		
		=1 636	
		=1 637	
		=1 638	; STAR PATH # 15
		=1 639	
7D0D		=1 640	STAR_PATH15 LABEL BYTE
		=1 641	
7D0D	8B	=1 642	DB 08BH,03BH,15,20,-1, 1,54, 1,46, 2,38, 3,29, 2,21, 2,13, 2, 4, 2
7D0E	38		
7D0F	0F		
7D10	14		
7D11	FF		
7D12	01		
7D13	36		
7D14	01		
7D15	2E		
7D16	02		
7D17	26		
7D18	03		
7D19	1D		
7D1A	02		
7D1B	15		
7D1C	02		
7D1D	0D		
7D1E	02		
7D1F	04		
7D20	02		
7D21	6B	=1 643	DB 06BH,03BH,16,20,60, 3,51, 2,43, 2,35, 2,26, 1,18, 2, 9, 2, 1, 2
7D22	38		
7D23	10		
7D24	14		
7D25	3C		
7D26	03		
7D27	33		
7D28	02		
7D29	28		
7D2A	02		
7D2B	23		
7D2C	02		
7D2D	1A		
7D2E	01		
7D2F	12		
7D30	02		
7D31	09		

LOC	OBJ	LINE	SOURCE
7D32	02		
7D33	01		
7D34	02		
7D35	4B	=1 644	DB 04BH,038H, 5,20,57, 1,56, 1,48, 1,40, 2
7D36	3B		
7D37	05		
7D38	14		
7D39	39		
7D3A	01		
7D3B	3B		
7D3C	01		
7D3D	30		
7D3E	01		
7D3F	2B		
7D40	02		
7D41	4A	=1 645	DB 04AH,038H, 8,12,-1, 4,22, 1,14, 1, 6, 2
7D42	3B		
7D43	0B		
7D44	0C		
7D45	FF		
7D46	04		
7D47	16		
7D48	01		
7D49	0E		
7D4A	01		
7D4B	06		
7D4C	02		
7D4D	2A	=1 646	DB 02AH,038H,11,12,61, 1,53, 2,44, 1,36, 2,28, 1,19, 1,11, 2, 2, 1
7D4E	3B		
7D4F	0B		
7D50	0C		
7D51	3D		
7D52	01		
7D53	35		
7D54	02		
7D55	2C		
7D56	01		
7D57	24		
7D58	02		
7D59	1C		
7D5A	01		
7D5B	13		
7D5C	01		
7D5D	0B		
7D5E	02		
7D5F	02		
7D60	01		
7D61	0A	=1 647	DB 00AH,038H, 8,20,58, 1,50, 1,49, 1,41, 1,33, 1,25, 1,16, 2
7D62	3B		
7D63	0B		
7D64	14		
7D65	3A		
7D66	01		
7D67	32		
7D68	01		

LOC	OBJ	LINE	SOURCE
7D69	31		
7D6A	01		
7D6B	29		
7D6C	01		
7D6D	21		
7D6E	01		
7D6F	19		
7D70	01		
7D71	10		
7D72	02		
		=1 648	
		=1 649	
		=1 650	; STAR PATH # 16
		=1 651	
7D73		=1 652	STAR_PATH16 LABEL BYTE
		=1 653	
7D73	F4	=1 654	DB 0F4H,039H,34,18,34, 3,35, 4,43, 3,44, 6,45, 6,46, 6,-1, 6
7D74	39		
7D75	22		
7D76	12		
7D77	22		
7D78	03		
7D79	23		
7D7A	04		
7D7B	2B		
7D7C	03		
7D7D	2C		
7D7E	06		
7D7F	2D		
7D80	06		
7D81	2E		
7D82	06		
7D83	FF		
7D84	06		
7D85	F5	=1 655	DB 0F5H,039H,36,18,40, 5,41, 5,42, 5,51, 5,52, 4,53, 4,54, 4,-1, 4
7D86	39		
7D87	24		
7D88	12		
7D89	28		
7D8A	05		
7D8B	29		
7D8C	05		
7D8D	2A		
7D8E	05		
7D8F	33		
7D90	05		
7D91	34		
7D92	04		
7D93	35		
7D94	04		
7D95	36		
7D96	04		
7D97	FF		
7D98	04		
7D99	F6	=1 656	DB 0F6H,039H,26,20,48, 4,49, 3,58, 4,59, 3,60, 3,61, 3,62, 3,-1, 3

LOC	OBJ	LINE	SOURCE
7D9A	39		
7D9B	1A		
7D9C	14		
7D9D	30		
7D9E	04		
7D9F	31		
7DA0	03		
7DA1	3A		
7DA2	04		
7DA3	3B		
7DA4	03		
7DA5	3C		
7DA6	03		
7DA7	3D		
7DA8	03		
7DA9	3E		
7DAA	03		
7DAB	FF		
7DAC	03		
7DAD	F7	=1 657	DB 0F7H,039H, 2,20,56, 2
7DAE	39		
7DAF	02		
7DB0	14		
7DB1	38		
7DB2	02		
7DB3	17	=1 658	DB 017H,03AH,17, 6, 1, 3, 2, 3, 3, 2, 4, 2, 5, 3, 6, 2,-1, 2
7DB4	3A		
7DB5	11		
7DB6	06		
7DB7	01		
7DB8	03		
7DB9	02		
7DBA	03		
7DBB	03		
7DBC	02		
7DBD	04		
7DBE	02		
7DBF	05		
7DC0	03		
7DC1	06		
7DC2	02		
7DC3	FF		
7DC4	02		
7DC5	18	=1 659	DB 018H,03AH,15,18, 8, 2, 9, 2,10, 2,11, 2,12, 2,13, 2,14, 1,-1, 2
7DC6	3A		
7DC7	0F		
7DC8	12		
7DC9	08		
7DCA	02		
7DCB	09		
7DCC	02		
7DCD	0A		
7DCE	02		
7DCF	0B		
7DD0	02		



LOC	OBJ	LINE	SOURCE
7DD1	0C		
7DD2	02		
7DD3	0D		
7DD4	02		
7DD5	0E		
7DD6	01		
7DD7	FF		
7DD8	02		
7DD9	19	=1 660	DB 019H,03AH,12,20,16, 2,17, 1,18, 2,19, 1,20, 2,21, 2,30, 1,-1, 1
7DDA	3A		
7DDB	0C		
7DDC	14		
7DDD	10		
7DDE	02		
7DDF	11		
7DE0	01		
7DE1	12		
7DE2	02		
7DE3	13		
7DE4	01		
7DE5	14		
7DE6	02		
7DE7	15		
7DE8	02		
7DE9	1E		
7DEA	01		
7DEB	FF		
7DEC	01		
7DED	1A	=1 661	DB 01AH,03AH,10,20,24, 2,25, 1,26, 1,27, 1,28, 2,37, 1,38, 1,-1, 1
7DEE	3A		
7DEF	0A		
7DF0	14		
7DF1	18		
7DF2	02		
7DF3	19		
7DF4	01		
7DF5	1A		
7DF6	01		
7DF7	1B		
7DF8	01		
7DF9	1C		
7DFA	02		
7DFB	25		
7DFC	01		
7DFD	26		
7DFE	01		
7DFE	FF		
7E00	01		
7E01	1B	=1 662	DB 01BH,03AH, 8,20,32, 1,33, 1,34, 1,35, 1,36, 1,45, 1,46, 1,-1, 1
7E02	3A		
7E03	0B		
7E04	14		
7E05	20		
7E06	01		
7E07	21		

LOC	OBJ	LINE	SOURCE
7E08	01		
7E09	22		
7E0A	01		
7E0B	23		
7E0C	01		
7E0D	24		
7E0E	01		
7E0F	2D		
7E10	01		
7E11	2E		
7E12	01		
7E13	FF		
7E14	01		
7E15	1C	=1 663	DB 01CH,03AH, 7,20,40, 1,41, 1,42, 1,43, 1,52, 1,53, 1,-1, 1
7E16	3A		
7E17	07		
7E18	14		
7E19	28		
7E1A	01		
7E1B	29		
7E1C	01		
7E1D	2A		
7E1E	01		
7E1F	2B		
7E20	01		
7E21	34		
7E22	01		
7E23	35		
7E24	01		
7E25	FF		
7E26	01		
7E27	1D	=1 664	DB 01DH,03AH, 6,18,48, 1,49, 1,58, 1,60, 1,61, 1,-1, 1
7E28	3A		
7E29	06		
7E2A	12		
7E2B	30		
7E2C	01		
7E2D	31		
7E2E	01		
7E2F	3A		
7E30	01		
7E31	3C		
7E32	01		
7E33	3D		
7E34	01		
7E35	FF		
7E36	01		
7E37	1E	=1 665	DB 01EH,03AH, 1,16,56, 1
7E38	3A		
7E39	01		
7E3A	10		
7E3B	38		
7E3C	01		
7E3D	3E	=1 666	DB 03EH,03AH, 4, 6, 2, 1, 3, 1, 5, 1, 6, 1
7E3E	3A		

LOC	OBJ	LINE	SOURCE
7E3F	04		
7E40	06		
7E41	02		
7E42	01		
7E43	03		
7E44	01		
7E45	05		
7E46	01		
7E47	06		
7E48	01		
		=1 667	
		=1 668	
		=1 669	; STAR PATH # 17
		=1 670	
7E49		=1 671	STAR_PATH17 LABEL BYTE
		=1 672	
7E49	6D	=1 673	DB 06DH,03AH,49,12, 5, 7,12, 7,20, 6,27, 7,34, 6,42, 6,49, 5,57, 5
7E4A	3A		
7E4B	31		
7E4C	0C		
7E4D	05		
7E4E	07		
7E4F	0C		
7E50	07		
7E51	14		
7E52	06		
7E53	1B		
7E54	07		
7E55	22		
7E56	06		
7E57	2A		
7E58	06		
7E59	31		
7E5A	05		
7E5B	39		
7E5C	05		
7E5D	8D	=1 674	DB 08DH,03AH, 8,20, 0, 5, 8, 3
7E5E	3A		
7E5F	08		
7E60	14		
7E61	00		
7E62	05		
7E63	08		
7E64	03		
7E65	8C	=1 675	DB 08CH,03AH,26, 8,-1, 8,30, 3,38, 4,45, 3,53, 3,52, 1,60, 4
7E66	3A		
7E67	1A		
7E68	08		
7E69	FF		
7E6A	08		
7E6B	1E		
7E6C	03		
7E6D	26		
7E6E	04		
7E6F	2D		

LOC	OBJ	LINE	SOURCE
7E70	03		
7E71	35		
7E72	03		
7E73	34		
7E74	01		
7E75	3C		
7E76	04		
7E77	AC	=1 676	DB 0ACH,03AH,22,18, 4, 1, 3, 2,11, 4,18, 3,26, 3,33, 3,41, 2,48, 4
7E78	3A		
7E79	16		
7E7A	12		
7E7B	04		
7E7C	01		
7E7D	03		
7E7E	02		
7E7F	0B		
7E80	04		
7E81	12		
7E82	03		
7E83	1A		
7E84	03		
7E85	21		
7E86	03		
7E87	29		
7E88	02		
7E89	30		
7E8A	04		
7E8B	CB	=1 677	DB 0CBH,03AH,20,20,-1, 5,14, 2,22, 2,29, 2,37, 3,44, 2,51, 2,59, 2
7E8C	3A		
7E8D	14		
7E8E	14		
7E8F	FF		
7E90	05		
7E91	0E		
7E92	02		
7E93	16		
7E94	02		
7E95	1D		
7E96	02		
7E97	25		
7E98	03		
7E99	2C		
7E9A	02		
7E9B	33		
7E9C	02		
7E9D	3B		
7E9E	02		
7E9F	EB	=1 678	DB 0EBH,03AH, 9,20, 2, 2,10, 1, 9, 1,17, 1,25, 1,24, 1,32, 2
7EA0	3A		
7EA1	09		
7EA2	14		
7EA3	02		
7EA4	02		
7EA5	0A		
7EA6	01		

LOC	OBJ	LINE	SOURCE
7EA7	09		
7EAB	01		
7EA9	11		
7EAA	01		
7EAB	19		
7EAC	01		
7EAD	18		
7EAE	01		
7EAF	20		
7EB0	02		
7EB1	EA	=1 679	DB 0E9H,039H, 5,18,-1, 3,62, 2
7EB2	3A		
7EB3	05		
7EB4	12		
7EB5	FF		
7EB6	03		
7EB7	3E		
7EB8	02		
7EB9	0A	=1 680	DB 009H,03BH,11, 8, 6, 1,13, 2,20, 1,28, 2,35, 1,43, 1,50, 2,57, 1
7EBA	3B		
7EBB	0B		
7EBC	0B		
7EBD	06		
7EBE	01		
7EBF	0D		
7EC0	02		
7EC1	14		
7EC2	01		
7EC3	1C		
7ECA	02		
7EC5	23		
7EC6	01		
7EC7	2B		
7EC8	01		
7EC9	32		
7ECA	02		
7ECB	39		
7ECC	01		
7ECD	2A	=1 681	DB 029H,03BH, 4,20, 1, 1, 9, 1,16, 1,24, 1
7ECE	3B		
7ECF	04		
7ED0	14		
7ED1	01		
7ED2	01		
7ED3	09		
7ED4	01		
7ED5	10		
7ED6	01		
7ED7	1B		
7ED8	01		
7ED9	29	=1 682	DB 029H,03BH, 5,12,-1, 2,46, 1,54, 1,61, 1
7EDA	3B		
7EDB	05		
7EDC	0C		
7EDD	FF		

LOC	OBJ	LINE	SOURCE
7EDE	02		
7EDF	2E		
7EE0	01		
7EE1	36		
7EE2	01		
7EE3	3D		
7EE4	01		
7EE5	49	=1 683	DB 049H,03BH, 8,12, 4, 1,12, 1,19, 1,27, 1,34, 1,41, 1,49, 1,56, 1
7EE6	3B		
7EE7	0B		
7EE8	0C		
7EE9	04		
7EEA	01		
7EEB	0C		
7EEC	01		
7EED	13		
7EEE	01		
7EEF	1B		
7EF0	01		
7EF1	22		
7EF2	01		
7EF3	29		
7EF4	01		
7EF5	31		
7EF6	01		
7EF7	3B		
7EF8	01		
7EF9	68	=1 684	DB 068H,03BH, 6,20,-1, 2,30, 1,37, 1,45, 1,60, 1
7EFA	3B		
7EFB	06		
7EFC	14		
7EFD	FF		
7EFE	02		
7EFF	1E		
7F00	01		
7F01	25		
7F02	01		
7F03	2D		
7F04	01		
7F05	3C		
7F06	01		
7F07	8B	=1 685	DB 088H,03BH, 5,14, 3, 1,10, 1,26, 1,33, 1,48, 1
7F08	3B		
7F09	05		
7F0A	0E		
7F0B	03		
7F0C	01		
7F0D	0A		
7F0E	01		
7F0F	1A		
7F10	01		
7F11	21		
7F12	01		
7F13	30		
7F14	01		

LOC	OBJ	LINE	SOURCE
7F15	87	=1 686	DB 087H,03BH, 1,14,-1, 1
7F16	3B		
7F17	01		
7F18	0E		
7F19	FF		
7F1A	01		
7F1B	A7	=1 687	DB 0A7H,03BH, 4, 6,14, 1,29, 1,36, 1,51, 1
7F1C	3B		
7F1D	04		
7F1E	06		
7F1F	0E		
7F20	01		
7F21	1D		
7F22	01		
7F23	24		
7F24	01		
7F25	33		
7F26	01		
		=1 688	
		=1 689	
		=1 690	; STAR PATH # 18
		=1 691	
7F27		=1 692	STAR_PATH18 LABEL BYTE
		=1 693	
7F27	4C	=1 694	DB 04CH,039H,40,12,54, 5,46, 4,45, 3,37, 6,28, 7,19, 5,11, 5, 2, 5
7F28	39		
7F29	28		
7F2A	0C		
7F2B	36		
7F2C	05		
7F2D	2E		
7F2E	04		
7F2F	2D		
7F30	03		
7F31	25		
7F32	06		
7F33	1C		
7F34	07		
7F35	13		
7F36	05		
7F37	0B		
7F38	05		
7F39	02		
7F3A	05		
7F3B	2C	=1 695	DB 02CH,039H,11,20,57, 5,48, 4,40, 2
7F3C	39		
7F3D	0B		
7F3E	14		
7F3F	39		
7F40	05		
7F41	30		
7F42	04		
7F43	28		
7F44	02		
7F45	2B	=1 696	DB 02BH,039H,22,10,-1, 6,38, 1,30, 4,21, 4,13, 1,12, 2, 4, 3, 3, 1

LOC	OBJ	LINE	SOURCE
7F46	39		
7F47	16		
7F48	0A		
7F49	FF		
7F4A	06		
7F4B	26		
7F4C	01		
7F4D	1E		
7F4E	04		
7F4F	15		
7F50	04		
7F51	00		
7F52	01		
7F53	0C		
7F54	02		
7F55	04		
7F56	03		
7F57	03		
7F58	01		
7F59	0B	=1 697	DB 00BH,039H,15,20,59, 3,50, 3,42, 2,41, 1,33, 3,24, 3
7F5A	39		
7F5B	0F		
7F5C	14		
7F5D	3B		
7F5E	03		
7F5F	32		
7F60	03		
7F61	2A		
7F62	02		
7F63	29		
7F64	01		
7F65	21		
7F66	03		
7F67	18		
7F68	03		
7F69	0A	=1 698	DB 00AH,039H, 8,16,-1, 4,14, 2, 6, 1, 5, 1
7F6A	39		
7F6B	08		
7F6C	10		
7F6D	FF		
7F6E	04		
7F6F	0E		
7F70	02		
7F71	06		
7F72	01		
7F73	05		
7F74	01		
7F75	EA	=1 699	DB 0EAH,038H,17,12,61, 3,52, 2,44, 2,35, 2,26, 3,17, 2, 8, 2, 0, 1
7F76	38		
7F77	11		
7F78	0C		
7F79	3D		
7F7A	03		
7F7B	34		
7F7C	02		



LOC	OBJ	LINE	SOURCE
7F7D	2C		
7F7E	02		
7F7F	23		
7F80	02		
7F81	1A		
7F82	03		
7F83	11		
7F84	02		
7F85	08		
7F86	02		
7F87	00		
7F88	01		
7F89	C9	=1 700	DB 0C9H,038H,14,20,-1, 3,54, 1,46, 1,45, 1,37, 1,36, 1,28, 2,19, 1
7F8A	38		
7F8B	0E		
7F8C	14		
7F8D	FF		
7F8E	03		
7F8F	36		
7F90	01		
7F91	2E		
7F92	01		
7F93	2D		
7F94	01		
7F95	25		
7F96	01		
7F97	24		
7F98	01		
7F99	1C		
7F9A	02		
7F9B	13		
7F9C	01		
7F9D	0B	=1 701	DB 11, 1,10, 1, 2, 1
7F9E	01		
7F9F	0A		
7FA0	01		
7FA1	02		
7FA2	01		
7FA3	A9	=1 702	DB 0A9H,038H, 4,26,57, 2,48, 1,40, 1
7FA4	38		
7FA5	04		
7FA6	1A		
7FA7	39		
7FA8	02		
7FA9	30		
7FAA	01		
7FAB	2B		
7FAC	01		
7FAD	AB	=1 703	DB 0ABH,038H, 7,10,-1, 2,30, 1,21, 2,12, 1, 4, 1
7FAE	38		
7FAF	07		
7FB0	0A		
7FB1	FF		
7FB2	02		
7FB3	1E		

LOC	OBJ	LINE	SOURCE
7FB4	01		
7FB5	15		
7FB6	02		
7FB7	0C		
7FB8	01		
7FB9	04		
7FBA	01		
7FBB	88	=1 704	DB 088H,038H, 6,14,59, 1,50, 2,41, 1,32, 1,24, 1
7FBC	38		
7FBD	06		
7FBE	0E		
7FBF	3B		
7FC0	01		
7FC1	32		
7FC2	02		
7FC3	29		
7FC4	01		
7FC5	20		
7FC6	01		
7FC7	18		
7FC8	01		
7FC9	87	=1 705	DB 087H,038H, 3,14,-1, 1,14, 1, 6, 1
7FCA	38		
7FCB	03		
7FCC	0E		
7FCD	FF		
7FCE	01		
7FCF	0E		
7FD0	01		
7FD1	06		
7FD2	01		
7FD3	67	=1 706	DB 067H,038H, 7,10,61, 1,52, 1,43, 1,35, 1,26, 1,17, 1, 8, 1
7FD4	38		
7FD5	07		
7FD6	0A		
7FD7	3D		
7FDB	01		
7FD9	34		
7FDA	01		
7FDB	2B		
7FDC	01		
7FDD	23		
7FDE	01		
7FDF	1A		
7FE0	01		
7FE1	11		
7FE2	01		
7FE3	08		
7FE4	01		
7FE5	66	=1 707	DB 066H,038H, 1,18,-1, 1
7FE6	38		
7FE7	01		
7FE8	12		
7FE9	FF		
7FEA	01		

LOC	OBJ	LINE	SOURCE
7FEB	46	=1 708	DB 046H,038H, 6, 6,54, 1,45, 1,37, 1,28, 1,11, 1, 2, 1
7FEC	38		
7FED	06		
7FEE	06		
7FEF	36		
7FF0	01		
7FF1	2D		
7FF2	01		
7FF3	25		
7FF4	01		
7FF5	1C		
7FF6	01		
7FF7	0B		
7FF8	01		
7FF9	02		
7FFA	01		
7FFB	26	=1 709	DB 026H,038H, 1,16,57, 1
7FFC	38		
7FFD	01		
7FFE	10		
7FFF	39		
8000	01		
8001	25	=1 710	DB 025H,038H, 4, 6,-1, 1,38, 1,21, 1,12, 1
8002	38		
8003	04		
8004	06		
8005	FF		
8006	01		
8007	26		
8008	01		
8009	15		
800A	01		
800B	0C		
800C	01		
800D	05	=1 711	DB 005H,038H, 3,12,59, 1,50, 1,32, 1
800E	38		
800F	03		
8010	0C		
8011	38		
8012	01		
8013	32		
8014	01		
8015	20		
8016	01		
8017	04	=1 712	DB 004H,038H, 2,10,-1, 1, 6, 1
8018	38		
8019	02		
801A	0A		
801B	FF		
801C	01		
801D	06		
801E	01		
		=1 713	
		=1 714	
		=1 715	; STAR PATH # 19

LOC	OBJ	LINE	SOURCE
		=1 716	
801F		=1 717	STAR_PATH19 LABEL BYTE
		=1 718	
801F 85		=1 719	DB 0B5H,039H,41, 8,40, 6,33, 6,34, 5,35, 5,36, 4,28, 1,29, 5,30, 5
8020 39			
8021 29			
8022 08			
8023 28			
8024 06			
8025 21			
8026 06			
8027 22			
8028 05			
8029 23			
802A 05			
802B 24			
802C 04			
802D 1C			
802E 01			
802F 1D			
8030 05			
8031 1E			
8032 05			
8033 FF	=1 720		DB -1, 4
8034 04			
8035 86	=1 721		DB 0B6H,039H,30,22,24, 3,16, 2,17, 4,18, 4,19, 3,20, 1,12, 3,13, 4
8036 39			
8037 1E			
8038 16			
8039 18			
803A 03			
803B 10			
803C 02			
803D 11			
803E 04			
803F 12			
8040 04			
8041 13			
8042 03			
8043 14			
8044 01			
8045 0C			
8046 03			
8047 0D			
8048 04			
8049 0E	=1 722		DB 14, 3,-1, 3
804A 03			
804B FF			
804C 03			
804D B7	=1 723		DB 0B7H,039H,11,24, 0, 3, 1, 3, 2, 3, 3, 2
804E 39			
804F 0B			
8050 18			
8051 00			
8052 03			

LOC	OBJ	LINE	SOURCE
8053	01		
8054	03		
8055	02		
8056	03		
8057	03		
8058	02		
8059	97	=1 724	DB 097H,039H,12,12,59, 1,60, 3,61, 3,62, 2,-1, 3
805A	39		
805B	0C		
805C	0C		
805D	3B		
805E	01		
805F	3C		
8060	03		
8061	3D		
8062	03		
8063	3E		
8064	02		
8065	FF		
8066	03		
8067	98	=1 725	DB 098H,039H,17,14,48, 2,49, 2,50, 3,43, 2,44, 2,45, 2,46, 2,-1, 2
8068	39		
8069	11		
806A	0E		
806B	30		
806C	02		
806D	31		
806E	02		
806F	32		
8070	03		
8071	2B		
8072	02		
8073	2C		
8074	02		
8075	2D		
8076	02		
8077	2E		
8078	02		
8079	FF		
807A	02		
807B	99	=1 726	DB 099H,039H,14,20,32, 2,33, 2,34, 1,26, 1,27, 1,28, 2,29, 2,22, 1
807C	39		
807D	0E		
807E	14		
807F	20		
8080	02		
8081	21		
8082	02		
8083	22		
8084	01		
8085	1A		
8086	01		
8087	1B		
8088	01		
8089	1C		

LOC	OBJ	LINE	SOURCE
808A	02		
808B	1D		
808C	02		
808D	16		
808E	01		
808F	FF	=1 727	DB -1, 2
8090	02		
8091	9A	=1 728	DB 09AH,039H,11,22,16, 2,17, 1,10, 2,11, 1,12, 1,13, 2, 6, 1,-1, 1
8092	39		
8093	0B		
8094	16		
8095	10		
8096	02		
8097	11		
8098	01		
8099	0A		
809A	02		
809B	0B		
809C	01		
809D	0C		
809E	01		
809F	0D		
80A0	02		
80A1	06		
80A2	01		
80A3	FF		
80A4	01		
80A5	9B	=1 729	DB 09BH,039H, 2,20, 0, 2
80A6	39		
80A7	02		
80A8	14		
80A9	00		
80AA	02		
80AB	7B	=1 730	DB 07BH,039H, 8, 6,57, 1,58, 1,59, 1,60, 2,53, 1,54, 1,-1, 1
80AC	39		
80AD	0B		
80AE	06		
80AF	39		
80B0	01		
80B1	3A		
80B2	01		
80B3	3B		
80B4	01		
80B5	3C		
80B6	02		
80B7	35		
80B8	01		
80B9	36		
80BA	01		
80BB	FF		
80BC	01		
80BD	7C	=1 731	DB 07CH,039H, 8,18,4B, 1,41, 1,42, 1,43, 1,44, 1,37, 1,38, 1,-1, 1
80BE	39		
80BF	0B		
80C0	12		

LOC	OBJ	LINE	SOURCE
80C1	30		
80C2	01		
80C3	29		
80C4	01		
80C5	2A		
80C6	01		
80C7	2B		
80C8	01		
80C9	2C		
80CA	01		
80CB	25		
80CC	01		
80CD	26		
80CE	01		
80CF	FF		
80D0	01		
80D1	7D	=1 732	DB 07DH,039H, 7,20,24, 1,25, 1,26, 1,27, 1,21, 1,22, 1,-1, 1
80D2	39		
80D3	07		
80D4	14		
80D5	18		
80D6	01		
80D7	19		
80D8	01		
80D9	1A		
80DA	01		
80DB	1B		
80DC	01		
80DD	15		
80DE	01		
80DF	16		
80E0	01		
80E1	FF		
80E2	01	=1 733	
		=1 734	
		=1 735	; STAR_PATH # 20
		=1 736	
80E3		=1 737	STAR_PATH20 LABEL BYTE
		=1 738	
80E3	8F	=1 739	DB 08FH,03AH,25,18,25, 4,33, 6,41, 5,49, 5,57, 5
80E4	3A		
80E5	19		
80E6	12		
80E7	19		
80E8	04		
80E9	21		
80EA	06		
80EB	29		
80EC	05		
80ED	31		
80EE	05		
80EF	39		
80F0	05		
80F1	AF	=1 740	DB 0AFH,03AH,32,14, 1, 4, 9, 4, 8, 1,16, 4,24, 4,32, 4,40, 4,48, 4

LOC	OBJ	LINE	SOURCE
80F2	3A		
80F3	20		
80F4	0E		
80F5	01		
80F6	04		
80F7	09		
80F8	04		
80F9	08		
80FA	01		
80FB	10		
80FC	04		
80FD	18		
80FE	04		
80FF	20		
8100	04		
8101	28		
8102	04		
8103	30		
8104	04		
8105	38	=1 741	DB 56, 3
8106	03		
8107	CF	=1 742	DB 0CFH,03AH, 3,22, 0, 3
8108	3A		
8109	03		
810A	16		
810B	00		
810C	03		
810D	CE	=1 743	DB 0CEH,03AH,21, 6,-1,21
810E	3A		
810F	15		
8110	06		
8111	FF		
8112	15		
8113	EE	=1 744	DB 0EEH,03AH,19, 6, 6, 3,14, 2,22, 3,30, 2,38, 3,46, 2,54, 2,61, 2
8114	3A		
8115	13		
8116	06		
8117	06		
8118	03		
8119	0E		
811A	02		
811B	16		
811C	03		
811D	1E		
811E	02		
811F	26		
8120	03		
8121	2E		
8122	02		
8123	36		
8124	02		
8125	3D		
8126	02		
8127	0E	=1 745	DB 00EH,03BH,15,20, 5, 2,13, 2,21, 2,29, 2,37, 2,45, 2,52, 1,60, 2
8128	38		



LOC	OBJ	LINE	SOURCE
8129	0F		
812A	14		
812B	05		
812C	02		
812D	0D		
812E	02		
812F	15		
8130	02		
8131	1D		
8132	02		
8133	25		
8134	02		
8135	2D		
8136	02		
8137	34		
8138	01		
8139	3C		
813A	02		
813B	2E	=1 746	DB 02EH,03BH,12,20, 4, 2,12, 1,20, 2,28, 2,36, 1,44, 1,43, 1,51, 1
813C	3B		
813D	0C		
813E	14		
813F	04		
8140	02		
8141	0C		
8142	01		
8143	14		
8144	02		
8145	1C		
8146	02		
8147	24		
8148	01		
8149	2C		
814A	01		
814B	2B		
814C	01		
814D	33		
814E	01		
814F	3B	=1 747	DB 59, 1
8150	01		
8151	4E	=1 748	DB 04EH,03BH,11,22, 3, 2,11, 1,19, 1,27, 2,34, 1,42, 1,50, 1,58, 2
8152	3B		
8153	0B		
8154	16		
8155	03		
8156	02		
8157	0B		
8158	01		
8159	13		
815A	01		
815B	1B		
815C	02		
815D	22		
815E	01		
815F	2A		

LOC	OBJ	LINE	SOURCE
8160	01		
8161	32		
8162	01		
8163	3A		
8164	02		
8165	6E	=1 749	DB 06EH,03BH, 8,20, 2, 1,10, 1,18, 1,26, 1,33, 1,41, 1,49, 1,57, 1
8166	3B		
8167	08		
8168	14		
8169	02		
816A	01		
816B	0A		
816C	01		
816D	12		
816E	01		
816F	1A		
8170	01		
8171	21		
8172	01		
8173	29		
8174	01		
8175	31		
8176	01		
8177	39		
8178	01		
8179	8E	=1 750	DB 08EH,03BH, 8,20, 1, 1, 9, 1,17, 1,24, 1,32, 1,40, 1,48, 1,56, 1
817A	3B		
817B	08		
817C	14		
817D	01		
817E	01		
817F	09		
8180	01		
8181	11		
8182	01		
8183	18		
8184	01		
8185	20		
8186	01		
8187	28		
8188	01		
8189	30		
818A	01		
818B	38		
818C	01		
		=1 751	
		=1 752	
		=1 753	; STAR PATH # 21
		=1 754	
818D		=1 755	STAR_PATH21 LABEL BYTE
		=1 756	
		=1 757	
818D	6A		DB 06AH,039H,32,20,62, 3,61, 5,60, 2,52, 3,51, 5,50, 1,42, 4,41, 4
818E	39		
818F	20		
8190	14		

LOC	OBJ	LINE	SOURCE
8191	3E		
8192	03		
8193	3D		
8194	05		
8195	3C		
8196	02		
8197	34		
8198	03		
8199	33		
819A	05		
819B	32		
819C	01		
819D	2A		
819E	04		
819F	29		
81A0	04		
81A1	21	=1 758	DB 33, 1,32, 4
81A2	01		
81A3	20		
81A4	04		
81A5	69	=1 759	DB 069H,039H,28,24,-1, 5,30, 4,21, 3,20, 4,11, 4,10, 2, 2, 1, 1, 4
81A6	39		
81A7	1C		
81A8	18		
81A9	FF		
81AA	05		
81AB	1E		
81AC	04		
81AD	15		
81AE	03		
81AF	14		
81B0	04		
81B1	0B		
81B2	04		
81B3	0A		
81B4	02		
81B5	02		
81B6	01		
81B7	01		
81B8	04		
81B9	00	=1 760	DB 0, 1
81BA	01		
81BB	49	=1 761	DB 049H,039H, 2,22,56, 2
81BC	39		
81BD	02		
81BE	16		
81BF	38		
81C0	02		
81C1	48	=1 762	DB 048H,039H,22, 6,-1, 3,54, 3,53, 3,44, 3,43, 1,35, 1,34, 3,33, 1
81C2	39		
81C3	16		
81C4	06		
81C5	FF		
81C6	03		
81C7	36		

LOC	OBJ	LINE	SOURCE
81C8	03		
81C9	35		
81CA	03		
81CB	2C		
81CC	03		
81CD	28		
81CE	01		
81CF	23		
81D0	01		
81D1	22		
81D2	03		
81D3	21		
81D4	01		
81D5	19	=1 763	DB 25, 2,24, 2
81D6	02		
81D7	18		
81D8	02		
81D9	47	=1 764	DB 047H,039H,12,24,-1, 2,22, 2,14, 1,13, 2,12, 1, 4, 1, 3, 2, 2, 1
81DA	39		
81DB	0C		
81DC	18		
81DD	FF		
81DE	02		
81DF	16		
81E0	02		
81E1	0E		
81E2	01		
81E3	0D		
81E4	02		
81E5	0C		
81E6	01		
81E7	04		
81E8	01		
81E9	03		
81EA	02		
81EB	02		
81EC	01		
81ED	27	=1 765	DB 027H,039H, 5,20,58, 1,57, 2,48, 2
81EE	39		
81EF	05		
81F0	14		
81F1	3A		
81F2	01		
81F3	39		
81F4	02		
81F5	30		
81F6	02		
81F7	26	=1 766	DB 026H,039H,14,10,-1, 2,46, 2,45, 1,37, 1,36, 2,27, 1,26, 2,17, 2
81F8	39		
81F9	0E		
81FA	0A		
81FB	FF		
81FC	02		
81FD	2E		
81FE	02		

LOC	OBJ	LINE	SOURCE
81FF	2D		
8200	01		
8201	25		
8202	01		
8203	24		
8204	02		
8205	1B		
8206	01		
8207	1A		
8208	02		
8209	11		
820A	02		
820B	10	=1 767	DB 16, 1
820C	01		
820D	25	=1 768	DB 025H,039H, 5,22,-1, 2, 6, 1, 5, 2
820E	39		
820F	05		
8210	16		
8211	FF		
8212	02		
8213	06		
8214	01		
8215	05		
8216	02		
8217	05	=1 769	DB 005H,039H, 6,10,60, 1,59, 1,50, 2,49, 1,40, 1
8218	39		
8219	06		
821A	0A		
821B	3C		
821C	01		
821D	3B		
821E	01		
821F	32		
8220	02		
8221	31		
8222	01		
8223	2B		
8224	01		
8225	04	=1 770	DB 004H,039H,10,14,-1, 2,38, 1,29, 1,28, 1,19, 2,10, 1, 9, 1, 0, 1
8226	39		
8227	0A		
8228	0E		
8229	FF		
822A	02		
822B	26		
822C	01		
822D	1D		
822E	01		
822F	1C		
8230	01		
8231	13		
8232	02		
8233	0A		
8234	01		
8235	09		

LOC	OBJ	LINE	SOURCE
8236	01		
8237	00		
8238	01		
8239	03	=1 771	DB 003H,039H, 1,20,-1, 1
823A	39		
823B	01		
823C	14		
823D	FF		
823E	01		
823F	E3	=1 772	DB 0E3H,038H, 7, 6,62, 1,61, 1,52, 1,43, 1,42, 1,33, 1,32, 1
8240	38		
8241	07		
8242	06		
8243	3E		
8244	01		
8245	3D		
8246	01		
8247	34		
8248	01		
8249	2B		
824A	01		
824B	2A		
824C	01		
824D	21		
824E	01		
824F	20		
8250	01		
8251	E2	=1 773	DB 0E2H,038H, 6,18,-1, 1,22, 1,21, 1,11, 1, 2, 1, 1, 1
8252	38		
8253	06		
8254	12		
8255	FF		
8256	01		
8257	16		
8258	01		
8259	15		
825A	01		
825B	0B		
825C	01		
825D	02		
825E	01		
825F	01		
8260	01		
		=1 774	
		=1 775	
		=1 776	; STAR PATH # 22
		=1 777	
8261		=1 778	STAR_PATH22 LABEL BYTE
		=1 779	
8261	74	=1 780	DB 074H,039H,10,16,30, 1,22, 3,-1, 6
8262	39		
8263	0A		
8264	10		
8265	1E		
8266	01		

LOC	OBJ	LINE	SOURCE
8267	16		
8268	03		
8269	FF		
826A	06		
826B	75	=1 781	DB 075H,039H,14,10, 8, 6, 9, 1, 1, 5, 2, 2
826C	39		
826D	0E		
826E	0A		
826F	08		
8270	06		
8271	09		
8272	01		
8273	01		
8274	05		
8275	02		
8276	02		
8277	55	=1 782	DB 055H,039H,26,12,58, 3,59, 4,51, 1,52, 5,53, 1,45, 4,46, 2,38, 2
8278	39		
8279	1A		
827A	0C		
827B	3A		
827C	03		
827D	3B		
827E	04		
827F	33		
8280	01		
8281	34		
8282	05		
8283	35		
8284	01		
8285	2D		
8286	04		
8287	2E		
8288	02		
8289	26		
828A	02		
828B	FF	=1 783	DB -1, 4
828C	04		
828D	56	=1 784	DB 056H,039H,19,22,24, 4,25, 1,17, 3,18, 2,10, 2,11, 3, 3, 1, 4, 3
828E	39		
828F	13		
8290	16		
8291	18		
8292	04		
8293	19		
8294	01		
8295	11		
8296	03		
8297	12		
8298	02		
8299	0A		
829A	02		
829B	0B		
829C	03		
829D	03		

LOC	OBJ	LINE	SOURCE
829E	01		
829F	04		
82A0	03		
82A1	36	=1 785	DB 036H,039H,10,20,61, 4,62, 1,54, 2,-1, 3
82A2	39		
82A3	0A		
82A4	14		
82A5	3D		
82A6	04		
82A7	3E		
82A8	01		
82A9	36		
82AA	02		
82AB	FF		
82AC	03		
82AD	37	=1 786	DB 037H,039H,21,12,40, 3,33, 3,34, 1,26, 2,27, 2,20, 3,13, 3, 6, 2
82AE	39		
82AF	15		
82B0	0C		
82B1	28		
82B2	03		
82B3	21		
82B4	03		
82B5	22		
82B6	01		
82B7	1A		
82B8	02		
82B9	1B		
82BA	02		
82BB	14		
82BC	03		
82BD	0D		
82BE	03		
82BF	06		
82C0	02		
82C1	FF	=1 787	DB -1, 2
82C2	02		
82C3	18	=1 788	DB 018H,039H,17,22,56, 3,49, 2,50, 1,42, 1,43, 2,36, 2,29, 2,30, 1
82C4	39		
82C5	11		
82C6	16		
82C7	38		
82C8	03		
82C9	31		
82CA	02		
82CB	32		
82CC	01		
82CD	2A		
82CE	01		
82CF	2B		
82D0	02		
82D1	24		
82D2	02		
82D3	1D		
82D4	02		



LOC	OBJ	LINE	SOURCE
82D5	1E		
82D6	01		
82D7	16	=1 789	DB 22, 1,-1, 2
82D8	01		
82D9	FF		
82DA	02		
82DB	19	=1 790	DB 019H,039H, 4,24, 8, 2, 1, 2
82DC	39		
82DD	04		
82DE	18		
82DF	08		
82E0	02		
82E1	01		
82E2	02		
82E3	F9	=1 791	DB 0F9H,038H, 9, 8,58, 1,59, 1,51, 1,52, 2,45, 1,46, 1,38, 1,-1, 1
82E4	38		
82E5	09		
82E6	08		
82E7	3A		
82E8	01		
82E9	3B		
82EA	01		
82EB	33		
82EC	01		
82ED	34		
82EE	02		
82EF	2D		
82F0	01		
82F1	2E		
82F2	01		
82F3	26		
82F4	01		
82F5	FF		
82F6	01		
82F7	FA	=1 792	DB 0FAH,038H, 7,20,24, 2,17, 1,18, 1,10, 1,11, 1, 4, 1
82F8	3B		
82F9	07		
82FA	14		
82FB	18		
82FC	02		
82FD	11		
82FE	01		
82FF	12		
8300	01		
8301	0A		
8302	01		
8303	0B		
8304	01		
8305	04		
8306	01		
8307	DA	=1 793	DB 0DAH,038H, 4,16,61, 2,54, 1,-1, 1
8308	3B		
8309	04		
830A	10		
830B	3D		

LOC	OBJ	LINE	SOURCE
830C	02		
830D	36		
830E	01		
830F	FF		
8310	01		
8311	DB	=1 794	DB 0DBH,03BH, 9,10,40, 1,32, 1,33, 1,26, 1,27, 1,20, 1,13, 1,14, 1
8312	38		
8313	09		
8314	0A		
8315	28		
8316	01		
8317	20		
8318	01		
8319	21		
831A	01		
831B	1A		
831C	01		
831D	1B		
831E	01		
831F	14		
8320	01		
8321	0D		
8322	01		
8323	0E		
8324	01	=1 795	DB -1, 1
8325	FF		
8326	01		
8327	BC	=1 796	DB 0BCH,03BH, 8,22,56, 1,49, 1,50, 1,43, 1,36, 1,29, 1,22, 1,-1, 1
8328	38		
8329	08		
832A	16		
832B	38		
832C	01		
832D	31		
832E	01		
832F	32		
8330	01		
8331	2B		
8332	01		
8333	24		
8334	01		
8335	1D		
8336	01		
8337	16		
8338	01		
8339	FF		
833A	01		
833B	BD	=1 797	DB 0BDH,03BH, 2,20, 8, 1, 1, 1
833C	38		
833D	02		
833E	14		
833F	08		
8340	01		
8341	01		
8342	01		

LOC	OBJ	LINE	SOURCE
8343	9D	=1 798	DB 09DH,038H, 5, 8,58, 1,51, 1,45, 1,38, 1,-1, 1
8344	38		
8345	05		
8346	08		
8347	3A		
8348	01		
8349	33		
834A	01		
834B	2D		
834C	01		
834D	26		
834E	01		
834F	FF		
8350	01	=1 799	
		=1 800	
		=1 801	; STAR PATH # 23
		=1 802	
8351		=1 803	STAR_PATH23 LABEL BYTE
		=1 804	
8351	81	=1 805	DB 0B1H,03AH,47,14, 5, 3,13, 5,21, 4,29, 5,37, 1,38, 3,46, 5,54, 4
8352	3A		
8353	2F		
8354	0E		
8355	05		
8356	03		
8357	0D		
8358	05		
8359	15		
835A	04		
835B	1D		
835C	05		
835D	25		
835E	01		
835F	26		
8360	03		
8361	2E		
8362	05		
8363	36		
8364	04		
8365	3E	=1 806	DB 62, 3,-1,14
8366	03		
8367	FF		
8368	0E		
8369	D2	=1 807	DB 0D2H,03AH,14,24,24, 1,32, 3,40, 4,48, 3,56, 1,57, 2
836A	3A		
836B	0E		
836C	1B		
836D	18		
836E	01		
836F	20		
8370	03		
8371	28		
8372	04		
8373	30		

LOC	OBJ	LINE	SOURCE
8374	03		
8375	38		
8376	01		
8377	39		
8378	02		
8379	F2	=1 808	DB 0F2H,03AH,21,16, 1, 3, 9, 2,17, 3,25, 1,26, 2,34, 2,42, 3,50, 2
837A	3A		
837B	15		
837C	10		
837D	01		
837E	03		
837F	09		
8380	02		
8381	11		
8382	03		
8383	19		
8384	01		
8385	1A		
8386	02		
8387	22		
8388	02		
8389	2A		
838A	03		
838B	32		
838C	02		
838D	3B	=1 809	DB 59, 3
838E	03		
838F	12	=1 810	DB 012H,03BH,17,22, 3, 2,11, 2,19, 2,20, 1,28, 2,36, 2,44, 2,53, 2
8390	3B		
8391	11		
8392	16		
8393	03		
8394	02		
8395	0B		
8396	02		
8397	13		
8398	02		
8399	14		
839A	01		
839B	1C		
839C	02		
839D	24		
839E	02		
839F	2C		
83A0	02		
83A1	35		
83A2	02		
83A3	3D	=1 811	DB 61, 2
83A4	02		
83A5	32	=1 812	DB 032H,03BH,16,22, 5, 2,13, 1,21, 1,22, 1,30, 2,38, 2,46, 1,-1, 6
83A6	3B		
83A7	10		
83A8	16		
83A9	05		
83AA	02		

LOC	OBJ	LINE	SOURCE
83A8	0D		
83AC	01		
83AD	15		
83AE	01		
83AF	16		
83B0	01		
83B1	1E		
83B2	02		
83B3	26		
83B4	02		
83B5	2E		
83B6	01		
83B7	FF		
83B8	06		
83B9	53	=1 813	DB 053H,03BH, 9,20, 8, 1,16, 1,24, 1,32, 2,41, 1,49, 2,57, 1
83BA	3B		
83BB	09		
83BC	14		
83BD	08		
83BE	01		
83BF	10		
83C0	01		
83C1	18		
83C2	01		
83C3	20		
83C4	02		
83C5	29		
83C6	01		
83C7	31		
83C8	02		
83C9	39		
83CA	01		
83CB	73	=1 814	DB 073H,03BH,10,18, 1, 1,10, 2,18, 1,26, 1,34, 1,43, 1,51, 2,59, 1
83CC	38		
83CD	0A		
83CE	12		
83CF	01		
83D0	01		
83D1	0A		
83D2	02		
83D3	12		
83D4	01		
83D5	1A		
83D6	01		
83D7	22		
83D8	01		
83D9	2B		
83DA	01		
83DB	33		
83DC	02		
83DD	3B		
83DE	01		
83DF	93	=1 815	DB 093H,03BH, 8,20, 4, 1,12, 1,20, 1,28, 1,37, 1,45, 1,53, 1,61, 1
83E0	3B		
83E1	08		

LOC	OBJ	LINE	SOURCE
83E2	14		
83E3	04		
83E4	01		
83E5	0C		
83E6	01		
83E7	14		
83E8	01		
83E9	1C		
83EA	01		
83EB	25		
83EC	01		
83ED	2D		
83EE	01		
83EF	35		
83F0	01		
83F1	3D		
83F2	01		
		=1 816	
		=1 817	
		=1 818	; STAR PATH # 24
		=1 819	
83F3		=1 820	STAR_PATH24 LABEL BYTE
		=1 821	
83F3	C9	=1 822	DB 0C9H,039H,18,20, 4, 1, 3, 4, 2, 5, 1, 4, 0, 4
83F4	39		
83F5	12		
83F6	14		
83F7	04		
83F8	01		
83F9	03		
83FA	04		
83FB	02		
83FC	05		
83FD	01		
83FE	04		
83FF	00		
8400	04		
8401	C8	=1 823	DB 0C8H,039H, 4,14,-1, 4
8402	39		
8403	04		
8404	0E		
8405	FF		
8406	04		
8407	AB	=1 824	DB 0ABH,039H,25, 6,62, 4,61, 4,60, 4,59, 3,58, 4,57, 3,56, 3
8408	39		
8409	19		
840A	06		
840B	3E		
840C	04		
840D	3D		
840E	04		
840F	3C		
8410	04		
8411	3B		
8412	03		

LOC	OBJ	LINE	SOURCE
8413	3A		
8414	04		
8415	39		
8416	03		
8417	38		
8418	03		
8419	A7	=1 825	DB 0A7H,039H,23,18,-1, 4,54, 3,53, 3,52, 2,51, 3,50, 3,49, 2,48, 1
841A	39		
841B	17		
841C	12		
841D	FF		
841E	04		
841F	36		
8420	03		
8421	35		
8422	03		
8423	34		
8424	02		
8425	33		
8426	03		
8427	32		
8428	03		
8429	31		
842A	02		
842B	30		
842C	01		
842D	28	=1 826	DB 40, 2
842E	02		
842F	A6	=1 827	DB 0A6H,039H,18,22,-1, 2,46, 3,45, 2,44, 2,43, 3,42, 2,33, 2,32, 2
8430	39		
8431	12		
8432	16		
8433	FF		
8434	02		
8435	2E		
8436	03		
8437	2D		
8438	02		
8439	2C		
843A	02		
843B	2B		
843C	03		
843D	2A		
843E	02		
843F	21		
8440	02		
8441	20		
8442	02		
8443	A5	=1 828	DB 0A5H,039H,15,20,-1, 2,38, 2,37, 2,36, 2,35, 2,26, 1,25, 2,24, 2
8444	39		
8445	0F		
8446	14		
8447	FF		
8448	02		
8449	26		

LOC	OBJ	LINE	SOURCE
844A	02		
844B	25		
844C	02		
844D	24		
844E	02		
844F	23		
8450	02		
8451	1A		
8452	01		
8453	19		
8454	02		
8455	18		
8456	02		
8457	A4	=1 829	DB 0A4H,039H,12,20,-1, 1,30, 2,29, 2,28, 1,27, 1,19, 1,18, 1,17, 2
8458	39		
8459	0C		
845A	14		
845B	FF		
845C	01		
845D	1E		
845E	02		
845F	1D		
8460	02		
8461	1C		
8462	01		
8463	1B		
8464	01		
8465	13		
8466	01		
8467	12		
8468	01		
8469	11		
846A	02		
846B	10	=1 830	DB 16, 1
846C	01		
846D	A3	=1 831	DB 0A3H,039H,11,22,-1, 2,22, 1,21, 1,20, 1,12, 1,11, 1,10, 1, 9, 1
846E	39		
846F	0B		
8470	16		
8471	FF		
8472	02		
8473	16		
8474	01		
8475	15		
8476	01		
8477	14		
8478	01		
8479	0C		
847A	01		
847B	0B		
847C	01		
847D	0A		
847E	01		
847F	09		
8480	01		



LOC	OBJ	LINE	SOURCE
8481	08	=1 832	DB 8, 2
8482	02		
8483	A2	=1 833	DB 0A2H,039H, 8,22,-1, 1,14, 1,13, 1, 4, 1, 3, 1, 2, 1, 1, 1, 0, 1
8484	39		
8485	08		
8486	16		
8487	FF		
8488	01		
8489	0E		
848A	01		
848B	0D		
848C	01		
848D	04		
848E	01		
848F	03		
8490	01		
8491	02		
8492	01		
8493	01		
8494	01		
8495	00		
8496	01	=1 834	
		=1 835	
		=1 836	; STAR PATH # 25
		=1 837	
8497		=1 838	STAR_PATH25 LABEL BYTE
		=1 839	
8497	13	=1 840	DB 013H,039H,33,20,59, 2,60, 3,52, 5,44, 1,45, 3,37, 5,30, 4,22, 3
8498	39		
8499	21		
849A	14		
849B	3B		
849C	02		
849D	3C		
849E	03		
849F	34		
84A0	05		
84A1	2C		
84A2	01		
84A3	2D		
84A4	03		
84A5	25		
84A6	05		
84A7	1E		
84A8	04		
84A9	16		
84AA	03		
84AB	FF	=1 841	DB -1, 7
84AC	07		
84AD	14	=1 842	DB 014H,039H, 2,22, 0, 2
84AE	39		
84AF	02		
84B0	16		
84B1	00		

LOC	OBJ	LINE	SOURCE
84B2	02		
84B3	F4	=1 843	DB 0F4H,038H,26, 6,56, 4,49, 3,41, 3,42, 1,34, 3,26, 2,27, 1,19, 4
84B4	38		
84B5	1A		
84B6	06		
84B7	38		
84B8	04		
84B9	31		
84BA	03		
84BB	29		
84BC	03		
84BD	2A		
84BE	01		
84BF	22		
84C0	03		
84C1	1A		
84C2	02		
84C3	1B		
84C4	01		
84C5	13		
84C6	04		
84C7	08	=1 844	DB 11, 1,12, 2, 4, 2
84C8	01		
84C9	0C		
84CA	02		
84CB	04		
84CC	02		
84CD	D4	=1 845	DB 0D4H,038H,15,26,60, 1,61, 2,53, 3,46, 3,38, 1,-1, 5
84CE	38		
84CF	0F		
84D0	1A		
84D1	3C		
84D2	01		
84D3	3D		
84D4	02		
84D5	35		
84D6	03		
84D7	2E		
84D8	03		
84D9	26		
84DA	01		
84DB	FF		
84DC	05		
84DD	D5	=1 846	DB 0D5H,038H, 6,16,16, 1, 8, 3, 1, 2
84DE	38		
84DF	06		
84E0	10		
84E1	10		
84E2	01		
84E3	08		
84E4	03		
84E5	01		
84E6	02		
84E7	R5	=1 847	DB 0B5H,038H,16,10,57, 2,50, 2,42, 2,43, 1,35, 2,28, 2,20, 2,13, 2
84E8	38		

LOC	OBJ	LINE	SOURCE
84E9	10		
84EA	0A		
84EB	39		
84EC	02		
84ED	32		
84EE	02		
84EF	2A		
84F0	02		
84F1	2B		
84F2	01		
84F3	23		
84F4	02		
84F5	1C		
84F6	02		
84F7	14		
84F8	02		
84F9	0D		
84FA	02		
84FB	05	=1 848	DB 5, 1
84FC	01		
84FD	95	=1 849	DB 095H,038H, 6,22,62, 2,54, 1,-1, 3
84FE	38		
84FF	06		
8500	16		
8501	3E		
8502	02		
8503	36		
8504	01		
8505	FF		
8506	03		
8507	96	=1 850	DB 096H,038H, 8,10,32, 2,24, 1,17, 2, 9, 1, 2, 2
8508	38		
8509	08		
850A	0A		
850B	20		
850C	02		
850D	18		
850E	01		
850F	11		
8510	02		
8511	09		
8512	01		
8513	02		
8514	02		
8515	76	=1 851	DB 076H,038H,12,14,59, 1,51, 2,44, 1,36, 2,29, 1,21, 1,22, 1,14, 1
8516	38		
8517	0C		
8518	0E		
8519	3B		
851A	01		
851B	33		
851C	02		
851D	2C		
851E	01		
851F	24		

LOC	OBJ	LINE	SOURCE
8520	02		
8521	10		
8522	01		
8523	15		
8524	01		
8525	16		
8526	01		
8527	0E		
8528	01		
8529	FF	=1 852	DB -1, 2
852A	02		
852B	57	=1 853	DB 057H,038H, 9,22,48, 2,40, 1,33, 1,25, 1,18, 1,10, 1,11, 1, 3, 1
852C	38		
852D	09		
852E	16		
852F	30		
8530	02		
8531	28		
8532	01		
8533	21		
8534	01		
8535	19		
8536	01		
8537	12		
8538	01		
8539	0A		
853A	01		
853B	0B		
853C	01		
853D	03		
853E	01		
853F	37	=1 854	DB 037H,038H, 7,20,60, 1,53, 1,45, 1,38, 1,30, 1,-1, 2
8540	38		
8541	07		
8542	14		
8543	3C		
8544	01		
8545	35		
8546	01		
8547	2D		
8548	01		
8549	26		
854A	01		
854B	1E		
854C	01		
854D	FF		
854E	02		
854F	38	=1 855	DB 038H,038H, 1,16, 0, 1
8550	38		
8551	01		
8552	10		
8553	00		
8554	01		
8555	18	=1 856	DB 018H,038H, 7, 6,57, 1,49, 1,42, 1,27, 1,19, 1,12, 1, 5, 1
8556	38		

LOC	OBJ	LINE	SOURCE
8557	07		
8558	06		
8559	39		
855A	01		
855B	31		
855C	01		
855D	2A		
855E	01		
855F	1B		
8560	01		
8561	13		
8562	01		
8563	0C		
8564	01		
8565	05		
8566	01		
		=1 857	
		=1 858	
		=1 859	; STAR PATH # 26
		=1 860	
8567		=1 861	STAR_PATH26 LABEL BYTE
		=1 862	
8567	94	=1 863	DB 094H,03AH,14,18,42, 4,50, 2,51, 3,59, 4,60, 1
8568	3A		
8569	0E		
856A	12		
856B	2A		
856C	04		
856D	32		
856E	02		
856F	33		
8570	03		
8571	3B		
8572	04		
8573	3C		
8574	01		
8575	B4	=1 864	DB 0B4H,03AH,23,14, 4, 5,13, 4,21, 2,22, 3,30, 3,-1, 6
8576	3A		
8577	17		
8578	0E		
8579	04		
857A	05		
857B	0D		
857C	04		
857D	15		
857E	02		
857F	16		
8580	03		
8581	1E		
8582	03		
8583	FF		
8584	06		
8585	B5	=1 865	DB 0B5H,03AH,11,16,40, 3,48, 2,49, 2,57, 3,58, 1
8586	3A		
8587	0B		

LOC	OBJ	LINE	SOURCE
8588	10		
8589	28		
858A	03		
858B	30		
858C	02		
858D	31		
858E	02		
858F	39		
8590	03		
8591	3A		
8592	01		
8593	D5	=1 866	DB 005H,03AH,24,14, 2, 3,11, 4,19, 1,20, 2,28, 2,29, 1,37, 3,46, 3
8594	3A		
8595	18		
8596	0E		
8597	02		
8598	03		
8599	08		
859A	04		
859B	13		
859C	01		
859D	14		
859E	02		
859F	1C		
85A0	02		
85A1	1D		
85A2	01		
85A3	25		
85A4	03		
85A5	2E		
85A6	03		
85A7	36	=1 867	DB 54, 1,-1, 4
85A8	01		
85A9	FF		
85AA	04		
85AB	D6	=1 868	DB 0D6H,03AH, 1,24,56, 1
85AC	3A		
85AD	01		
85AE	18		
85AF	38		
85B0	01		
85B1	F6	=1 869	DB 0F6H,03AH,20, 6, 0, 3, 9, 2,17, 1,18, 2,26, 2,27, 1,35, 2,44, 2
85B2	3A		
85B3	14		
85B4	06		
85B5	00		
85B6	03		
85B7	09		
85B8	02		
85B9	11		
85BA	01		
85BB	12		
85BC	02		
85BD	1A		
85BE	02		

LOC	OBJ	LINE	SOURCE
85BF	1B		
85C0	01		
85C1	23		
85C2	02		
85C3	2C		
85C4	02		
85C5	34	=1 870	DB 52, 1,53, 2,61, 1,62, 1
85C6	01		
85C7	35		
85C8	02		
85C9	3D		
85CA	01		
85CB	3E		
85CC	01		
85CD	16	=1 871	DB 016H,03BH, 5,28, 6, 2,-1, 3
85CE	38		
85CF	05		
85D0	1C		
85D1	06		
85D2	02		
85D3	FF		
85D4	03		
85D5	17	=1 872	DB 017H,03BH,11, 8,16, 1,24, 1,25, 1,33, 2,42, 2,51, 2,59, 1,60, 1
85D6	38		
85D7	0B		
85D8	0B		
85D9	10		
85DA	01		
85DB	18		
85DC	01		
85DD	19		
85DE	01		
85DF	21		
85E0	02		
85E1	2A		
85E2	02		
85E3	33		
85E4	02		
85E5	38		
85E6	01		
85E7	3C		
85E8	01		
85E9	37	=1 873	DB 037H,03BH, 8,20, 4, 1,13, 2,22, 2,30, 1,-1, 2
85EA	38		
85EB	0B		
85EC	14		
85ED	04		
85EE	01		
85EF	0D		
85F0	02		
85F1	16		
85F2	02		
85F3	1E		
85F4	01		
85F5	FF		

LOC	OBJ	LINE	SOURCE
85F6	02		
85F7	38	=1 874	DB 038H,03BH, 4,14,40, 1,48, 1,49, 1,57, 1
85F8	38		
85F9	04		
85FA	0E		
85FB	28		
85FC	01		
85FD	30		
85FE	01		
85FF	31		
8600	01		
8601	39		
8602	01		
8603	58	=1 875	DB 058H,03BH,11,12, 2, 2,11, 1,19, 1,20, 1,29, 1,37, 1,46, 2,-1, 2
8604	38		
8605	08		
8606	0C		
8607	02		
8608	02		
8609	08		
860A	01		
860B	13		
860C	01		
860D	14		
860E	01		
860F	1D		
8610	01		
8611	25		
8612	01		
8613	2E		
8614	02		
8615	FF		
8616	02		
8617	79	=1 876	DB 079H,03BH, 9,20, 0, 1, 9, 2,18, 1,27, 1,35, 1,44, 1,53, 1,61, 1
8618	38		
8619	09		
861A	14		
861B	00		
861C	01		
861D	09		
861E	02		
861F	12		
8620	01		
8621	18		
8622	01		
8623	23		
8624	01		
8625	2C		
8626	01		
8627	35		
8628	01		
8629	3D		
862A	01		
862B	99	=1 877	DB 099H,03BH, 3,20, 6, 1,-1, 2
862C	3B		



LOC	OBJ	LINE	SOURCE
862D	03		
862E	14		
862F	06		
8630	01		
8631	FF		
8632	02		
8633	9A	=1 878	DB 09AH,03BH, 5, 8,24, 1,33, 1,42, 1,51, 1,59, 1
8634	3B		
8635	05		
8636	08		
8637	18		
8638	01		
8639	21		
863A	01		
863B	2A		
863C	01		
863D	33		
863E	01		
863F	3B		
8640	01		
8641	BA	=1 879	DB 0BAH,03BH, 4,14, 4, 1,13, 1,22, 1,-1, 1
8642	3B		
8643	04		
8644	0E		
8645	04		
8646	01		
8647	0D		
8648	01		
8649	16		
864A	01		
864B	FF		
864C	01		
864D	BB	=1 880	DB 0BBH,03BH, 3,12,40, 1,49, 1,58, 1
864E	3B		
864F	03		
8650	0C		
8651	28		
8652	01		
8653	31		
8654	01		
8655	3A		
8656	01		
		=1 881	
		=1 882	
		=1 883	; STAR PATH # 27
		=1 884	
8657		=1 885	STAR_PATH27 LABEL BYTE
		=1 886	
		=1 887	DB 00BH,03AH,12,10,62, 5,61, 4,60, 3
8657	08		
8658	3A		
8659	0C		
865A	0A		
865B	3E		
865C	05		
865D	3D		

LOC	OBJ	LINE	SOURCE
865E	04		
865F	3C		
8660	03		
8661	28	=1 888	DB 028H,03AH,16,10, 4, 1, 3, 4, 2, 3, 1, 4, 0, 2, 8, 2
8662	3A		
8663	10		
8664	0A		
8665	04		
8666	01		
8667	03		
8668	04		
8669	02		
866A	03		
866B	01		
866C	04		
866D	00		
866E	02		
866F	08		
8670	02		
8671	27	=1 889	DB 027H,03AH,24,16,-1, 3,14, 3,13, 4,20, 3,19, 3,18, 3,17, 2,25, 1
8672	3A		
8673	18		
8674	10		
8675	FF		
8676	03		
8677	0E		
8678	03		
8679	0D		
867A	04		
867B	14		
867C	03		
867D	13		
867E	03		
867F	12		
8680	03		
8681	11		
8682	02		
8683	19		
8684	01		
8685	18	=1 890	DB 24, 2
8686	02		
8687	26	=1 891	DB 026H,03AH,20,22,-1, 3,30, 3,29, 1,37, 1,36, 3,35, 2,34, 3,33, 1
8688	3A		
8689	14		
868A	16		
868B	FF		
868C	03		
868D	1E		
868E	03		
868F	1D		
8690	01		
8691	25		
8692	01		
8693	24		
8694	03		

LOC	OBJ	LINE	SOURCE
8695	23		
8696	02		
8697	22		
8698	03		
8699	21		
869A	01		
869B	29	=1 892	DB 41, 1,40, 2
869C	01		
869D	28		
869E	02		
869F	25	=1 893	DB 025H,03AH,16,24,-1, 2,46, 3,53, 2,52, 2,51, 2,50, 1,58, 1,57, 2
86A0	3A		
86A1	10		
86A2	18		
86A3	FF		
86A4	02		
86A5	2E		
86A6	03		
86A7	35		
86A8	02		
86A9	34		
86AA	02		
86AB	33		
86AC	02		
86AD	32		
86AE	01		
86AF	3A		
86B0	01		
86B1	39		
86B2	02		
86B3	38	=1 894	DB 56, 1
86B4	01		
86B5	24	=1 895	DB 024H,03AH, 3,22,-1, 2,62, 1
86B6	3A		
86B7	03		
86B8	16		
86B9	FF		
86BA	02		
86BB	3E		
86BC	01		
86BD	44	=1 896	DB 044H,03AH,11, 8, 6, 1, 5, 2, 4, 1, 3, 2, 2, 1,10, 1, 9, 1, 8, 2
86BE	3A		
86BF	0B		
86C0	08		
86C1	06		
86C2	01		
86C3	05		
86C4	02		
86C5	04		
86C6	01		
86C7	03		
86C8	02		
86C9	02		
86CA	01		
86CB	0A		

LOC	OBJ	LINE	SOURCE
86CC	01		
86CD	09		
86CE	01		
86CF	08		
86D0	02		
86D1	43	=1 897	DB 043H,03AH,11,20,-1, 1,14, 1,22, 1,21, 1,20, 2,19, 1,26, 2,25, 1
86D2	3A		
86D3	0B		
86D4	14		
86D5	FF		
86D6	01		
86D7	0E		
86D8	01		
86D9	16		
86DA	01		
86DB	15		
86DC	01		
86DD	14		
86DE	02		
86DF	13		
86E0	01		
86E1	1A		
86E2	02		
86E3	19		
86E4	01		
86E5	18	=1 898	DB 24, 1
86E6	01		
86E7	42	=1 899	DB 042H,03AH,10,22,-1, 2,38, 1,37, 1,36, 1,35, 1,43, 1,42, 1,41, 1
86E8	3A		
86E9	0A		
86EA	16		
86EB	FF		
86EC	02		
86ED	26		
86EE	01		
86EF	25		
86F0	01		
86F1	24		
86F2	01		
86F3	23		
86F4	01		
86F5	2B		
86F6	01		
86F7	2A		
86F8	01		
86F9	29		
86FA	01		
86FB	2B	=1 900	DB 40, 1
86FC	01		
		=1 901	
		=1 902	
		=1 903	; STAR_PATH # 28
		=1 904	
86FD		=1 905	STAR_PATH28 LABEL BYTE
		=1 906	

LOC	OBJ	LINE	SOURCE
86FD	F1	=1 907	DB 0F1H,03BH,14,22,24, 2,16, 4, 8, 4, 0, 4
86FE	38		
86FF	0E		
8700	16		
8701	18		
8702	02		
8703	10		
8704	04		
8705	08		
8706	04		
8707	00		
8708	04		
8709	D1	=1 908	DB 0D1H,03BH,26,12,57, 3,49, 4,41, 3,33, 4,25, 3,17, 3, 9, 3, 2, 3
870A	38		
870B	1A		
870C	0C		
870D	39		
870E	03		
870F	31		
8710	04		
8711	29		
8712	03		
8713	21		
8714	04		
8715	19		
8716	03		
8717	11		
8718	03		
8719	09		
871A	03		
871B	02		
871C	03		
871D	B1	=1 909	DB 0B1H,03BH,21,20,58, 3,50, 3,42, 2,34, 3,26, 3,18, 2,10, 1,11, 2
871E	38		
871F	15		
8720	14		
8721	3A		
8722	03		
8723	32		
8724	03		
8725	2A		
8726	02		
8727	22		
8728	03		
8729	1A		
872A	03		
872B	12		
872C	02		
872D	0A		
872E	01		
872F	0B		
8730	02		
8731	03	=1 910	DB 3, 2
8732	02		
8733	91	=1 911	DB 091H,03BH,17,22,59, 2,51, 3,43, 2,35, 2,27, 2,19, 1,20, 1,12, 2

LOC	OBJ	LINE	SOURCE
8734	38		
8735	11		
8736	16		
8737	38		
8738	02		
8739	33		
873A	03		
873B	28		
873C	02		
873D	23		
873E	02		
873F	18		
8740	02		
8741	13		
8742	01		
8743	14		
8744	01		
8745	0C		
8746	02		
8747	04	=1 912	DB 4, 2
8748	02		
8749	71	=1 913	DB 071H,038H,15,22,60, 2,52, 2,44, 2,36, 2,28, 1,21, 2,13, 2, 5, 2
874A	38		
874B	0F		
874C	16		
874D	3C		
874E	02		
874F	34		
8750	02		
8751	2C		
8752	02		
8753	24		
8754	02		
8755	1C		
8756	01		
8757	15		
8758	02		
8759	0D		
875A	02		
875B	05		
875C	02		
875D	51	=1 914	DB 051H,038H,12,20,61, 1,53, 2,45, 1,37, 1,38, 1,30, 1,22, 2,14, 1
875E	38		
875F	0C		
8760	14		
8761	3D		
8762	01		
8763	35		
8764	02		
8765	2D		
8766	01		
8767	25		
8768	01		
8769	26		
876A	01		

LOC	OBJ	LINE	SOURCE
876B	1E		
876C	01		
876D	16		
876E	02		
876F	0E		
8770	01		
8771	06	=1 915	DB 6, 2
8772	02		
8773	31	=1 916	DB 031H,038H,12,22,62, 1,54, 1,46, 1,-1, 9
8774	38		
8775	0C		
8776	16		
8777	3E		
8778	01		
8779	36		
877A	01		
877B	2E		
877C	01		
877D	FF		
877E	09		
877F	12	=1 917	DB 012H,038H, 7,12,40, 2,32, 1,24, 1,16, 1, 8, 1, 0, 1
8780	38		
8781	07		
8782	0C		
8783	28		
8784	02		
8785	20		
8786	01		
8787	18		
8788	01		
8789	10		
878A	01		
878B	08		
878C	01		
878D	00		
878E	01		
		=1 918	
		=1 919	
		=1 920	; STAR PATH # 29
		=1 921	
878F		=1 922	STAR_PATH29 LABEL BYTE
		=1 923	
878F	77	=1 924	DB 077H,03AH,31,16, 0, 5, 9, 4,10, 3,18, 1,19, 4,20, 2,28, 1,29, 4
8790	3A		
8791	1F		
8792	10		
8793	00		
8794	05		
8795	09		
8796	04		
8797	0A		
8798	03		
8799	12		
879A	01		
879B	13		

LOC	OBJ	LINE	SOURCE
879C	04		
879D	14		
879E	02		
879F	1C		
87A0	01		
87A1	1D		
87A2	04		
87A3	1E	=1 925	DB 30, 1,38, 2,-1, 4
87A4	01		
87A5	26		
87A6	02		
87A7	FF		
87A8	04		
87A9	78	=1 926	DB 078H,03AH,16,26,40, 3,41, 3,50, 4,51, 1,59, 2,60, 2,61, 1
87AA	3A		
87AB	10		
87AC	1A		
87AD	28		
87AE	03		
87AF	29		
87B0	03		
87B1	32		
87B2	04		
87B3	33		
87B4	01		
87B5	3B		
87B6	02		
87B7	3C		
87B8	02		
87B9	3D		
87BA	01		
87BB	98	=1 927	DB 098H,03AH, 8,18, 5, 2, 6, 3,-1, 3
87BC	3A		
87BD	08		
87BE	12		
87BF	05		
87C0	02		
87C1	06		
87C2	03		
87C3	FF		
87C4	03		
87C5	99	=1 928	DB 099H,03AH,19,10, 8, 2,17, 3,18, 1,26, 1,27, 3,36, 2,37, 2,46, 3
87C6	3A		
87C7	13		
87C8	0A		
87C9	08		
87CA	02		
87CB	11		
87CC	03		
87CD	12		
87CE	01		
87CF	1A		
87D0	01		
87D1	1B		
87D2	03		



LOC	OBJ	LINE	SOURCE
87D3	24		
87D4	02		
87D5	25		
87D6	02		
87D7	2E		
87D8	03		
87D9	FF	=1 929	DB -1, 2
87DA	02		
87DB	9A	=1 930	DB 09AH,03AH, 6,22,48, 2,49, 1,57, 1,58, 2
87DC	3A		
87DD	06		
87DE	16		
87DF	30		
87E0	02		
87E1	31		
87E2	01		
87E3	39		
87E4	01		
87E5	3A		
87E6	02		
87E7	8A	=1 931	DB 0BAH,03AH, 9,12, 3, 2, 4, 2,13, 2,14, 1,22, 1,-1, 1
87E8	3A		
87E9	09		
87EA	0C		
87EB	03		
87EC	02		
87ED	04		
87EE	02		
87EF	0D		
87F0	02		
87F1	0E		
87F2	01		
87F3	16		
87F4	01		
87F5	FF		
87F6	01		
87F7	8B	=1 932	DB 0BBH,03AH,13,16,16, 1,24, 1,25, 2,34, 2,35, 1,44, 2,45, 1,54, 2
87F8	3A		
87F9	0D		
87FA	10		
87FB	10		
87FC	01		
87FD	1B		
87FE	01		
87FF	19		
8800	02		
8801	22		
8802	02		
8803	23		
8804	01		
8805	2C		
8806	02		
8807	2D		
8808	01		
8809	36		

LOC	OBJ	LINE	SOURCE
880A	02		
880B	FF	=1 933	DB -1, 1
880C	01		
880D	BC	=1 934	DB OBCH,03AH, 2,22,56, 2
880E	3A		
880F	02		
8810	16		
8811	38		
8812	02		
8813	DC	=1 935	DB ODCH,03AH, 9, 6, 1, 1, 2, 1,10, 1,11, 1,12, 1,20, 1,21, 1,30, 1
8814	3A		
8815	09		
8816	06		
8817	01		
8818	01		
8819	02		
881A	01		
881B	0A		
881C	01		
881D	0B		
881E	01		
881F	0C		
8820	01		
8821	14		
8822	01		
8823	15		
8824	01		
8825	1E		
8826	01		
8827	FF	=1 936	DB -1, 1
8828	01		
8829	DD	=1 937	DB ODDH,03AH, 9,22,32, 2,33, 1,42, 1,43, 1,52, 1,53, 1,61, 1,62, 1
882A	3A		
882B	09		
882C	16		
882D	20		
882E	02		
882F	21		
8830	01		
8831	2A		
8832	01		
8833	2B		
8834	01		
8835	34		
8836	01		
8837	35		
8838	01		
8839	3D		
883A	01		
883B	3E		
883C	01		
		=1 938	
		=1 939	
		=1 940	; STAR PATH # 30
		=1 941	

LOC	OBJ	LINE	SOURCE
883D		=1 942	STAR_PATH30 LABEL BYTE
		=1 943	
883D 89		=1 944	DB 089H,03AH,13,20, 2, 4, 1, 2, 9, 2, 8, 3,16, 2
883E 3A			
883F 0D			
8840 14			
8841 02			
8842 04			
8843 01			
8844 02			
8845 09			
8846 02			
8847 08			
8848 03			
8849 10			
884A 02			
884B 88		=1 945	DB 088H,03AH,28,14,-1, 4,30, 4,29, 1,37, 2,36, 3,44, 1,43, 4,50, 3
884C 3A			
884D 1C			
884E 0E			
884F FF			
8850 04			
8851 1E			
8852 04			
8853 1D			
8854 01			
8855 25			
8856 02			
8857 24			
8858 03			
8859 2C			
885A 01			
885B 2B			
885C 04			
885D 32			
885E 03			
885F 31		=1 946	DB 49, 1,57, 3,56, 2
8860 01			
8861 39			
8862 03			
8863 38			
8864 02			
8865 A8		=1 947	DB 0A8H,03AH, 1,26, 0, 1
8866 3A			
8867 01			
8868 1A			
8869 00			
886A 01			
886B A7		=1 948	DB 0A7H,03AH,23, 6,-1, 3,14, 3,13, 1,21, 2,20, 2,28, 1,27, 3,34, 2
886C 3A			
886D 17			
886E 06			
886F FF			
8870 03			
8871 0E			

LOC	OBJ	LINE	SOURCE
8872	03		
8873	00		
8874	01		
8875	15		
8876	02		
8877	14		
8878	02		
8879	1C		
887A	01		
887B	18		
887C	03		
887D	22		
887E	02		
887F	21	=1 949	DB 33, 1,41, 2,40, 2,48, 1
8880	01		
8881	29		
8882	02		
8883	28		
8884	02		
8885	30		
8886	01		
8887	A6	=1 950	DB 0A6H,03AH, 5,28,-1, 2,62, 2,61, 1
8888	3A		
8889	05		
888A	1C		
888B	FF		
888C	02		
888D	3E		
888E	02		
888F	3D		
8890	01		
8891	C6	=1 951	DB 0C6H,03AH,13,10, 5, 2, 4, 1,12, 1,11, 2,18, 3,25, 2,24, 1,32, 1
8892	3A		
8893	00		
8894	0A		
8895	05		
8896	02		
8897	04		
8898	01		
8899	0C		
889A	01		
889B	08		
889C	02		
889D	12		
889E	03		
889F	19		
88A0	02		
88A1	18		
88A2	01		
88A3	20		
88A4	01		
88A5	C5	=1 952	DB 0C5H,03AH, 9,20,-1, 2,46, 2,53, 2,52, 1,60, 1,59, 1
88A6	3A		
88A7	09		
88A8	14		

LOC	OBJ	LINE	SOURCE
88A9	FF		
88AA	02		
88AB	2E		
88AC	02		
88AD	35		
88AE	02		
88AF	34		
88B0	01		
88B1	3C		
88B2	01		
88B3	3B		
88B4	01		
88B5	E5	=1 953	DB 0E5H,03AH, 6,16, 2, 2, 1, 1, 9, 1, 8, 1,16, 1
88B6	3A		
88B7	06		
88B8	10		
88B9	02		
88BA	02		
88BB	01		
88BC	01		
88BD	09		
88BE	01		
88BF	0B		
88C0	01		
88C1	10		
88C2	01		
88C3	E4	=1 954	DB 0E4H,03AH,11,14,-1, 1,30, 2,37, 2,44, 1,43, 1,51, 1,50, 1,57, 2
88C4	3A		
88C5	0B		
88C6	0E		
88C7	FF		
88C8	01		
88C9	1E		
88CA	02		
88CB	25		
88CC	02		
88CD	2C		
88CE	01		
88CF	2B		
88D0	01		
88D1	33		
88D2	01		
88D3	32		
88D4	01		
88D5	39		
88D6	02		
88D7	04	=1 955	DB 004H,03BH, 1,20, 0, 1
88D8	3B		
88D9	01		
88DA	14		
88DB	00		
88DC	01		
88DD	03	=1 956	DB 003H,03BH,11, 6,-1, 1,14, 2,21, 1,20, 1,27, 2,34, 1,41, 1,40, 1
88DE	3B		
88DF	0B		

LOC	OBJ	LINE	SOURCE
88E0	06		
88E1	FF		
88E2	01		
88E3	0E		
88E4	02		
88E5	15		
88E6	01		
88E7	14		
88E8	01		
88E9	1B		
88EA	02		
88EB	22		
88EC	01		
88ED	29		
88EE	01		
88EF	28		
88F0	01		
88F1	30	=1 957	DB 48, 1
88F2	01		
88F3	02	=1 958	DB 002H,03BH, 2,22,-1, 1,62, 1
88F4	38		
88F5	02		
88F6	16		
88F7	FF		
88F8	01		
88F9	3E		
88FA	01		
88FB	22	=1 959	DB 022H,03BH, 7, 8, 5, 1, 4, 1,11, 1,18, 1,17, 1,24, 1,32, 1
88FC	38		
88FD	07		
88FE	08		
88FF	05		
8900	01		
8901	04		
8902	01		
8903	0B		
8904	01		
8905	12		
8906	01		
8907	11		
8908	01		
8909	1B		
890A	01		
890B	20		
890C	01		
		=1 960	
		=1 961	
		=1 962	; STAR PATH # 31
		=1 963	
890D		=1 964	STAR_PATH31 LABEL BYTE
		=1 965	
890D	CD	=1 966	DB 0CDH,03BH,23,18,54, 2,46, 4,38, 1,37, 3,29, 3,21, 4,13, 3, 4, 3
890E	38		
890F	17		
8910	12		

LOC	OBJ	LINE	SOURCE
8911	36		
8912	02		
8913	2E		
8914	04		
8915	26		
8916	01		
8917	25		
8918	03		
8919	1D		
891A	03		
891B	15		
891C	04		
891D	0D		
891E	03		
891F	04		
8920	03		
8921	AD	=1 967	DB 0ADH,038H,23,20,60, 3,52, 3,44, 2,43, 1,35, 3,27, 3,19, 3,11, 1
8922	38		
8923	17		
8924	14		
8925	3C		
8926	03		
8927	34		
8928	03		
8929	2C		
892A	02		
892B	2B		
892C	01		
892D	23		
892E	03		
892F	1B		
8930	03		
8931	13		
8932	03		
8933	0B		
8934	01		
8935	0A	=1 968	DB 10, 1, 2, 3
8936	01		
8937	02		
8938	03		
8939	8D	=1 969	DB 0BDH,038H,1B,24,58, 2,50, 3,41, 2,33, 3,25, 2,17, 2, 8, 2, 0, 2
893A	38		
893B	12		
893C	18		
893D	3A		
893E	02		
893F	32		
8940	03		
8941	29		
8942	02		
8943	21		
8944	03		
8945	19		
8946	02		
8947	11		

LOC	OBJ	LINE	SOURCE
8948	02		
8949	08		
894A	02		
894B	00		
894C	02		
894D	6D	=1 970	DB 06DH,038H, 4,20,56, 3,48, 1
894E	38		
894F	04		
8950	14		
8951	38		
8952	03		
8953	30		
8954	01		
8955	6C	=1 971	DB 06CH,038H,12, 8,-1, 7,22, 1,14, 2, 6, 2
8956	38		
8957	0C		
8958	08		
8959	FF		
895A	07		
895B	16		
895C	01		
895D	0E		
895E	02		
895F	06		
8960	02		
8961	4C	=1 972	DB 04CH,038H,13,12,62, 2,53, 1,45, 2,37, 2,29, 1,20, 2,12, 2, 4, 1
8962	38		
8963	0D		
8964	0C		
8965	3E		
8966	02		
8967	35		
8968	01		
8969	2D		
896A	02		
896B	25		
896C	02		
896D	1D		
896E	01		
896F	14		
8970	02		
8971	0C		
8972	02		
8973	04		
8974	01		
8975	2C	=1 973	DB 02CH,038H,11,20,60, 1,59, 1,51, 1,43, 1,35, 2,26, 1,18, 2,10, 1
8976	38		
8977	0B		
8978	14		
8979	3C		
897A	01		
897B	3B		
897C	01		
897D	33		
897E	01		



LOC	OBJ	LINE	SOURCE
897F	2B		
8980	01		
8981	23		
8982	02		
8983	1A		
8984	01		
8985	12		
8986	02		
8987	0A		
8988	01		
8989	02	=1 974	DB 2, 1
898A	01		
898B	0C	=1 975	DB 00CH,03BH, 9,22,57, 2,49, 1,41, 1,33, 1,24, 2,16, 1, 8, 1
898C	38		
898D	09		
898E	16		
898F	39		
8990	02		
8991	31		
8992	01		
8993	29		
8994	01		
8995	21		
8996	01		
8997	18		
8998	02		
8999	10		
899A	01		
899B	08		
899C	01		
		=1 976	
		=1 977	
		=1 978	; STAR PATH # 32
		=1 979	
899D		=1 980	STAR_PATH32 LABEL BYTE
		=1 981	
899D	F3	=1 982	DB 0F3H,039H,36,18,48, 8,49, 6,50, 1,58, 6,59, 5,60, 6,61, 4
899E	39		
899F	24		
89A0	12		
89A1	30		
89A2	08		
89A3	31		
89A4	06		
89A5	32		
89A6	01		
89A7	3A		
89A8	06		
89A9	3B		
89AA	05		
89AB	3C		
89AC	06		
89AD	3D		
89AE	04		
89AF	13	=1 983	DB 013H,03AH,10,18, 5, 1, 6, 4,-1, 5

LOC	OBJ	LINE	SOURCE
89B0	3A		
89B1	0A		
89B2	12		
89B3	05		
89B4	01		
89B5	06		
89B6	04		
89B7	FF		
89B8	05		
89B9	14	=1 984	DB 014H,03AH,27,10, 0, 4, 1, 2, 9, 2,10, 3,11, 4,12, 3,13, 1,21, 2
89BA	3A		
89BB	1B		
89BC	0A		
89BD	00		
89BE	04		
89BF	01		
89C0	02		
89C1	09		
89C2	02		
89C3	0A		
89C4	03		
89C5	0B		
89C6	04		
89C7	0C		
89C8	03		
89C9	0D		
89CA	01		
89CB	15		
89CC	02		
89CD	16	=1 985	DB 22, 3,-1, 3
89CE	03		
89CF	FF		
89D0	03		
89D1	15	=1 986	DB 015H,03AH,1B,24,16, 2,17, 1,25, 2,26, 2,27, 3,28, 1,36, 1,37, 2
89D2	3A		
89D3	12		
89D4	1B		
89D5	10		
89D6	02		
89D7	11		
89D8	01		
89D9	19		
89DA	02		
89DB	1A		
89DC	02		
89DD	1B		
89DE	03		
89DF	1C		
89E0	01		
89E1	24		
89E2	01		
89E3	25		
89E4	02		
89E5	26	=1 987	DB 38, 2,-1, 2
89E6	02		

LOC	OBJ	LINE	SOURCE
89E7	FF		
89E8	02		
89E9	16	=1 988	DB 016H,03AH,13,24,32, 1,40, 1,41, 2,42, 1,43, 2,52, 1,53, 2,54, 1
89EA	3A		
89EB	0D		
89EC	1B		
89ED	20		
89EE	01		
89EF	28		
89F0	01		
89F1	29		
89F2	02		
89F3	2A		
89F4	01		
89F5	2B		
89F6	02		
89F7	34		
89F8	01		
89F9	35		
89FA	02		
89FB	36		
89FC	01		
89FD	FF	=1 989	DB -1, 2
89FE	02		
89FF	17	=1 990	DB 017H,03AH, 5,22,56, 1,57, 2,58, 1,59, 1
8A00	3A		
8A01	05		
8A02	16		
8A03	38		
8A04	01		
8A05	39		
8A06	02		
8A07	3A		
8A08	01		
8A09	3B		
8A0A	01		
8A0B	37	=1 991	DB 037H,03AH, 5,12, 4, 1, 5, 1, 6, 2,-1, 1
8A0C	3A		
8A0D	05		
8A0E	0C		
8A0F	04		
8A10	01		
8A11	05		
8A12	01		
8A13	06		
8A14	02		
8A15	FF		
8A16	01		
8A17	38	=1 992	DB 038H,03AH, 7,12, 8, 1, 9, 1,10, 1,19, 1,20, 1,22, 1,-1, 1
8A18	3A		
8A19	07		
8A1A	0C		
8A1B	08		
8A1C	01		
8A1D	09		

LOC	OBJ	LINE	SOURCE
BA1E	01		
BA1F	0A		
BA20	01		
BA21	13		
BA22	01		
BA23	14		
BA24	01		
BA25	16		
BA26	01		
BA27	FF		
BA28	01		
BA29	39	=1 993	DB 039H,03AH, 6,18,24, 1,25, 1,34, 1,36, 1,37, 1,-1, 1
BA2A	3A		
BA2B	06		
BA2C	12		
BA2D	18		
BA2E	01		
BA2F	19		
BA30	01		
BA31	22		
BA32	01		
BA33	24		
BA34	01		
BA35	25		
BA36	01		
BA37	FF		
BA38	01		
BA39	3A	=1 994	DB 03AH,03AH, 5,16,40, 1,42, 1,51, 1,53, 1,62, 1
BA3A	3A		
BA3B	05		
BA3C	10		
BA3D	28		
BA3E	01		
BA3F	2A		
BA40	01		
BA41	33		
BA42	01		
BA43	35		
BA44	01		
BA45	3E		
BA46	01		
BA47	3B	=1 995	DB 03BH,03AH, 1,14,56, 1
BA48	3A		
BA49	01		
BA4A	0E		
BA4B	3B		
BA4C	01		
BA4D	5B	=1 996	DB 05BH,03AH, 3, 6, 2, 1, 4, 1,14, 1
BA4E	3A		
BA4F	03		
BA50	06		
BA51	02		
BA52	01		
BA53	04		
BA54	01		

LOC	OBJ	LINE	SOURCE
8A55	0E		
8A56	01		
8A57	5C	=1 997	DB 05CH,03AH, 4,10, 8, 1,18, 1,29, 1,-1, 1
8A58	3A		
8A59	04		
8A5A	0A		
8A5B	08		
8A5C	01		
8A5D	12		
8A5E	01		
8A5F	1D		
8A60	01		
8A61	FF		
8A62	01		
8A63	5D	=1 998	DB 05DH,03AH, 3,12,34, 1,44, 1,-1, 1
8A64	3A		
8A65	03		
8A66	0C		
8A67	22		
8A68	01		
8A69	2C		
8A6A	01		
8A6B	FF		
8A6C	01		
		=1 999	
		=1 1000	
		=1 1001	; STAR PATH # 33
		=1 1002	
8A6D		=1 1003	STAR_PATH33 LABEL BYTE
		=1 1004	
8A6D	0E	=1 1005	DB 00EH,03AH,47,10,45,10,53, 2,52,18,60, 6,59,11
8A6E	3A		
8A6F	2F		
8A70	0A		
8A71	2D		
8A72	0A		
8A73	35		
8A74	02		
8A75	34		
8A76	12		
8A77	3C		
8A78	06		
8A79	3B		
8A7A	0B		
8A7B	2E	=1 1006	DB 02EH,03AH,55,14, 3, 9, 2, 5,10,13, 9, 1,17,12,25, 2,24, 8,32, 5
8A7C	3A		
8A7D	37		
8A7E	0E		
8A7F	03		
8A80	09		
8A81	02		
8A82	05		
8A83	0A		
8A84	0D		
8A85	09		

LOC	OBJ	LINE	SOURCE
8A86	01		
8A87	11		
8A88	0C		
8A89	19		
8A8A	02		
8A8B	18		
8A8C	08		
8A8D	20		
8A8E	05		
8A8F	2D	=1 1007	DB 02DH,03AH,29,20,-1,12,46, 2,54, 8,61, 7
8A90	3A		
8A91	1D		
8A92	14		
8A93	FF		
8A94	0C		
8A95	2E		
8A96	02		
8A97	36		
8A98	08		
8A99	3D		
8A9A	07		
8A9B	4D	=1 1008	DB 04DH,03AH,37,12, 5, 2, 4, 5,12, 4,11, 2,19, 5,18, 1,26, 5,34, 1
8A9C	3A		
8A9D	25		
8A9E	0C		
8A9F	05		
8AA0	02		
8AA1	04		
8AA2	05		
8AA3	0C		
8AA4	04		
8AA5	0B		
8AA6	02		
8AA7	13		
8AA8	05		
8AA9	12		
8AAA	01		
8AAB	1A		
8AAC	05		
8AAD	22		
8AAE	01		
8AAF	21	=1 1009	DB 33, 4,41, 2,40, 3,48, 3
8AB0	04		
8AB1	29		
8AB2	02		
8AB3	28		
8AB4	03		
8AB5	30		
8AB6	03		
8AB7	4C	=1 1010	DB 04CH,03AH, 6,28,-1, 6
8AB8	3A		
8AB9	06		
8ABA	1C		
8ABB	FF		
8ABC	06		

LOC	OBJ	LINE	SOURCE
BABD	6C	=1 1011	DB 06CH,03AH,25, 6, 6, 3,14, 1,13, 3,21, 2,20, 1,28, 3,27, 1,35, 3
BABE	3A		
BABF	19		
BAC0	06		
BAC1	06		
BAC2	03		
BAC3	0E		
BAC4	01		
BAC5	0D		
BAC6	03		
BAC7	15		
BAC8	02		
BAC9	14		
BACA	01		
BACB	1C		
BACC	03		
BACD	1B		
BACE	01		
BACF	23		
BAD0	03		
BAD1	2A	=1 1012	DB 42, 3,50, 1,49, 1,57, 2,56, 1
BAD2	03		
BAD3	32		
BAD4	01		
BAD5	31		
BAD6	01		
BAD7	39		
BAD8	02		
BAD9	38		
BADA	01		
BADB	8C	=1 1013	DB 08CH,03AH, 2,30, 0, 2
BADC	3A		
BADD	02		
BADE	1E		
BADF	00		
BAE0	02		
BAE1	8B	=1 1014	DB 08BH,03AH,15, 6,-1, 3,22, 2,30, 1,29, 1,37, 2,44, 2,51, 2,59, 1
BAE2	3A		
BAE3	0F		
BAE4	06		
BAE5	FF		
BAE6	03		
BAE7	16		
BAE8	02		
BAE9	1E		
BAEA	01		
BAEB	1D		
BAEC	01		
BAED	25		
BAEE	02		
BAEF	2C		
BAF0	02		
BAF1	33		
BAF2	02		
BAF3	3B		

LOC	OBJ	LINE	SOURCE
BAF4	01		
BAF5	3A	=1 1015	DB 58, 1
BAF6	01		
BAF7	AB	=1 1016	DB 0ABH,03AH, 5,22, 2, 1, 1, 1, 9, 1,16, 2
BAF8	3A		
BAF9	05		
BAFA	16		
BAFB	02		
BAFC	01		
BAFD	01		
BAFE	01		
BAFF	09		
BB00	01		
BB01	10		
BB02	02		
BB03	AA	=1 1017	DB 0AAH,03AH, 7,12,-1, 2,38, 1,46, 1,53, 2,60, 1
BB04	3A		
BB05	07		
BB06	0C		
BB07	FF		
BB08	02		
BB09	26		
BB0A	01		
BB0B	2E		
BB0C	01		
BB0D	35		
BB0E	02		
BB0F	3C		
BB10	01		
BB11	CA	=1 1018	DB 0CAH,03AH, 6,14, 3, 1,11, 1,18, 1,17, 1,25, 1,32, 1
BB12	3A		
BB13	06		
BB14	0E		
BB15	03		
BB16	01		
BB17	0B		
BB18	01		
BB19	12		
BB1A	01		
BB1B	11		
BB1C	01		
BB1D	19		
BB1E	01		
BB1F	20		
BB20	01		
BB21	C9	=1 1019	DB 0C9H,03AH, 3,16,-1, 2,62, 1
BB22	3A		
BB23	03		
BB24	10		
BB25	FF		
BB26	02		
BB27	3E		
BB28	01		
BB29	E9	=1 1020	DB 0E9H,03AH, 7, 8, 5, 1,12, 1,19, 1,27, 1,34, 1,49, 1,56, 1
BB2A	3A		



LOC	OBJ	LINE	SOURCE
8B2B	07		
8B2C	08		
8B2D	05		
8B2E	01		
8B2F	0C		
8B30	01		
8B31	13		
8B32	01		
8B33	1B		
8B34	01		
8B35	22		
8B36	01		
8B37	31		
8B38	01		
8B39	38		
8B3A	01		
8B3B	08	=1 1021	DB 008H,03BH, 6,18,-1, 1,14, 1,29, 1,36, 1,50, 1,57, 1
8B3C	3B		
8B3D	06		
8B3E	12		
8B3F	FF		
8B40	01		
8B41	0E		
8B42	01		
8B43	1D		
8B44	01		
8B45	24		
8B46	01		
8B47	32		
8B48	01		
8B49	39		
8B4A	01		
8B4B	28	=1 1022	DB 028H,03BH, 1,16, 8, 1
8B4C	3B		
8B4D	01		
8B4E	10		
8B4F	08		
8B50	01		
8B51	27	=1 1023	DB 027H,03BH, 3, 6,-1, 1,37, 1,52, 1
8B52	3B		
8B53	03		
8B54	06		
8B55	FF		
8B56	01		
8B57	25		
8B58	01		
8B59	34		
8B5A	01		
8B5B	47	=1 1024	DB 047H,03BH, 2,10, 2, 1,17, 1
8B5C	3B		
8B5D	02		
8B5E	0A		
8B5F	02		
8B60	01		
8B61	11		

LOC	OBJ	LINE	SOURCE
8B62	01		
8B63	46	=1 1025	DB 046H,03BH, 2, 8,-1, 1,54, 1
8B64	3B		
8B65	02		
8B66	0B		
8B67	FF		
8B68	01		
8B69	36		
8B6A	01		
8B6B	66	=1 1026	DB 066H,03BH, 3, 8, 4, 1,26, 1,40, 1
8B6C	3B		
8B6D	03		
8B6E	0B		
8B6F	04		
8B70	01		
8B71	1A		
8B72	01		
8B73	2B		
8B74	01		
8B75	85	=1 1027	DB 0B5H,03BH, 3,10, 6, 1,20, 1,42, 1
8B76	3B		
8B77	03		
8B78	0A		
8B79	06		
8B7A	01		
8B7B	14		
8B7C	01		
8B7D	2A		
8B7E	01		
8B7F	A4	=1 1028	DB 0A4H,03BH, 3,10,-1, 1,37, 1,58, 1
8B80	3B		
8B81	03		
8B82	0A		
8B83	FF		
8B84	01		
8B85	25		
8B86	01		
8B87	3A		
8B88	01		
		=1 1029	
		=1 1030	
		=1 1031	; STAR PATH # 34
		=1 1032	
8B89		=1 1033	STAR_PATH34 LABEL BYTE
		=1 1034	
		=1 1035	DB 06EH,039H,2B,10,58, 2,57, 6,49, 8,40, 7,32, 5
8B89	6E		
8B8A	39		
8B8B	1C		
8B8C	0A		
8B8D	3A		
8B8E	02		
8B8F	39		
8B90	06		
8B91	31		
8B92	0B		

LOC	OBJ	LINE	SOURCE
8B93	2B		
8B94	07		
8B95	20		
8B96	05		
8B97	6D	=1 1036	DB 06DH,039H,24,14,-1,11,22, 3,14, 5, 6, 1, 5, 4
8B98	39		
8B99	18		
8B9A	0E		
8B9B	FF		
8B9C	0B		
8B9D	16		
8B9E	03		
8B9F	0E		
8BA0	05		
8BA1	06		
8BA2	01		
8BA3	05		
8BA4	04		
8BA5	4D	=1 1037	DB 04DH,039H,32,14,61, 5,52, 4,44, 3,43, 2,35, 4,27, 1,26, 2,18, 4
8BA6	39		
8BA7	20		
8BA8	0E		
8BA9	3D		
8BAA	05		
8BAB	34		
8BAC	04		
8BAD	2C		
8BAE	03		
8BAF	2B		
8BB0	02		
8BB1	23		
8BB2	04		
8BB3	1B		
8BB4	01		
8BB5	1A		
8BB6	02		
8BB7	12		
8BB8	04		
8BB9	09	=1 1038	DB 9, 3, 1, 3, 0, 1
8BBA	03		
8BBB	01		
8BBC	03		
8BBD	00		
8BBE	01		
8BBF	2D	=1 1039	DB 02DH,039H, 4,26,56, 3,48, 1
8BC0	39		
8BC1	04		
8BC2	1A		
8BC3	3B		
8BC4	03		
8BC5	30		
8BC6	01		
8BC7	2C	=1 1040	DB 02CH,039H,17, 8,-1, 5,38, 2,30, 3,21, 2,13, 2, 4, 3
8BC8	39		
8BC9	11		

LOC	OBJ	LINE	SOURCE
BBCA	08		
BBCB	FF		
BBCC	05		
BBCD	26		
BBCE	02		
BBCF	1E		
BBDO	03		
BBD1	15		
BBD2	02		
BBD3	0D		
BBD4	02		
BBD5	04		
BBD6	03		
BBD7	0C	=1 1041	DB 00CH,039H,14,16,60, 1,59, 1,51, 2,42, 2,34, 2,25, 2,17, 1, 8, 2
BBD8	39		
BBD9	0E		
BBDA	10		
BBDB	3C		
BBDC	01		
BBDD	3B		
BBDE	01		
BBDF	33		
BBE0	02		
BBE1	2A		
BBE2	02		
BBE3	22		
BBE4	02		
BBE5	19		
BBE6	02		
BBE7	11		
BBE8	01		
BBE9	08		
BBEA	02		
BBEB	00	=1 1042	DB 0, 1
BBEC	01		
BBED	EB	=1 1043	DB 0EBH,03BH,12,22,-1, 2,54, 2,46, 1,37, 2,28, 1,20, 1,12, 1,11, 1
BBEE	38		
BBEF	0C		
BBF0	16		
BBF1	FF		
BBF2	02		
BBF3	36		
BBF4	02		
BBF5	2E		
BBF6	01		
BBF7	25		
BBF8	02		
BBF9	1C		
BBFA	01		
BBFB	14		
BBFC	01		
BBFD	0C		
BBFE	01		
BBFF	0B		
BC00	01		

LOC	OBJ	LINE	SOURCE
8C01	03	=1 1044	DB 3, 1
8C02	01		
8C03	CB	=1 1045	DB 0CBH,03BH, 6,22,58, 1,50, 1,41, 1,33, 1,24, 2
8C04	38		
8C05	06		
8C06	16		
8C07	3A		
8C08	01		
8C09	32		
8C0A	01		
8C0B	29		
8C0C	01		
8C0D	21		
8C0E	01		
8C0F	18		
8C10	02		
8C11	CA	=1 1046	DB 0CAH,03BH, 3,14,-1, 2, 6, 1
8C12	38		
8C13	03		
8C14	0E		
8C15	FF		
8C16	02		
8C17	06		
8C18	01		
8C19	AA	=1 1047	DB 0AAH,03BH, 7, 8,61, 1,45, 1,36, 1,27, 1,19, 1,10, 1, 1, 1
8C1A	38		
8C1B	07		
8C1C	08		
8C1D	3D		
8C1E	01		
8C1F	2D		
8C20	01		
8C21	24		
8C22	01		
8C23	1B		
8C24	01		
8C25	13		
8C26	01		
8C27	0A		
8C28	01		
8C29	01		
8C2A	01		
8C2B	8A	=1 1048	DB 0BAH,03BH, 2,18,49, 1,40, 1
8C2C	38		
8C2D	02		
8C2E	12		
8C2F	31		
8C30	01		
8C31	28		
8C32	01		
8C33	89	=1 1049	DB 0B9H,03BH, 3, 8,-1, 1,22, 1,13, 1
8C34	38		
8C35	03		
8C36	08		
8C37	FF		

LOC	OBJ	LINE	SOURCE
8C38	01		
8C39	16		
8C3A	01		
8C3B	00		
8C3C	01		
8C3D	69	=1 1050	DB 069H,038H, 5,10,61, 1,52, 1,35, 1,18, 1, 9, 1
8C3E	38		
8C3F	05		
8C40	0A		
8C41	3D		
8C42	01		
8C43	34		
8C44	01		
8C45	23		
8C46	01		
8C47	12		
8C48	01		
8C49	09		
8C4A	01		
8C4B	49	=1 1051	DB 049H,038H, 1,14,56, 1
8C4C	38		
8C4D	01		
8C4E	0E		
8C4F	38		
8C50	01		
8C51	48	=1 1052	DB 048H,038H, 3, 6,-1, 1,29, 1,12, 1
8C52	38		
8C53	03		
8C54	06		
8C55	FF		
8C56	01		
8C57	1D		
8C58	01		
8C59	0C		
8C5A	01		
8C5B	28	=1 1053	DB 028H,038H, 3,10,59, 1,34, 1,16, 1
8C5C	38		
8C5D	03		
8C5E	0A		
8C5F	38		
8C60	01		
8C61	22		
8C62	01		
8C63	10		
8C64	01		
8C65	27	=1 1054	DB 027H,038H, 1,10,-1, 1
8C66	38		
8C67	01		
8C68	0A		
8C69	FF		
8C6A	01		
8C6B	07	=1 1055	DB 007H,038H, 3, 6,45, 1,20, 1, 2, 1
8C6C	38		
8C6D	03		
8C6E	06		

LOC	OBJ	LINE	SOURCE
8C6F	2D		
8C70	01		
8C71	14		
8C72	01		
8C73	02		
8C74	01		
		=1 1056	
		=1 1057	
		=1 1058	; STAR PATH # 35
		=1 1059	
8C75		=1 1060	STAR_PATH35 LABEL BYTE
		=1 1061	
8C75	D2	=1 1062	DB 0D2H,039H,33,10,45, 9,46,12,-1,12
8C76	39		
8C77	21		
8C78	0A		
8C79	2D		
8C7A	09		
8C7B	2E		
8C7C	0C		
8C7D	FF		
8C7E	0C		
8C7F	D3	=1 1063	DB 0D3H,039H,67,10,40, 5,32, 6,33,10,34, 9,35, 8,36, 8,37, 7,38, 7
8C80	39		
8C81	43		
8C82	0A		
8C83	28		
8C84	05		
8C85	20		
8C86	06		
8C87	21		
8C88	0A		
8C89	22		
8C8A	09		
8C8B	23		
8C8C	08		
8C8D	24		
8C8E	08		
8C8F	25		
8C90	07		
8C91	26		
8C92	07		
8C93	FF	=1 1064	DB -1, 7
8C94	07		
8C95	D4	=1 1065	DB 0D4H,039H,40,22,32, 3,24, 3,25, 6,26, 5,27, 5,28, 5,29, 5,30, 4
8C96	39		
8C97	28		
8C98	16		
8C99	20		
8C9A	03		
8C9B	18		
8C9C	03		
8C9D	19		
8C9E	06		
8C9F	1A		

LOC	OBJ	LINE	SOURCE
BCA0	05		
BCA1	18		
BCA2	05		
BCA3	1C		
BCA4	05		
BCA5	10		
BCA6	05		
BCA7	1E		
BCA8	04		
BCA9	FF	=1 1066	DB -1, 4
BCAA	04		
BCAB	D5	=1 1067	DB 0D5H,039H,27,22,24, 3,16, 1,17, 4,18, 3,19, 4,20, 3,21, 3,22, 3
BCAC	39		
BCAD	18		
BCAE	16		
BCAF	18		
BCB0	03		
BCB1	10		
BCB2	01		
BCB3	11		
BCB4	04		
BCB5	12		
BCB6	03		
BCB7	13		
BCB8	04		
BCB9	14		
BCBA	03		
BCBB	15		
BCBC	03		
BCBD	16		
BCBE	03		
BCBF	FF	=1 1068	DB -1, 3
BCC0	03		
BCC1	D6	=1 1069	DB 0D6H,039H,19,22,16, 2, 9, 3,10, 3,11, 2,12, 2,13, 3,14, 2,-1, 2
BCC2	39		
BCC3	13		
BCC4	16		
BCC5	10		
BCC6	02		
BCC7	09		
BCC8	03		
BCC9	0A		
BCCA	03		
BCCB	0B		
BCCC	02		
BCCD	0C		
BCCF	0D		
BCD0	03		
BCD1	0E		
BCD2	02		
BCD3	FF		
BCD4	02		
BCD5	D7	=1 1070	DB 0D7H,039H,14,20, 8, 2, 1, 2, 2, 2, 3, 1, 4, 2, 5, 2, 6, 2,-1, 1
BCD6	39		



LOC	OBJ	LINE	SOURCE
8CD7	0E		
8CDB	14		
8CD9	08		
8CDA	02		
8CDB	01		
8CDC	02		
8CDD	02		
8CDE	02		
8CDF	03		
8CE0	01		
8CE1	04		
8CE2	02		
8CE3	05		
8CE4	02		
8CE5	06		
8CE6	02		
8CE7	FF		
8CE8	01		
8CE9	DB	=1 1071	DB 0DBH,039H, 2,20, 0, 2
8CEA	39		
8CEB	02		
8CEC	14		
8CED	00		
8CEE	02		
8CEF	B8	=1 1072	DB 0BBH,039H, 9, 6,57, 1,58, 2,59, 1,60, 1,61, 2,62, 1,-1, 1
8CF0	39		
8CF1	09		
8CF2	06		
8CF3	39		
8CF4	01		
8CF5	3A		
8CF6	02		
8CF7	3B		
8CF8	01		
8CF9	3C		
8CFA	01		
8CFB	3D		
8CFC	02		
8CFD	3E		
8CFE	01		
8CFF	FF		
8D00	01		
8D01	B9	=1 1073	DB 0B9H,039H, 9,18,56, 2,49, 1,50, 1,51, 1,52, 1,53, 1,54, 1,-1, 1
8D02	39		
8D03	09		
8D04	12		
8D05	3B		
8D06	02		
8D07	31		
8D08	01		
8D09	32		
8D0A	01		
8D0B	33		
8D0C	01		
8D0D	34		

LOC	OBJ	LINE	SOURCE
8D0E	01		
8D0F	35		
8D10	01		
8D11	36		
8D12	01		
8D13	FF		
8D14	01		
8D15	BA	=1 1074	DB 0BAH,039H, 8,20,48, 1,49, 1,42, 1,43, 1,44, 1,45, 1,46, 1,-1, 1
8D16	39		
8D17	08		
8D18	14		
8D19	30		
8D1A	01		
8D1B	31		
8D1C	01		
8D1D	2A		
8D1E	01		
8D1F	2B		
8D20	01		
8D21	2C		
8D22	01		
8D23	2D		
8D24	01		
8D25	2E		
8D26	01		
8D27	FF		
8D28	01		
8D29	8B	=1 1075	DB 0BBH,039H, 6,20,41, 1,34, 1,35, 1,37, 1,38, 1,-1, 1
8D2A	39		
8D2B	06		
8D2C	14		
8D2D	29		
8D2E	01		
8D2F	22		
8D30	01		
8D31	23		
8D32	01		
8D33	25		
8D34	01		
8D35	26		
8D36	01		
8D37	FF		
8D38	01		
8D39	8C	=1 1076	DB 0BCH,039H, 5,16,33, 1,26, 1,28, 1,29, 1,-1, 1
8D3A	39		
8D3B	05		
8D3C	10		
8D3D	21		
8D3E	01		
8D3F	1A		
8D40	01		
8D41	1C		
8D42	01		
8D43	1D		
8D44	01		

LOC	OBJ	LINE	SOURCE
8D45	FF		
8D46	01		
8D47	8D	=1 1077	DB 0BDH,039H, 4,14,25, 1,19, 1,20, 1,22, 1
8D48	39		
8D49	04		
8D4A	0E		
8D4B	19		
8D4C	01		
8D4D	13		
8D4E	01		
8D4F	14		
8D50	01		
8D51	16		
8D52	01		
8D53	8E	=1 1078	DB 0BEH,039H, 4,12,16, 1,10, 1,12, 1,14, 1
8D54	39		
8D55	04		
8D56	0C		
8D57	10		
8D58	01		
8D59	0A		
8D5A	01		
8D5B	0C		
8D5C	01		
8D5D	0E		
8D5E	01	=1 1079	
		=1 1080	
		=1 1081	; STAR PATH # 36
		=1 1082	
8D5F		=1 1083	STAR_PATH36 LABEL BYTE
		=1 1084	
8D5F	4F	=1 1085	DB 04FH,03AH,56,12, 1,11, 9,11,17, 1,16, 9,24, 9,32, 8,40, 7
8D60	3A		
8D61	38		
8D62	0C		
8D63	01		
8D64	0B		
8D65	09		
8D66	0B		
8D67	11		
8D68	01		
8D69	10		
8D6A	09		
8D6B	18		
8D6C	09		
8D6D	20		
8D6E	0B		
8D6F	28		
8D70	07		
8D71	6E	=1 1086	DB 06EH,03AH,58,18,-1,26,14, 2,22, 6,30, 5,38, 5,46, 2,45, 3,53, 5
8D72	3A		
8D73	3A		
8D74	12		
8D75	FF		

LOC	OBJ	LINE	SOURCE
8D76	1A		
8D77	0E		
8D78	02		
8D79	16		
8D7A	06		
8D7B	1E		
8D7C	05		
8D7D	26		
8D7E	05		
8D7F	2E		
8D80	02		
8D81	2D		
8D82	03		
8D83	35		
8D84	05		
8D85	3D	=1 1087	DB 61, 4
8D86	04		
8D87	8E	=1 1088	DB 08EH,03AH,29,22, 5, 5,12, 4,20, 3,28, 4,36, 3,35, 1,43, 3,51, 3
8D88	3A		
8D89	1D		
8D8A	16		
8D8B	05		
8D8C	05		
8D8D	0C		
8D8E	04		
8D8F	14		
8D90	03		
8D91	1C		
8D92	04		
8D93	24		
8D94	03		
8D95	23		
8D96	01		
8D97	2B		
8D98	03		
8D99	33		
8D9A	03		
8D9B	3B	=1 1089	DB 59, 3
8D9C	03		
8D9D	AE	=1 1090	DB 0AEH,03AH,21,22, 3, 2, 2, 1,10, 3,18, 3,26, 2,34, 1,33
8D9E	3A		
8D9F	15		
8DA0	16		
8DA1	03		
8DA2	02		
8DA3	02		
8DA4	01		
8DA5	0A		
8DA6	03		
8DA7	12		
8DA8	03		
8DA9	1A		
8DAA	02		
8DAB	22		
8DAC	01		

LOC	OBJ	LINE	SOURCE
8DAD	21		
8DAE	02	=1 1091	DB 2,41, 2,49, 2,57, 3
8DAF	29		
8DB0	02		
8DB1	31		
8DB2	02		
8DB3	39		
8DB4	03		
8DB5	CE	=1 1092	DB 0CEH,03AH, 7,24, 0, 2, 8, 2,16, 2,24, 1
8DB6	3A		
8DB7	07		
8DB8	18		
8DB9	00		
8DBA	02		
8DBB	08		
8DBC	02		
8DBD	10		
8DBE	02		
8DBF	18		
8DC0	01		
8DC1	CD	=1 1093	DB 0CDH,03AH, 8,12,-1, 7,62, 1
8DC2	3A		
8DC3	08		
8DC4	0C		
8DC5	FF		
8DC6	07		
8DC7	3E		
8DC8	01		
8DC9	ED	=1 1094	DB 0EDH,03AH,12, 8, 6, 2,14, 1,22, 2,29, 1,37, 2,45, 1,53, 1,52, 1
8DCA	3A		
8DCB	0C		
8DCC	08		
8DCD	06		
8DCE	02		
8DCF	0E		
8DD0	01		
8DD1	16		
8DD2	02		
8DD3	1D		
8DD4	01		
8DD5	25		
8DD6	02		
8DD7	2D		
8DD8	01		
8DD9	35		
8DDA	01		
8DDB	34		
8DDC	01		
8DDD	3C	=1 1095	DB 60, 1
8DDE	01		
8DDF	0D	=1 1096	DB 00DH,03BH, 9,22, 4, 1,12, 1,20, 1,19, 1,27, 1,35, 1,43, 1,51, 1
8DE0	3B		
8DE1	09		
8DE2	16		
8DE3	04		

LOC	OBJ	LINE	SOURCE
8DE4	01		
8DE5	0C		
8DE6	01		
8DE7	14		
8DE8	01		
8DE9	13		
8DEA	01		
8DEB	1B		
8DEC	01		
8DED	23		
8DEE	01		
8DEF	2B		
8DF0	01		
8DF1	33		
8DF2	01		
8DF3	3A	=1 1097	DB 58, 1
8DF4	01		
8DF5	2D	=1 1098	DB 02DH,03BH, 8,22, 2, 2,10, 1,17, 1,25, 1,33, 1,48, 1,56, 1
8DF6	3B		
8DF7	0B		
8DF8	16		
8DF9	02		
8DFA	02		
8DFB	0A		
8DFC	01		
8DFD	11		
8DFE	01		
8DFF	19		
8E00	01		
8E01	21		
8E02	01		
8E03	30		
8E04	01		
8E05	3B		
8E06	01		
8E07	4D	=1 1099	DB 04DH,03BH, 2,18, 0, 1, 8, 1
8E08	3B		
8E09	02		
8E0A	12		
8E0B	00		
8E0C	01		
8E0D	0B		
8E0E	01		
8E0F	4C	=1 1100	DB 04CH,03BH, 5, 8,-1, 3,54, 1,62, 1
8E10	3B		
8E11	05		
8E12	0B		
8E13	FF		
8E14	03		
8E15	36		
8E16	01		
8E17	3E		
8E18	01		
8E19	6C	=1 1101	DB 06CH,03BH, 5,10, 6, 1,21, 1,29, 1,44, 1,52, 1
8E1A	3B		

LOC	OBJ	LINE	SOURCE
8E1B	05		
8E1C	0A		
8E1D	06		
8E1E	01		
8E1F	15		
8E20	01		
8E21	1D		
8E22	01		
8E23	2C		
8E24	01		
8E25	34		
8E26	01		
8E27	8C	=1 1102	DB 0BCH,03BH, 5,14, 4, 1,11, 1,27, 1,42, 1,58, 1
8E28	3B		
8E29	05		
8E2A	0E		
8E2B	04		
8E2C	01		
8E2D	0B		
8E2E	01		
8E2F	1B		
8E30	01		
8E31	2A		
8E32	01		
8E33	3A		
8E34	01		
8E35	AC	=1 1103	DB 0ACH,03BH, 4,14, 1, 1,17, 1,32, 1,48, 1
8E36	3B		
8E37	04		
8E38	0E		
8E39	01		
8E3A	01		
8E3B	11		
8E3C	01		
8E3D	20		
8E3E	01		
8E3F	30		
8E40	01		
		=1 1104	
		=1 1105	
		=1 1106	; STAR PATH # 37
		=1 1107	
8E41		=1 1108	STAR_PATH37 LABEL BYTE
		=1 1109	
8E41	8D	=1 1110	DB 0BDH,039H,44,12,59, 8,58,10,50, 3,49,12,40,11
8E42	39		
8E43	2C		
8E44	0C		
8E45	3B		
8E46	0B		
8E47	3A		
8E48	0A		
8E49	32		
8E4A	03		
8E4B	31		

LOC	OBJ	LINE	SOURCE
8E4C	0C		
8E4D	28		
8E4E	0B		
8E4F	8C	=1 1111	DB 08CH,039H,56,14,-1,10,38, 6,30, 4,29, 7,21, 1,20, 9,19, 1,11, 6
8E50	39		
8E51	38		
8E52	0E		
8E53	FF		
8E54	0A		
8E55	26		
8E56	06		
8E57	1E		
8E58	04		
8E59	1D		
8E5A	07		
8E5B	15		
8E5C	01		
8E5D	14		
8E5E	09		
8E5F	13		
8E60	01		
8E61	0B		
8E62	06		
8E63	0A	=1 1112	DB 10, 3, 2, 4, 1, 5
8E64	03		
8E65	02		
8E66	04		
8E67	01		
8E68	05		
8E69	6C	=1 1113	DB 06CH,039H, 8,26,57, 2,56, 6
8E6A	39		
8E6B	08		
8E6C	1A		
8E6D	39		
8E6E	02		
8E6F	38		
8E70	06		
8E71	6B	=1 1114	DB 06BH,039H,38, 8,-1, 6,54, 1,46, 4,45, 3,37, 2,36, 4,28, 1,27, 5
8E72	39		
8E73	26		
8E74	0B		
8E75	FF		
8E76	06		
8E77	36		
8E78	01		
8E79	2E		
8E7A	04		
8E7B	2D		
8E7C	03		
8E7D	25		
8E7E	02		
8E7F	24		
8E80	04		
8E81	1C		
8E82	01		



LOC	OBJ	LINE	SOURCE
8E83	18		
8E84	05		
8E85	12	=1 1115	DB 18, 4,17, 2, 9, 2, 8, 3, 0, 1
8E86	04		
8E87	11		
8E88	02		
8E89	09		
8E8A	02		
8E8B	08		
8E8C	03		
8E8D	00		
8E8E	01		
8E8F	6A	=1 1116	DB 06AH,039H, 4,30,-1, 4
8E90	39		
8E91	04		
8E92	1E		
8E93	FF		
8E94	04		
8E95	4A	=1 1117	DB 04AH,039H,22, 6,62, 4,53, 3,52, 2,44, 1,43, 3,34, 3,25, 3,24, 1
8E96	39		
8E97	16		
8E98	06		
8E99	3E		
8E9A	04		
8E9B	35		
8E9C	03		
8E9D	34		
8E9E	02		
8E9F	2C		
8EA0	01		
8EA1	2B		
8EA2	03		
8EA3	22		
8EA4	03		
8EA5	19		
8EA6	03		
8EA7	18		
8EA8	01		
8EA9	10	=1 1118	DB 16, 2
8EAA	02		
8EAB	49	=1 1119	DB 049H,039H, 8,22,-1, 2,14, 3, 5, 2, 4, 1
8EAC	39		
8EAD	08		
8EAE	16		
8EAF	FF		
8EB0	02		
8EB1	0E		
8EB2	03		
8EB3	05		
8EB4	02		
8EB5	04		
8EB6	01		
8EB7	29	=1 1120	DB 029H,039H,10,12,60, 2,59, 1,51, 1,50, 1,42, 1,41, 2,32, 2
8EB8	39		
8EB9	0A		

LOC	OBJ	LINE	SOURCE
8EBA	0C		
8EBB	3C		
8EBC	02		
8EBD	3B		
8EBE	01		
8EBF	33		
8ECO	01		
8EC1	32		
8EC2	01		
8EC3	2A		
8EC4	01		
8EC5	29		
8EC6	02		
8EC7	20		
8EC8	02		
8EC9	28	=1 1121	DB 028H,039H,10,18,-1, 2,30, 1,22, 1,21, 1,13, 1,12, 1,11, 1, 3, 1
8ECA	39		
8ECB	0A		
8ECC	12		
8ECD	FF		
8ECE	02		
8ECF	1E		
8ED0	01		
8ED1	16		
8ED2	01		
8ED3	15		
8ED4	01		
8ED5	0D		
8ED6	01		
8ED7	0C		
8ED8	01		
8ED9	0B		
8EDA	01		
8EDB	03		
8EDC	01		
8EDD	02	=1 1122	DB 2, 1
8EDE	01		
8EDF	0B	=1 1123	DB 008H,039H, 4,22,58, 1,57, 1,48, 2
8EE0	39		
8EE1	04		
8EE2	16		
8EE3	3A		
8EE4	01		
8EE5	39		
8EE6	01		
8EE7	30		
8EE8	02		
8EE9	07	=1 1124	DB 007H,039H,10,10,-1, 1,46, 1,38, 1,29, 1,28, 1,19, 2,10, 1, 1, 1
8EEA	39		
8EEB	0A		
8EEC	0A		
8EED	FF		
8EEE	01		
8EEF	2E		
8EF0	01		

LOC	OBJ	LINE	SOURCE
8EF1	26		
8EF2	01		
8EF3	1D		
8EF4	01		
8EF5	1C		
8EF6	01		
8EF7	13		
8EF8	02		
8EF9	0A		
8EFA	01		
8EFB	01		
8EFC	01		
8EFD	00	=1 1125	DB 0, 1
8EFE	01		
8EFF	E6	=1 1126	DB 0E6H,038H, 9,22,-1, 2,54, 1,45, 1,36, 1,35, 1,26, 1,17, 1, 8, 1
8F00	38		
8F01	09		
8F02	16		
8F03	FF		
8F04	02		
8F05	36		
8F06	01		
8F07	2D		
8F08	01		
8F09	24		
8F0A	01		
8F0B	23		
8F0C	01		
8F0D	1A		
8F0E	01		
8F0F	11		
8F10	01		
8F11	08		
8F12	01		
8F13	E5	=1 1127	DB 0E5H,038H, 2,20,-1, 1, 6, 1
8F14	38		
8F15	02		
8F16	14		
8F17	FF		
8F18	01		
8F19	06		
8F1A	01		
8F1B	C5	=1 1128	DB 0C5H,038H, 5, 8,61, 1,52, 1,42, 1,33, 1,24, 1
8F1C	38		
8F1D	05		
8F1E	08		
8F1F	3D		
8F20	01		
8F21	34		
8F22	01		
8F23	2A		
8F24	01		
8F25	21		
8F26	01		
8F27	18		

LOC	OBJ	LINE	SOURCE
8F28	01		
8F29	C4	=1 1129	DB 0C4H,038H, 3,14,-1, 1,13, 1, 4, 1
8F2A	38		
8F2B	03		
8F2C	0E		
8F2D	FF		
8F2E	01		
8F2F	0D		
8F30	01		
8F31	04		
8F32	01		
8F33	A4	=1 1130	DB 0A4H,038H, 3,10,59, 1,49, 1,40, 1
8F34	38		
8F35	03		
8F36	0A		
8F37	3B		
8F38	01		
8F39	31		
8F3A	01		
8F3B	28		
8F3C	01		
8F3D	A3	=1 1131	DB 0A3H,038H, 4,10,30, 1,21, 1,11, 1, 1, 1
8F3E	38		
8F3F	04		
8F40	0A		
8F41	1E		
8F42	01		
8F43	15		
8F44	01		
8F45	0B		
8F46	01		
8F47	01		
8F48	01		
8F49	83	=1 1132	DB 083H,038H, 1,12,48, 1
8F4A	38		
8F4B	01		
8F4C	0C		
8F4D	30		
8F4E	01		
8F4F	82	=1 1133	DB 082H,038H, 4, 6,46, 1,28, 1,18, 1, 0, 1
8F50	38		
8F51	04		
8F52	06		
8F53	2E		
8F54	01		
8F55	1C		
8F56	01		
8F57	12		
8F58	01		
8F59	00		
8F5A	01		
		=1 1134	
		=1 1135	
		=1 1136	; STAR PATH # 38
		=1 1137	

LOC	OBJ	LINE	SOURCE
8F5B		=1 1138	STAR_PATH38 LABEL BYTE
		=1 1139	
8F5B	B3	=1 1140	DB 0B3H,039H,37,12, 8, 8, 9,11, 2,11, 3, 7
8F5C	39		
8F5D	25		
8F5E	0C		
8F5F	08		
8F60	08		
8F61	09		
8F62	08		
8F63	02		
8F64	08		
8F65	03		
8F66	07		
8F67	93	=1 1141	DB 093H,039H,35,12,59, 3,60, 9,61, 3,53, 5,54, 8,-1, 7
8F68	39		
8F69	23		
8F6A	0C		
8F6B	38		
8F6C	03		
8F6D	3C		
8F6E	09		
8F6F	3D		
8F70	03		
8F71	35		
8F72	05		
8F73	36		
8F74	08		
8F75	FF		
8F76	07		
8F77	94	=1 1142	DB 094H,039H,46,16,40, 6,32, 1,33, 7,34, 4,26, 2,27, 6,28, 2,20, 3
8F78	39		
8F79	2E		
8F7A	10		
8F7B	28		
8F7C	06		
8F7D	20		
8F7E	01		
8F7F	21		
8F80	07		
8F81	22		
8F82	04		
8F83	1A		
8F84	02		
8F85	1B		
8F86	06		
8F87	1C		
8F88	02		
8F89	14		
8F8A	03		
8F8B	15	=1 1143	DB 21, 5,22, 1,14, 4,-1, 5
8F8C	05		
8F8D	16		
8F8E	01		
8F8F	0E		

LOC	OBJ	LINE	SOURCE
8F90	04		
8F91	FF		
8F92	05		
8F93	95	=1 1144	DB 095H,039H, 7,28, 0, 4, 1, 3
8F94	39		
8F95	07		
8F96	1C		
8F97	00		
8F98	04		
8F99	01		
8F9A	03		
8F9B	75	=1 1145	DB 075H,039H,23, 8,57, 2,58, 4,59, 1,51, 2,52, 4,45, 4,46, 2,38, 1
8F9C	39		
8F9D	17		
8F9E	08		
8F9F	39		
8FA0	02		
8FA1	3A		
8FA2	04		
8FA3	3B		
8FA4	01		
8FA5	33		
8FA6	02		
8FA7	34		
8FAB	04		
8FA9	2D		
8FAA	04		
8FAB	2E		
8FAC	02		
8FAD	26		
8FAE	01		
8FAF	FF	=1 1146	DB -1, 3
8FB0	03		
8FB1	76	=1 1147	DB 076H,039H,22,22,32, 2,24, 1,25, 3,26, 1,18, 2,19, 3,12, 3,13, 1
8FB2	39		
8FB3	16		
8FB4	16		
8FB5	20		
8FB6	02		
8FB7	18		
8FB8	01		
8FB9	19		
8FBA	03		
8FBB	1A		
8FBC	01		
8FBD	12		
8FBE	02		
8FBF	13		
8FC0	03		
8FC1	0C		
8FC2	03		
8FC3	0D		
8FC4	01		
8FC5	05	=1 1148	DB 5, 1, 6, 3,-1, 2
8FC6	01		

LOC	OBJ	LINE	SOURCE
8FC7	06		
8FC8	03		
8FC9	FF		
8FCA	02		
8FCB	57	=1 1149	DB 057H,039H,16,26,56, 2,57, 1,49, 2,50, 1,42, 1,43, 2,44, 1,36, 1
8FCC	39		
8FCD	10		
8FCE	1A		
8FCF	38		
8FD0	02		
8FD1	39		
8FD2	01		
8FD3	31		
8FD4	02		
8FD5	32		
8FD6	01		
8FD7	2A		
8FD8	01		
8FD9	2B		
8FDA	02		
8FDB	2C		
8FDC	01		
8FDD	24		
8FDE	01		
8FDF	25	=1 1150	DB 37, 2,30, 2,-1, 1
8FE0	02		
8FE1	1E		
8FE2	02		
8FE3	FF		
8FE4	01		
8FE5	58	=1 1151	DB 058H,039H, 9,26,16, 2,17, 1, 9, 1,10, 1,11, 1, 3, 1, 4, 2
8FE6	39		
8FE7	09		
8FE8	1A		
8FE9	10		
8FEA	02		
8FEB	11		
8FEC	01		
8FED	09		
8FEE	01		
8FEF	0A		
8FF0	01		
8FF1	0B		
8FF2	01		
8FF3	03		
8FF4	01		
8FF5	04		
8FF6	02		
8FF7	38	=1 1152	DB 038H,039H, 4,18,61, 1,62, 2,-1, 1
8FF8	39		
8FF9	04		
8FFA	12		
8FFB	3D		
8FFC	01		
8FFD	3E		

LOC	OBJ	LINE	SOURCE
BFFE	02		
BFFF	FF		
9000	01		
9001	39	=1 1153	DB 039H,039H,10,10,48, 1,41, 2,34, 1,35, 1,36, 1,28, 1,29, 1,22, 1
9002	39		
9003	0A		
9004	0A		
9005	30		
9006	01		
9007	29		
9008	02		
9009	22		
900A	01		
900B	23		
900C	01		
900D	24		
900E	01		
900F	1C		
9010	01		
9011	1D		
9012	01		
9013	16		
9014	01		
9015	FF	=1 1154	DB -1, 1
9016	01		
9017	3A	=1 1155	DB 03AH,039H, 4,22, 8, 1, 9, 1, 2, 1, 3, 1
9018	39		
9019	04		
901A	16		
901B	08		
901C	01		
901D	09		
901E	01		
901F	02		
9020	01		
9021	03		
9022	01		
9023	1A	=1 1156	DB 01AH,039H, 4,12,59, 1,52, 1,53, 1,46, 1
9024	39		
9025	04		
9026	0C		
9027	3B		
9028	01		
9029	34		
902A	01		
902B	35		
902C	01		
902D	2E		
902E	01		
902F	1B	=1 1157	DB 01BH,039H, 7,12,40, 1,33, 1,26, 1,27, 1,20, 1,13, 1,14, 1
9030	39		
9031	07		
9032	0C		
9033	2B		
9034	01		



LOC	OBJ	LINE	SOURCE
9035	21		
9036	01		
9037	1A		
9038	01		
9039	1B		
903A	01		
903B	14		
903C	01		
903D	0D		
903E	01		
903F	0E		
9040	01		
9041	1C	=1 1158	DB 01CH,039H, 1,18, 0, 1
9042	39		
9043	01		
9044	12		
9045	00		
9046	01		
9047	FC	=1 1159	DB 0FCH,038H, 5, 6,57, 1,50, 1,52, 1,45, 1,38, 1
9048	38		
9049	05		
904A	06		
904B	39		
904C	01		
904D	32		
904E	01		
904F	34		
9050	01		
9051	2D		
9052	01		
9053	26		
9054	01		
9055	FD	=1 1160	DB 0FDH,038H, 5,14,24, 1,17, 1,11, 1,13, 1, 6, 1
9056	38		
9057	05		
9058	0E		
9059	18		
905A	01		
905B	11		
905C	01		
905D	0B		
905E	01		
905F	0D		
9060	01		
9061	06		
9062	01		
		=1 1161	
		=1 1162	
		=1 1163	; STAR PATH # 39
		=1 1164	
9063		=1 1165	STAR_PATH39 LABEL BYTE
		=1 1166	
9063	70	=1 1167	DB 070H,03AH,57,14, 3, 5, 4, 4,12, 8,20, 8,28, 7,36, 7,44, 6,52, 6
9064	3A		
9065	39		

LOC	OBJ	LINE	SOURCE
9066	0E		
9067	03		
9068	05		
9069	04		
906A	04		
906B	0C		
906C	08		
906D	14		
906E	08		
906F	1C		
9070	07		
9071	24		
9072	07		
9073	2C		
9074	06		
9075	34		
9076	06		
9077	3C	=1 1168	DB 60, 6
9078	06		
9079	90	=1 1169	DB 090H,03AH,37,22, 4, 4, 5, 1,13, 6,21, 5,29, 4,37, 5,45, 4,53, 4
907A	3A		
907B	25		
907C	16		
907D	04		
907E	04		
907F	05		
9080	01		
9081	0D		
9082	06		
9083	15		
9084	05		
9085	1D		
9086	04		
9087	25		
9088	05		
9089	2D		
908A	04		
908B	35		
908C	04		
908D	3D	=1 1170	DB 61, 4
908E	04		
908F	80	=1 1171	DB 0B0H,03AH,27,22, 5, 4,14, 4,22, 4,30, 3,38, 3,46, 3,54, 3,62, 3
9090	3A		
9091	1B		
9092	16		
9093	05		
9094	04		
9095	0E		
9096	04		
9097	16		
9098	04		
9099	1E		
909A	03		
909B	26		
909C	03		

LOC	OBJ	LINE	SOURCE
909D	2E		
909E	03		
909F	36		
90A0	03		
90A1	3E		
90A2	03		
90A3	D0	=1 1172	DB 0D0H,03AH,23,20, 6, 3,-1,20
90A4	3A		
90A5	17		
90A6	14		
90A7	06		
90A8	03		
90A9	FF		
90AA	14		
90AB	F1	=1 1173	DB 0F1H,03AH,13, 8, 8, 2,16, 2,24, 2,32, 2,40, 2,48, 1,56, 2
90AC	3A		
90AD	0D		
90AE	08		
90AF	08		
90B0	02		
90B1	10		
90B2	02		
90B3	18		
90B4	02		
90B5	20		
90B6	02		
90B7	28		
90B8	02		
90B9	30		
90BA	01		
90BB	38		
90BC	02		
90BD	11	=1 1174	DB 011H,03BH,13,18, 0, 2, 9, 2,17, 1,25, 2,33, 1,41, 2,49, 1,57, 2
90BE	38		
90BF	0D		
90C0	12		
90C1	00		
90C2	02		
90C3	09		
90C4	02		
90C5	11		
90C6	01		
90C7	19		
90C8	02		
90C9	21		
90CA	01		
90CB	29		
90CC	02		
90CD	31		
90CE	01		
90CF	39		
90D0	02		
90D1	31	=1 1175	DB 031H,03BH,10,20, 1, 1, 9, 1,18, 2,26, 1,34, 1,42, 2,50, 1,58, 1
90D2	38		
90D3	0A		

LOC	OBJ	LINE	SOURCE
90D4	14		
90D5	01		
90D6	01		
90D7	09		
90D8	01		
90D9	12		
90DA	02		
90DB	1A		
90DC	01		
90DD	22		
90DE	01		
90DF	2A		
90E0	02		
90E1	32		
90E2	01		
90E3	3A		
90E4	01		
90E5	51	=1 1176	DB 051H,03BH, 8,20, 2, 1,10, 1,19, 1,27, 1,35, 1,43, 1,51, 1,59, 1
90E6	3B		
90E7	0B		
90E8	14		
90E9	02		
90EA	01		
90EB	0A		
90EC	01		
90ED	13		
90EE	01		
90EF	1B		
90F0	01		
90F1	23		
90F2	01		
90F3	2B		
90F4	01		
90F5	33		
90F6	01		
90F7	3B		
90F8	01		
90F9	71	=1 1177	DB 071H,03BH, 8,20, 3, 1,11, 1,20, 1,28, 1,36, 1,44, 1,52, 1,60, 1
90FA	3B		
90FB	0B		
90FC	14		
90FD	03		
90FE	01		
90FF	0B		
9100	01		
9101	14		
9102	01		
9103	1C		
9104	01		
9105	24		
9106	01		
9107	2C		
9108	01		
9109	34		
910A	01		

LOC	OBJ	LINE	SOURCE
910B	3C		
910C	01		
910D	91	=1 1178	DB 091H,03BH, 6,20, 4, 1,21, 1,29, 1,37, 1,53, 1,61, 1
910E	3B		
910F	06		
9110	14		
9111	04		
9112	01		
9113	15		
9114	01		
9115	1D		
9116	01		
9117	25		
9118	01		
9119	35		
911A	01		
911B	3D		
911C	01		
911D	B1	=1 1179	DB 0B1H,03BH, 5,16, 5, 1,22, 1,30, 1,46, 1,54, 1
911E	3B		
911F	05		
9120	10		
9121	05		
9122	01		
9123	16		
9124	01		
9125	1E		
9126	01		
9127	2E		
9128	01		
9129	36		
912A	01		
		=1 1180	
		=1 1181	
		=1 1182	; STAR_PATH # 40
		=1 1183	
912B		=1 1184	STAR_PATH40 LABEL BYTE
		=1 1185	
		=1 1186	DB 0ABH,039H,59,14,-1, 9,62, 5,54, 4,53, 7,52, 8,51, 7,50, 2,42, 5
912B	AB		
912C	39		
912D	3B		
912E	0E		
912F	FF		
9130	09		
9131	3E		
9132	05		
9133	36		
9134	04		
9135	35		
9136	07		
9137	34		
9138	08		
9139	33		
913A	07		
913B	32		

LOC	OBJ	LINE	SOURCE
913C	02		
913D	2A		
913E	05		
913F	29	=1 1187	DB 41, 6, 40, 6
9140	06		
9141	28		
9142	06		
9143	AA	=1 1188	DB 0AAH, 039H, 39, 24, -1, 6, 38, 5, 37, 5, 36, 5, 35, 4, 27, 1, 26, 5, 25, 4
9144	39		
9145	27		
9146	18		
9147	FF		
9148	06		
9149	26		
914A	05		
914B	25		
914C	05		
914D	24		
914E	05		
914F	23		
9150	04		
9151	1B		
9152	01		
9153	1A		
9154	05		
9155	19		
9156	04		
9157	18	=1 1189	DB 24, 4
9158	04		
9159	A9	=1 1190	DB 0A9H, 039H, 28, 22, -1, 4, 22, 4, 21, 4, 20, 3, 19, 1, 11, 3, 10, 3, 9, 3
915A	39		
915B	1C		
915C	16		
915D	FF		
915E	04		
915F	16		
9160	04		
9161	15		
9162	04		
9163	14		
9164	03		
9165	13		
9166	01		
9167	0B		
9168	03		
9169	0A		
916A	03		
916B	09		
916C	03		
916D	0B	=1 1191	DB 8, 3
916E	03		
916F	A8	=1 1192	DB 0A8H, 039H, 11, 22, -1, 3, 6, 3, 5, 3, 4, 2
9170	39		
9171	0B		
9172	16		

LOC	OBJ	LINE	SOURCE
9173	FF		
9174	03		
9175	06		
9176	03		
9177	05		
9178	03		
9179	04		
917A	02		
917B	88	=1 1193	DB 088H,039H,10,12,60, 1,59, 2,58, 3,57, 2,56, 1,48, 1
917C	39		
917D	0A		
917E	0C		
917F	3C		
9180	01		
9181	3B		
9182	02		
9183	3A		
9184	03		
9185	39		
9186	02		
9187	3B		
9188	01		
9189	30		
918A	01		
918B	87	=1 1194	DB 087H,039H,17,16,-1, 3,54, 2,53, 2,44, 2,43, 2,42, 2,41, 2,32, 2
918C	39		
918D	11		
918E	10		
918F	FF		
9190	03		
9191	36		
9192	02		
9193	35		
9194	02		
9195	2C		
9196	02		
9197	2B		
9198	02		
9199	2A		
919A	02		
919B	29		
919C	02		
919D	20		
919E	02		
919F	86	=1 1195	DB 086H,039H,13,20,-1, 1,38, 2,37, 1,29, 1,28, 2,27, 1,26, 2,17, 1
91A0	39		
91A1	0D		
91A2	14		
91A3	FF		
91A4	01		
91A5	26		
91A6	02		
91A7	25		
91A8	01		
91A9	1D		

LOC	OBJ	LINE	SOURCE
91AA	01		
91AB	1C		
91AC	02		
91AD	1B		
91AE	01		
91AF	1A		
91B0	02		
91B1	11		
91B2	01		
91B3	10	=1 1196	DB 16, 2
91B4	02		
91B5	85	=1 1197	DB 085H,039H,10,22,-1, 1,22, 2,13, 1,12, 1,11, 2,10, 1, 1, 1, 0, 1
91B6	39		
91B7	0A		
91B8	16		
91B9	FF		
91BA	01		
91BB	16		
91BC	02		
91BD	0D		
91BE	01		
91BF	0C		
91C0	01		
91C1	0B		
91C2	02		
91C3	0A		
91C4	01		
91C5	01		
91C6	01		
91C7	00		
91C8	01		
91C9	84	=1 1198	DB 084H,039H, 2,20,-1, 2
91CA	39		
91CB	02		
91CC	14		
91CD	FF		
91CE	02		
91CF	64	=1 1199	DB 064H,039H, 7, 6,62, 1,61, 1,60, 1,59, 1,58, 1,49, 1,48, 1
91D0	39		
91D1	07		
91D2	06		
91D3	3E		
91D4	01		
91D5	3D		
91D6	01		
91D7	3C		
91D8	01		
91D9	3B		
91DA	01		
91DB	3A		
91DC	01		
91DD	31		
91DE	01		
91DF	30		
91E0	01		



LOC	OBJ	LINE	SOURCE
91E1	63	=1 1200	DB 063H,039H, 8,18,-1, 1,46, 1,45, 1,44, 1,43, 1,34, 1,33, 1,32, 1
91E2	39		
91E3	08		
91E4	12		
91E5	FF		
91E6	01		
91E7	2E		
91E8	01		
91E9	2D		
91EA	01		
91EB	2C		
91EC	01		
91ED	2B		
91EE	01		
91EF	22		
91F0	01		
91F1	21		
91F2	01		
91F3	20		
91F4	01		
91F5	62	=1 1201	DB 062H,039H, 6,20,-1, 1,30, 1,28, 1,19, 1,18, 1,17, 1
91F6	39		
91F7	06		
91F8	14		
91F9	FF		
91FA	01		
91FB	1E		
91FC	01		
91FD	1C		
91FE	01		
91FF	13		
9200	01		
9201	12		
9202	01		
9203	11		
9204	01		
9205	61	=1 1202	DB 061H,039H, 6,16,-1, 1,14, 1,13, 1, 3, 1, 2, 1, 0, 1
9206	39		
9207	06		
9208	10		
9209	FF		
920A	01		
920B	0E		
920C	01		
920D	0D		
920E	01		
920F	03		
9210	01		
9211	02		
9212	01		
9213	00		
9214	01		
		=1 1203	
		=1 1204	
		=1 1205	;
			STAR PATH # 41

LOC	OBJ	LINE	SOURCE
		=1 1206	
9215		=1 1207	STAR_PATH41 LABEL BYTE
		=1 1208	
9215	72	=1 1209	DB 072H,039H,34,16,37, 8,29, 1,30, 9,22, 4,-1,12
9216	39		
9217	22		
9218	10		
9219	25		
921A	08		
921B	1D		
921C	01		
921D	1E		
921E	09		
921F	16		
9220	04		
9221	FF		
9222	0C		
9223	73	=1 1210	DB 073H,039H,10,14, 8, 2, 0, 8
9224	39		
9225	0A		
9226	0E		
9227	08		
9228	02		
9229	00		
922A	08		
922B	53	=1 1211	DB 053H,039H,56, 8,57, 8,49, 2,50, 5,42, 4,43, 3,35, 6,36, 1,28, 6
922C	39		
922D	38		
922E	08		
922F	39		
9230	08		
9231	31		
9232	02		
9233	32		
9234	05		
9235	2A		
9236	04		
9237	2B		
9238	03		
9239	23		
923A	06		
923B	24		
923C	01		
923D	1C		
923E	06		
923F	14	=1 1212	DB 20, 1,21, 5,13, 2,14, 3, 6, 4,-1, 6
9240	01		
9241	15		
9242	05		
9243	0D		
9244	02		
9245	0E		
9246	03		
9247	06		
9248	04		

LOC	OBJ	LINE	SOURCE
9249	FF		
924A	06		
924B	34	=1 1213	DB 034H,039H,30,32,48, 5,40, 1,41, 4,33, 2,34, 2,26, 3,27, 1,19, 4
924C	39		
924D	1E		
924E	20		
924F	30		
9250	05		
9251	28		
9252	01		
9253	29		
9254	04		
9255	21		
9256	02		
9257	22		
9258	02		
9259	1A		
925A	03		
925B	1B		
925C	01		
925D	13		
925E	04		
925F	0B	=1 1214	DB 11, 1,12, 3, 4, 1, 5, 3
9260	01		
9261	0C		
9262	03		
9263	04		
9264	01		
9265	05		
9266	03		
9267	14	=1 1215	DB 014H,039H,10,28,61, 2,62, 1,54, 3,-1, 4
9268	39		
9269	0A		
926A	1C		
926B	3D		
926C	02		
926D	3E		
926E	01		
926F	36		
9270	03		
9271	FF		
9272	04		
9273	15	=1 1216	DB 015H,039H,14,12,32, 3,24, 1,25, 2,17, 2,18, 1,10, 2, 2, 1, 3, 2
9274	39		
9275	0E		
9276	0C		
9277	20		
9278	03		
9279	18		
927A	01		
927B	19		
927C	02		
927D	11		
927E	02		
927F	12		

LOC	OBJ	LINE	SOURCE
9280	01		
9281	0A		
9282	02		
9283	02		
9284	01		
9285	03		
9286	02		
9287	F5	=1 1217	DB 0F5H,038H,13,20,59, 1,60, 2,52, 1,53, 1,45, 2,46, 1,38, 2,-1, 3
9288	38		
9289	0D		
928A	14		
928B	3B		
928C	01		
928D	3C		
928E	02		
928F	34		
9290	01		
9291	35		
9292	01		
9293	2D		
9294	02		
9295	2E		
9296	01		
9297	26		
9298	02		
9299	FF		
929A	03		
929B	F6	=1 1218	DB 0F6H,038H, 5,20,16, 1, 8, 2, 1, 2
929C	38		
929D	05		
929E	14		
929F	10		
92A0	01		
92A1	08		
92A2	02		
92A3	01		
92A4	02		
92A5	D6	=1 1219	DB 0D6H,038H,14,10,58, 2,50, 1,51, 1,43, 1,44, 1,36, 2,29, 2,22, 1
92A6	38		
92A7	0E		
92A8	0A		
92A9	3A		
92AA	02		
92AB	32		
92AC	01		
92AD	33		
92AE	01		
92AF	2B		
92B0	01		
92B1	2C		
92B2	01		
92B3	24		
92B4	02		
92B5	1D		
92B6	02		

LOC	OBJ	LINE	SOURCE
92B7	16		
92B8	01		
92B9	0E	=1 1220	DB 14, 1,-1, 2
92BA	01		
92BB	FF		
92BC	02		
92BD	D7	=1 1221	DB 0D7H,038H, 1,24, 0, 1
92BE	38		
92BF	01		
92C0	13		
92C1	00		
92C2	01		
92C3	B7	=1 1222	DB 0B7H,038H,11, 6,56, 1,49, 2,42, 1,34, 1,35, 1,27, 1,20, 1,13, 2
92C4	38		
92C5	08		
92C6	06		
92C7	38		
92C8	01		
92C9	31		
92CA	02		
92CB	2A		
92CC	01		
92CD	22		
92CE	01		
92CF	23		
92D0	01		
92D1	1B		
92D2	01		
92D3	14		
92D4	01		
92D5	0D		
92D6	02		
92D7	06	=1 1223	DB 6, 1
92D8	01		
92D9	97	=1 1224	DB 097H,038H, 2,22,62, 1,-1, 1
92DA	38		
92DB	02		
92DC	16		
92DD	3E		
92DE	01		
92DF	FF		
92E0	01		
92E1	98	=1 1225	DB 098H,038H, 7, 8,40, 2,33, 1,26, 1,18, 1,11, 1, 4, 1
92E2	38		
92E3	07		
92E4	03		
92E5	28		
92E6	02		
92E7	21		
92E8	01		
92E9	1A		
92EA	01		
92EB	12		
92EC	01		
92ED	08		

LOC	OBJ	LINE	SOURCE
92EE	01		
92EF	04		
92F0	01		
92F1	78	=1 1226	DB 078H,038H, 5,16,60, 1,53, 1,46, 1,-1, 2
92F2	38		
92F3	05		
92F4	10		
92F5	3C		
92F6	01		
92F7	35		
92F8	01		
92F9	2E		
92FA	01		
92FB	FF		
92FC	02		
92FD	79	=1 1227	DB 079H,038H, 3,12,16, 1, 9, 1, 2, 1
92FE	38		
92FF	03		
9300	0C		
9301	10		
9302	01		
9303	09		
9304	01		
9305	02		
9306	01		
9307	59	=1 1228	DB 059H,038H, 5,10,59, 1,52, 1,45, 1,30, 1,-1, 1
9308	38		
9309	05		
930A	0A		
930B	3B		
930C	01		
930D	34		
930E	01		
930F	2D		
9310	01		
9311	1E		
9312	01		
9313	FF		
9314	01		
9315	5A	=1 1229	DB 05AH,038H, 2,14, 8, 1, 1, 1
9316	38		
9317	02		
9318	0E		
9319	08		
931A	01		
931B	01		
931C	01		
931D	3A	=1 1230	DB 03AH,038H, 5, 8,50, 1,43, 1,36, 1,21, 1,14, 1
931E	38		
931F	05		
9320	03		
9321	32		
9322	01		
9323	2B		
9324	01		

LOC	OBJ	LINE	SOURCE
9325	24		
9326	01		
9327	15		
9328	01		
9329	0E		
932A	01		
932B	1A	=1 1231	DB 01AH,038H, 1,14,-1, 1
932C	3B		
932D	01		
932E	0E		
932F	FF		
9330	01		
9331	1B	=1 1232	DB 01BH,038H, 4, 6,4B, 1,34, 1,19, 1,12, 1
9332	3B		
9333	04		
9334	05		
9335	30		
9336	01		
9337	22		
9338	01		
9339	13		
933A	01		
933B	0C		
933C	01		
		=1 1233	
		=1 1234	
		=1 1235	; STAR PATH # 42
		=1 1236	
933D		=1 1237	STAR_PATH42 LABEL BYTE
		=1 1238	
933D	93	=1 1239	DB 093H,03AH,31,12, 8, 2,16, 6,24, 1,25, 4,33, 5,42, 4,50, 4,51, 1
933E	3A		
933F	1F		
9340	0C		
9341	0B		
9342	02		
9343	10		
9344	06		
9345	1B		
9346	01		
9347	19		
9348	04		
9349	21		
934A	05		
934B	2A		
934C	04		
934D	32		
934E	04		
934F	33		
9350	01		
9351	3B	=1 1240	DB 59, 4
9352	04		
9353	B3	=1 1241	DB 0B3H,03AH,27,22, 3, 2, 4, 2,12, 4,20, 1,21, 3,29, 3,38, 4,46, 2
9354	3A		
9355	1B		

LOC	OBJ	LINE	SOURCE
9356	16		
9357	03		
9358	02		
9359	04		
935A	02		
935B	0C		
935C	04		
935D	14		
935E	01		
935F	15		
9360	03		
9361	1D		
9362	03		
9363	26		
9364	04		
9365	2E		
9366	02		
9367	FF	=1 1242	DB -1, 6
9368	06		
9369	B4	=1 1243	DB 0B4H,03AH, 1,22,56, 1
936A	3A		
936B	01		
936C	16		
936D	38		
936E	01		
936F	D4	=1 1244	DB 0D4H,03AH,22, 6, 0, 3, 8, 1, 9, 2,17, 3,26, 3,34, 1,35, 1,43, 3
9370	3A		
9371	16		
9372	06		
9373	00		
9374	03		
9375	08		
9376	01		
9377	09		
9378	02		
9379	11		
937A	03		
937B	1A		
937C	03		
937D	22		
937E	01		
937F	23		
9380	01		
9381	2B		
9382	03		
9383	33	=1 1245	DB 51, 1,52, 1,60, 3
9384	01		
9385	34		
9386	01		
9387	3C		
9388	03		
9389	F4	=1 1246	DB 0F4H,03AH,11,26, 5, 2,13, 2,22, 3,30, 1,-1, 3
938A	3A		
938B	0B		
938C	1A		



LOC	OBJ	LINE	SOURCE
938D	05		
938E	02		
938F	0D		
9390	02		
9391	16		
9392	03		
9393	1E		
9394	01		
9395	FF		
9396	03		
9397	F5	=1 1247	DB 0F5H,03AH, 5,14,40, 2,48, 2,57, 1
9398	3A		
9399	05		
939A	0E		
939B	2B		
939C	02		
939D	30		
939E	02		
939F	39		
93A0	01		
93A1	15	=1 1248	DB 015H,03BH,14,10, 1, 2,10, 2,18, 1,19, 1,27, 1,35, 1,36, 1,44, 2
93A2	3B		
93A3	0E		
93A4	0A		
93A5	01		
93A6	02		
93A7	0A		
93A8	02		
93A9	12		
93AA	01		
93AB	13		
93AC	01		
93AD	1B		
93AE	01		
93AF	23		
93B0	01		
93B1	24		
93B2	01		
93B3	2C		
93B4	02		
93B5	35	=1 1249	DB 53, 1,61, 1,62, 1
93B6	01		
93B7	3D		
93B8	01		
93B9	3E		
93BA	01		
93BB	35	=1 1250	DB 035H,03BH, 4,26, 6, 1,14, 1,-1, 2
93BC	3B		
93BD	04		
93BE	1A		
93BF	06		
93C0	01		
93C1	0E		
93C2	01		
93C3	FF		

LOC	OBJ	LINE	SOURCE
93C4	02		
93C5	36	=1 1251	DB 036H,03BH, 7,10,24, 1,32, 2,41, 1,49, 1,58, 2
93C6	3B		
93C7	07		
93C8	0A		
93C9	18		
93CA	01		
93CB	20		
93CC	02		
93CD	29		
93CE	01		
93CF	31		
93D0	01		
93D1	3A		
93D2	02		
93D3	56	=1 1252	DB 056H,03BH,10,14, 3, 1,11, 1,20, 1,28, 1,37, 1,45, 1,46, 1,54, 1
93D4	3B		
93D5	0A		
93D6	0E		
93D7	03		
93D8	01		
93D9	0B		
93DA	01		
93DB	14		
93DC	01		
93DD	1C		
93DE	01		
93DF	25		
93E0	01		
93E1	2D		
93E2	01		
93E3	2E		
93E4	01		
93E5	36		
93E6	01		
93E7	FF	=1 1253	DB -1, 2
93E8	02		
93E9	77	=1 1254	DB 077H,03BH, 6,22, 8, 1,17, 1,25, 1,34, 1,42, 1,59, 1
93EA	3B		
93EB	06		
93EC	16		
93ED	0B		
93EE	01		
93EF	11		
93F0	01		
93F1	19		
93F2	01		
93F3	22		
93F4	01		
93F5	2A		
93F6	01		
93F7	3B		
93F8	01		
93F9	97	=1 1255	DB 097H,03BH, 6,16, 4, 1,12, 1,21, 1,30, 1,38, 1,-1, 1
93FA	3B		

LOC	OBJ	LINE	SOURCE
93FB	06		
93FC	10		
93FD	04		
93FE	01		
93FF	0C		
9400	01		
9401	15		
9402	01		
9403	1E		
9404	01		
9405	26		
9406	01		
9407	FF		
9408	01		
9409	98	=1 1256	DB 098H,038H, 1,16,56, 1
940A	38		
940B	01		
940C	10		
940D	38		
940E	01		
940F	88	=1 1257	DB 088H,038H, 6, 6, 1, 1,17, 1,26, 1,35, 1,52, 1,61, 1
9410	38		
9411	06		
9412	06		
9413	01		
9414	01		
9415	11		
9416	01		
9417	1A		
9418	01		
9419	23		
941A	01		
941B	34		
941C	01		
941D	3D		
941E	01		
		=1 1258	
		=1 1259	
		=1 1260	; STAR PATH # 43
		=1 1261	
941F		=1 1262	STAR_PATH43 LABEL BYTE
		=1 1263	
941F	EA	=1 1264	DB 0EAH,039H,48,16,-1, 7,46, 7,45, 6,44, 6,43, 6,42, 6,41, 5,40, 5
9420	39		
9421	30		
9422	10		
9423	FF		
9424	07		
9425	2E		
9426	07		
9427	2D		
9428	06		
9429	2C		
942A	06		
942B	2B		

LOC	OBJ	LINE	SOURCE
942C	06		
942D	2A		
942E	06		
942F	29		
9430	05		
9431	28		
9432	05		
9433	E9	=1 1265	DB 0E9H,039H,35,20,-1, 5,54, 5,53, 4,52, 5,51, 4,50, 4,49, 4,48, 4
9434	39		
9435	23		
9436	14		
9437	FF		
9438	05		
9439	36		
943A	05		
943B	35		
943C	04		
943D	34		
943E	05		
943F	33		
9440	04		
9441	32		
9442	04		
9443	31		
9444	04		
9445	30		
9446	04		
9447	E8	=1 1266	DB 0E8H,039H,26,20,-1, 3,62, 4,61, 3,60, 4,59, 3,58, 3,57, 3,56, 3
9448	39		
9449	1A		
944A	14		
944B	FF		
944C	03		
944D	3E		
944E	04		
944F	3D		
9450	03		
9451	3C		
9452	04		
9453	3B		
9454	03		
9455	3A		
9456	03		
9457	39		
9458	03		
9459	38		
945A	03		
945B	E7	=1 1267	DB 0E7H,039H, 3,20,-1, 3
945C	39		
945D	03		
945E	14		
945F	FF		
9460	03		
9461	07	=1 1268	DB 007H,03AH,17, 6, 6, 2, 5, 3, 4, 2, 3, 3, 2, 2, 1, 3, 0, 2
9462	3A		

LOC	OBJ	LINE	SOURCE
9463	11		
9464	06		
9465	06		
9466	02		
9467	05		
9468	03		
9469	04		
946A	02		
946B	03		
946C	03		
946D	02		
946E	02		
946F	01		
9470	03		
9471	00		
9472	02		
9473	06	=1 1269	DB 006H,03AH,16,18,-1, 2, 6, 1,14, 1,13, 2,12, 2,11, 2,10, 2, 9, 2
9474	3A		
9475	10		
9476	12		
9477	FF		
9478	02		
9479	06		
947A	01		
947B	0E		
947C	01		
947D	0D		
947E	02		
947F	0C		
9480	02		
9481	0B		
9482	02		
9483	0A		
9484	02		
9485	09		
9486	02		
9487	0B	=1 1270	DB 8, 2
9488	02		
9489	05	=1 1271	DB 005H,03AH,13,22,-1, 2,14, 1,22, 1,21, 1,20, 2,19, 2,18, 1,17, 2
948A	3A		
948B	0D		
948C	16		
948D	FF		
948E	02		
948F	0E		
9490	01		
9491	16		
9492	01		
9493	15		
9494	01		
9495	14		
9496	02		
9497	13		
9498	02		
9499	12		

LOC	OBJ	LINE	SOURCE
949A	01		
949B	11		
949C	02		
949D	10	=1 1272	DB 16, 1
949E	01		
949F	04	=1 1273	DB 004H,03AH,11,22,-1, 2,22, 1,29, 2,28, 1,27, 1,26, 2,25, 1,24, 1
94A0	3A		
94A1	0B		
94A2	16		
94A3	FF		
94A4	02		
94A5	16		
94A6	01		
94A7	1D		
94A8	02		
94A9	1C		
94AA	01		
94AB	1B		
94AC	01		
94AD	1A		
94AE	02		
94AF	19		
94B0	01		
94B1	18		
94B2	01		
94B3	03	=1 1274	DB 003H,03AH,10,20,-1, 2,38, 1,37, 1,36, 1,35, 1,34, 1,33, 2,32, 1
94B4	3A		
94B5	0A		
94B6	14		
94B7	FF		
94B8	02		
94B9	26		
94BA	01		
94BB	25		
94BC	01		
94BD	24		
94BE	01		
94BF	23		
94C0	01		
94C1	22		
94C2	01		
94C3	21		
94C4	02		
94C5	20		
94C6	01		
94C7	02	=1 1275	DB 002H,03AH, 8,20,-1, 1,38, 1,45, 1,44, 1,43, 1,42, 1,41, 1,40, 1
94C8	3A		
94C9	0B		
94CA	14		
94CB	FF		
94CC	01		
94CD	26		
94CE	01		
94CF	2D		
94D0	01		

LOC	OBJ	LINE	SOURCE
94D1	2C		
94D2	01		
94D3	2B		
94D4	01		
94D5	2A		
94D6	01		
94D7	29		
94D8	01		
94D9	28		
94DA	01		
		=1 1276	
		=1 1277	
		=1 1278	; STAR PATH # 44
		=1 1279	
94DB		=1 1280	STAR_PATH44 LABEL BYTE
		=1 1281	
94DB	31	=1 1282	DB 031H,039H,49,20,58, 7,51, 7,43, 7,35, 6,27, 5,28, 1,20, 6,12, 5
94DC	39		
94DD	31		
94DE	14		
94DF	3A		
94E0	07		
94E1	33		
94E2	07		
94E3	2B		
94E4	07		
94E5	23		
94E6	06		
94E7	1B		
94E8	05		
94E9	1C		
94EA	01		
94EB	14		
94EC	06		
94ED	0C		
94EE	05		
94EF	04	=1 1283	DB 4, 5
94F0	05		
94F1	11	=1 1284	DB 011H,039H,36,22,60, 3,61, 3,53, 4,45, 5,37, 5,29, 1,30, 3,22, 4
94F2	39		
94F3	24		
94F4	16		
94F5	3C		
94F6	03		
94F7	3D		
94F8	03		
94F9	35		
94FA	04		
94FB	2D		
94FC	05		
94FD	25		
94FE	05		
94FF	1D		
9500	01		
9501	1E		

LOC	OBJ	LINE	SOURCE
9502	03		
9503	16		
9504	04		
9505	0E	=1 1285	DB 14, 4, 6, 4
9506	04		
9507	06		
9508	04		
9509	F1	=1 1286	DB 0F1H,038H,13,24,-1,13
950A	38		
950B	0D		
950C	18		
950D	FF		
950E	0D		
950F	F2	=1 1287	DB 0F2H,038H,14, 6,32, 1,24, 4,16, 3, 8, 3, 0, 1, 1, 2
9510	38		
9511	0E		
9512	06		
9513	20		
9514	01		
9515	18		
9516	04		
9517	10		
9518	03		
9519	08		
951A	03		
951B	00		
951C	01		
951D	01		
951E	02		
951F	D2	=1 1288	DB 0D2H,038H,20,16,57, 3,49, 2,41, 3,33, 1,34, 2,26, 2,18, 3,10, 2
9520	38		
9521	14		
9522	10		
9523	39		
9524	03		
9525	31		
9526	02		
9527	29		
9528	03		
9529	21		
952A	01		
952B	22		
952C	02		
952D	1A		
952E	02		
952F	12		
9530	03		
9531	0A		
9532	02		
9533	03	=1 1289	DB 3, 2
9534	02		
9535	B2	=1 1290	DB 0B2H,038H,17,22,59, 3,51, 2,43, 1,44, 1,36, 2,28, 2,20, 2,12, 1
9536	38		
9537	11		
9538	16		



LOC	OBJ	LINE	SOURCE
9539	38		
953A	03		
953B	33		
953C	02		
953D	2B		
953E	01		
953F	2C		
9540	01		
9541	24		
9542	02		
9543	1C		
9544	02		
9545	14		
9546	02		
9547	0C		
9548	01		
9549	0D	=1 1291	DB 13, 1, 5, 2
954A	01		
954B	05		
954C	02		
954D	92	=1 1292	DB 092H,038H,16,24,61, 2,53, 2,46, 1,38, 2,30, 2,22, 1,-1, 6
954E	38		
954F	10		
9550	18		
9551	3D		
9552	02		
9553	35		
9554	02		
9555	2E		
9556	01		
9557	26		
9558	02		
9559	1E		
955A	02		
955B	16		
955C	01		
955D	FF		
955E	06		
955F	73	=1 1293	DB 073H,038H, 9,18,48, 1,40, 1,32, 2,24, 1,17, 1, 9, 2, 1, 1
9560	38		
9561	09		
9562	12		
9563	30		
9564	01		
9565	28		
9566	01		
9567	20		
9568	02		
9569	18		
956A	01		
956B	11		
956C	01		
956D	09		
956E	02		
956F	01		

LOC	OBJ	LINE	SOURCE
9570	01		
9571	53	=1 1294	DB 053H,038H,10,18,57, 1,50, 2,42, 1,34, 1,26, 1,19, 1,11, 1, 3, 2
9572	38		
9573	0A		
9574	12		
9575	39		
9576	01		
9577	32		
9578	02		
9579	2A		
957A	01		
957B	22		
957C	01		
957D	1A		
957E	01		
957F	13		
9580	01		
9581	08		
9582	01		
9583	03		
9584	02		
9585	33	=1 1295	DB 033H,038H, 8,20,60, 1,52, 1,44, 1,36, 1,29, 1,21, 1,13, 1, 5, 1
9586	38		
9587	08		
9588	14		
9589	3C		
958A	01		
958B	34		
958C	01		
958D	2C		
958E	01		
958F	24		
9590	01		
9591	1D		
9592	01		
9593	15		
9594	01		
9595	0D		
9596	01		
9597	05		
9598	01		
9599	13	=1 1296	DB 013H,038H, 6,20,62, 1,54, 1,46, 1,-1, 3
959A	38		
959B	06		
959C	14		
959D	3E		
959E	01		
959F	36		
95A0	01		
95A1	2E		
95A2	01		
95A3	FF		
95A4	03		
		=1 1297	
		=1 1298	

LOC	OBJ	LINE	SOURCE
		=1 1299	; STAR PATH # 45
		=1 1300	
95A5		=1 1301	STAR_PATH45 LABEL BYTE
		=1 1302	
95A5	54	=1 1303	DB 054H,03AH,44,12,18, 3,26, 4,27, 7,35, 1,36, 8,37, 1,45, 6,46, 3
95A6	3A		
95A7	2C		
95A8	0C		
95A9	12		
95AA	03		
95AB	1A		
95AC	04		
95AD	1B		
95AE	07		
95AF	23		
95B0	01		
95B1	24		
95B2	08		
95B3	25		
95B4	01		
95B5	2D		
95B6	06		
95B7	2E		
95B8	03		
95B9	36	=1 1304	DB 54, 4,-1, 7
95BA	04		
95BB	FF		
95BC	07		
95BD	55	=1 1305	DB 055H,03AH, 6,24,56, 6
95BE	3A		
95BF	06		
95C0	1B		
95C1	38		
95C2	06		
95C3	75	=1 1306	DB 075H,03AH,37, 6, 1, 6, 2, 1,10, 5,11, 3,19, 2,20, 4,28, 1,29, 5
95C4	3A		
95C5	25		
95C6	06		
95C7	01		
95C8	06		
95C9	02		
95CA	01		
95CB	0A		
95CC	05		
95CD	0B		
95CE	03		
95CF	13		
95D0	02		
95D1	14		
95D2	04		
95D3	1C		
95D4	01		
95D5	1D		
95D6	05		
95D7	1E	=1 1307	DB 30, 1,38, 4,-1, 5

LOC	OBJ	LINE	SOURCE
95D8	01		
95D9	26		
95DA	04		
95DB	FF		
95DC	05		
95DD	76	=1 1308	DB 076H,03AH,13,26,40, 2,48, 2,49, 4,58, 4,59, 1
95DE	3A		
95DF	0D		
95E0	1A		
95E1	28		
95E2	02		
95E3	30		
95E4	02		
95E5	31		
95E6	04		
95E7	3A		
95E8	04		
95E9	3B		
95EA	01		
95EB	96	=1 1309	DB 096H,03AH,17,14, 3, 3, 4, 2,12, 2,13, 2,21, 1,22, 4,-1, 3
95EC	3A		
95ED	11		
95EE	0E		
95EF	03		
95F0	03		
95F1	04		
95F2	02		
95F3	0C		
95F4	02		
95F5	0D		
95F6	02		
95F7	15		
95F8	01		
95F9	16		
95FA	04		
95FB	FF		
95FC	03		
95FD	97	=1 1310	DB 097H,03AH,16,18,24, 1,32, 2,33, 2,41, 1,42, 3,51, 3,52, 1,60, 2
95FE	3A		
95FF	10		
9600	12		
9601	18		
9602	01		
9603	20		
9604	02		
9605	21		
9606	02		
9607	29		
9608	01		
9609	2A		
960A	03		
960B	33		
960C	03		
960D	34		
960E	01		

LOC	OBJ	LINE	SOURCE
960F	3C		
9610	02		
9611	3D	=1 1311	DB 61, 1
9612	01		
9613	B7	=1 1312	DB 0B7H,03AH, 7,22, 5, 2, 6, 2,14, 1,-1, 2
9614	3A		
9615	07		
9616	16		
9617	05		
9618	02		
9619	06		
961A	02		
961B	0E		
961C	01		
961D	FF		
961E	02		
961F	BB	=1 1313	DB 0BBH,03AH,18,12,16, 3,25, 2,26, 1,34, 1,35, 2,44, 3,53, 2,54, 1
9620	3A		
9621	12		
9622	0C		
9623	10		
9624	03		
9625	19		
9626	02		
9627	1A		
9628	01		
9629	22		
962A	01		
962B	23		
962C	02		
962D	2C		
962E	03		
962F	35		
9630	02		
9631	36		
9632	01		
9633	3E	=1 1314	DB 62, 1,-1, 2
9634	01		
9635	FF		
9636	02		
9637	D9	=1 1315	DB 0D9H,03AH,14,24, 0, 2, 9, 2,18, 2,19, 1,28, 2,37, 2,46, 2,-1, 1
9638	3A		
9639	0E		
963A	18		
963B	00		
963C	02		
963D	09		
963E	02		
963F	12		
9640	02		
9641	13		
9642	01		
9643	1C		
9644	02		
9645	25		

LOC	OBJ	LINE	SOURCE
9646	02		
9647	2E		
9648	02		
9649	FF		
964A	01		
964B	DA	=1 1316	DB ODAH,03AH, 3,20,48, 1,56, 1,57, 1
964C	3A		
964D	03		
964E	14		
964F	30		
9650	01		
9651	38		
9652	01		
9653	39		
9654	01		
9655	FA	=1 1317	DB OFAH,03AH, 9,10, 2, 2,11, 1,12, 1,20, 1,21, 1,30, 1,-1, 2
9656	3A		
9657	09		
9658	0A		
9659	02		
965A	02		
965B	08		
965C	01		
965D	0C		
965E	01		
965F	14		
9660	01		
9661	15		
9662	01		
9663	1E		
9664	01		
9665	FF		
9666	02		
9667	FB	=1 1318	DB OFBH,03AH, 5,18,40, 1,41, 1,50, 2,59, 1
9668	3A		
9669	05		
966A	12		
966B	28		
966C	01		
966D	29		
966E	01		
966F	32		
9670	02		
9671	38		
9672	01		
9673	1B	=1 1319	DB 01BH,03BH, 5,12, 4, 1, 5, 1,14, 1,-1, 2
9674	38		
9675	05		
9676	0C		
9677	04		
9678	01		
9679	05		
967A	01		
967B	0E		
967C	01		

LOC	OBJ	LINE	SOURCE
967D	FF		
967E	02		
967F	1C	=1 1320	DB 01CH,03BH, 6,12,24, 1,33, 1,42, 1,43, 1,52, 1,61, 1
9680	3B		
9681	06		
9682	0C		
9683	18		
9684	01		
9685	21		
9686	01		
9687	2A		
9688	01		
9689	2B		
968A	01		
968B	34		
968C	01		
968D	3D		
968E	01		
968F	3C	=1 1321	DB 03CH,03BH, 2,16, 6, 1,-1, 1
9690	3B		
9691	02		
9692	10		
9693	06		
9694	01		
9695	FF		
9696	01		
9697	3D	=1 1322	DB 03DH,03BH, 7, 8, 8, 1,17, 1,26, 1,36, 1,45, 1,54, 1,-1, 1
9698	3B		
9699	07		
969A	08		
969B	08		
969C	01		
969D	11		
969E	01		
969F	1A		
96A0	01		
96A1	24		
96A2	01		
96A3	2D		
96A4	01		
96A5	36		
96A6	01		
96A7	FF		
96A8	01		
		=1 1323	
		=1 1324	
		=1 1325	; STAR PATH # 46
		=1 1326	
96A9		=1 1327	STAR_PATH46 LABEL BYTE
		=1 1328	
96A9	4A	=1 1329	DB 04AH,03AH,39,18, 6, 3, 5, 7, 4, 2,12, 4,11, 6,18, 6,17, 4,25, 1
96AA	3A		
96AB	27		
96AC	12		
96AD	06		

LOC	OBJ	LINE	SOURCE
96AE	03		
96AF	05		
96B0	07		
96B1	04		
96B2	02		
96B3	0C		
96B4	04		
96B5	0B		
96B6	06		
96B7	12		
96B8	06		
96B9	11		
96BA	04		
96BB	19		
96BC	01		
96BD	18	=1 1330	DB 24, 6
96BE	06		
96BF	49	=1 1331	DB 049H,03AH,33,22,-1, 5,38, 4,37, 2,45, 3,44, 4,52, 1,51, 4,50, 3
96C0	3A		
96C1	21		
96C2	16		
96C3	FF		
96C4	05		
96C5	26		
96C6	04		
96C7	25		
96C8	02		
96C9	2D		
96CA	03		
96CB	2C		
96CC	04		
96CD	34		
96CE	01		
96CF	33		
96D0	04		
96D1	32		
96D2	03		
96D3	3A	=1 1332	DB 58, 1,57, 4,56, 2
96D4	01		
96D5	39		
96D6	04		
96D7	38		
96D8	02		
96D9	69	=1 1333	DB 069H,03AH, 2,26, 0, 2
96DA	3A		
96DB	02		
96DC	1A		
96DD	00		
96DE	02		
96DF	68	=1 1334	DB 068H,03AH,26, 6,-1, 4,14, 3,13, 3,21, 1,20, 3,19, 2,27, 1,26, 3
96E0	3A		
96E1	1A		
96E2	06		
96E3	FF		
96E4	04		



LOC	OBJ	LINE	SOURCE
96E5	0E		
96E6	03		
96E7	0D		
96E8	03		
96E9	15		
96EA	01		
96EB	14		
96EC	03		
96ED	13		
96EE	02		
96EF	1B		
96F0	01		
96F1	1A		
96F2	03		
96F3	19	=1 1335	DB 25, 1,33, 2,32, 3
96F4	01		
96F5	21		
96F6	02		
96F7	20		
96F8	03		
96F9	67	=1 1336	DB 067H,03AH,14,26,-1, 3,46, 2,54, 1,53, 3,52, 1,60, 1,59, 3
96FA	3A		
96FB	0E		
96FC	1A		
96FD	FF		
96FE	03		
96FF	2E		
9700	02		
9701	36		
9702	01		
9703	35		
9704	03		
9705	34		
9706	01		
9707	3C		
9708	01		
9709	3B		
970A	03		
970B	87	=1 1337	DB 0B7H,03AH, 7,18, 2, 2, 1, 3, 8, 2
970C	3A		
970D	07		
970E	12		
970F	02		
9710	02		
9711	01		
9712	03		
9713	0B		
9714	02		
9715	86	=1 1338	DB 0B6H,03AH,16,10,-1, 2,22, 2,21, 1,29, 1,28, 3,35, 2,34, 1,42, 1
9716	3A		
9717	10		
9718	0A		
9719	FF		
971A	02		
971B	16		

LOC	OBJ	LINE	SOURCE
971C	02		
971D	15		
971E	01		
971F	1D		
9720	01		
9721	1C		
9722	03		
9723	23		
9724	02		
9725	22		
9726	01		
9727	2A		
9728	01		
9729	29	=1 1339	DB 41, 1,40, 2
972A	01		
972B	28		
972C	02		
972D	85	=1 1340	DB 0B5H,03AH, 6,24,-1, 2,54, 1,62, 1,61, 2
972E	3A		
972F	06		
9730	1B		
9731	FF		
9732	02		
9733	36		
9734	01		
9735	3E		
9736	01		
9737	3D		
9738	02		
9739	A5	=1 1341	DB 0A5H,03AH, 8,12, 4, 1, 3, 2,10, 2, 9, 1,16, 2
973A	3A		
973B	08		
973C	0C		
973D	04		
973E	01		
973F	03		
9740	02		
9741	0A		
9742	02		
9743	09		
9744	01		
9745	10		
9746	02		
9747	A4	=1 1342	DB 0A4H,03AH,11,14,-1, 1,30, 2,37, 1,36, 1,44, 1,43, 1,42, 1,49, 2
9748	3A		
9749	0B		
974A	0E		
974B	FF		
974C	01		
974D	1E		
974E	02		
974F	25		
9750	01		
9751	24		
9752	01		

LOC	OBJ	LINE	SOURCE
9753	2C		
9754	01		
9755	2B		
9756	01		
9757	2A		
9758	01		
9759	31		
975A	02		
975B	3B	=1 1343	DB 56, 1
975C	01		
975D	A3	=1 1344	DB 0A3H,03AH, 1,22,-1, 1
975E	3A		
975F	01		
9760	16		
9761	FF		
9762	01		
9763	C3	=1 1345	DB 0C3H,03AH, 9, 6, 6, 2,13, 1,12, 1,11, 1,18, 1,17, 1,24, 1,32, 1
9764	3A		
9765	09		
9766	06		
9767	06		
9768	02		
9769	0D		
976A	01		
976B	0C		
976C	01		
976D	0B		
976E	01		
976F	12		
9770	01		
9771	11		
9772	01		
9773	1B		
9774	01		
9775	20		
9776	01		
9777	C2	=1 1346	DB 0C2H,03AH, 7,20,-1, 1,46, 1,45, 1,52, 1,51, 1,58, 1,57, 1
9778	3A		
9779	07		
977A	14		
977B	FF		
977C	01		
977D	2E		
977E	01		
977F	2D		
9780	01		
9781	34		
9782	01		
9783	33		
9784	01		
9785	3A		
9786	01		
9787	39		
9788	01	=1 1347	

LOC	OBJ	LINE	SOURCE
		=1 1348	
		=1 1349	; STAR PATH # 47
		=1 1350	
9789		=1 1351	STAR_PATH47 LABEL BYTE
		=1 1352	
9789	0F	=1 1353	DB 00FH,039H,42,18,58, 5,57, 1,49, 6,41, 5,33, 6,25, 5,17, 5, 9, 5
978A	39		
978B	2A		
978C	12		
978D	3A		
978E	05		
978F	39		
9790	01		
9791	31		
9792	06		
9793	29		
9794	05		
9795	21		
9796	06		
9797	19		
9798	05		
9799	11		
979A	05		
979B	09		
979C	05		
979D	01	=1 1354	DB 1, 4
979E	04		
979F	EF	=1 1355	DB 0EFH,038H,32,22,57, 5,48, 4,40, 4,32, 4,24, 4,16, 4, 8, 4, 0, 3
97A0	38		
97A1	20		
97A2	16		
97A3	39		
97A4	05		
97A5	30		
97A6	04		
97A7	28		
97A8	04		
97A9	20		
97AA	04		
97AB	18		
97AC	04		
97AD	10		
97AE	04		
97AF	08		
97B0	04		
97B1	00		
97B2	03		
97B3	CF	=1 1356	DB 0CFH,038H, 4,20,56, 3,48, 1
97B4	38		
97B5	04		
97B6	14		
97B7	38		
97B8	03		
97B9	30		
97BA	01		

LOC	OBJ	LINE	SOURCE
97BB	AE	=1 1357	DB 0AEH,038H,41, 8,-1,24,54, 2,46, 3,38, 2,30, 3,22, 2,14, 2, 6, 3
97BC	3B		
97BD	29		
97BE	0B		
97BF	FF		
97C0	1B		
97C1	36		
97C2	02		
97C3	2E		
97C4	03		
97C5	26		
97C6	02		
97C7	1E		
97C8	03		
97C9	16		
97CA	02		
97CB	0E		
97CC	02		
97CD	06		
97CE	03		
97CF	8E	=1 1358	DB 0BEH,038H,16,20,62, 2,54, 1,53, 1,45, 2,37, 2,29, 2,21, 2,13, 2
97D0	3B		
97D1	10		
97D2	14		
97D3	3E		
97D4	02		
97D5	36		
97D6	01		
97D7	35		
97D8	01		
97D9	2D		
97DA	02		
97DB	25		
97DC	02		
97DD	1D		
97DE	02		
97DF	15		
97E0	02		
97E1	0D		
97E2	02		
97E3	05	=1 1359	DB 5, 2
97E4	02		
97E5	6E	=1 1360	DB 06EH,038H,13,22,61, 2,53, 1,44, 2,36, 2,28, 1,20, 2,12, 2, 4, 1
97E6	3B		
97E7	0D		
97E8	16		
97E9	3D		
97EA	02		
97EB	35		
97EC	01		
97ED	2C		
97EE	02		
97EF	24		
97F0	02		
97F1	1C		

LOC	OBJ	LINE	SOURCE
97F2	01		
97F3	14		
97F4	02		
97F5	0C		
97F6	02		
97F7	04		
97F8	01		
97F9	4E	=1 1361	DB 04EH,038H,12,20,60, 2,52, 1,43, 2,35, 1,27, 2,19, 1,11, 1, 3, 2
97FA	38		
97FB	0C		
97FC	14		
97FD	3C		
97FE	02		
97FF	34		
9800	01		
9801	2B		
9802	02		
9803	23		
9804	01		
9805	1B		
9806	02		
9807	13		
9808	01		
9809	0B		
980A	01		
980B	03		
980C	02		
980D	2E	=1 1362	DB 02EH,038H, 9,20,59, 1,51, 1,42, 1,34, 2,26, 1,18, 1,10, 1, 2, 1
980E	3B		
980F	09		
9810	14		
9811	3B		
9812	01		
9813	33		
9814	01		
9815	2A		
9816	01		
9817	22		
9818	02		
9819	1A		
981A	01		
981B	12		
981C	01		
981D	0A		
981E	01		
981F	02		
9820	01		
		=1 1363	
9821		=1 1364	STAR_PATHXX LABEL BYTE
		=1 1365	
9821	0E	=1 1366	DB 00EH,038H, 9,20,58, 2,50, 1,41, 1,33, 1,25, 1,17, 1, 9, 1
9822	3B		
9823	09		
9824	14		
9825	3A		

LOC	OBJ	LINE	SOURCE
9826	02		
9827	32		
9828	01		
9829	29		
982A	01		
982B	21		
982C	01		
982D	19		
982E	01		
982F	11		
9830	01		
9831	09		
9832	01		
		=1 1367	
9833	01	=1 1368	STAR_PIXXX DB 1, 1
9834	01		
		=1 1369	
		=1 1370	
		=1 1371	; ===== END OF MSTABL.S1 =====
		=1 1372	
		1373	
		1374	
		1375	;=====
		1376	
		1377	
		1378	
----		1379	ALLSEG ENDS
		1380	
		1381	END

## XREF SYMBOL TABLE LISTING

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-----
NAME          TYPE      VALUE  ATTRIBUTES, XREFS

??SEG . . . . SEGMENT      SIZE=0000H PARA PUBLIC
ALLSEG. . . . SEGMENT      SIZE=9835H PARA ABS  69# 71 71 71 1379
BGND_REG. . . . V BYTE    0000H  EXTRN 109#
BLEN_STARP. . . NUMBER    0008H   97# 200 275 347 421
BLNK. . . . . NUMBER    00FFH   79# 285 357
CLR_BGND_PART. L NEAR    0000H  EXTRN 117#
COLOR_REG . . . V WORD    0000H  EXTRN 110# 144
CONT_STAR_IN. L NEAR    749BH  ALLSEG 235 316#
CONT_STAR_OUT. L NEAR    744AH  ALLSEG 234 244#
DUMMY_BGND_REG. NUMBER    3BE0H   81# 198
FIND_ENTRY_LP. L NEAR    73E1H  ALLSEG 162# 176 178
FIND_ENTRY2 . . L NEAR    73EDH  ALLSEG 163 168#
NEW_STAR_IN . . L NEAR    74C9H  ALLSEG 326 356#
NEW_STAR_IN1. L NEAR    74E4H  ALLSEG 363 378#
NEW_STAR_IN2. L NEAR    74ECH  ALLSEG 374 381#
NEW_STAR_OUT. L NEAR    747BH  ALLSEG 254 284#
NEW_STAR_OUT2. L NEAR    748DH  ALLSEG 293 301#
NEXT_REVERSE. L NEAR    752BH  ALLSEG 421#
NEXT_STAR_IN. L NEAR    74C3H  ALLSEG 331 347#
NEXT_STAR_OUT. L NEAR    7472H  ALLSEG 259 275#
NUM_STARS . . . NUMBER    003DH   83# 154 244 316 406
NXT_FIND_ENTRY. L NEAR    73F3H  ALLSEG 166 172#
NXT_PIX_LP. . . L NEAR    740AH  ALLSEG 189# 192
RANDOM. . . . . V WORD    0000H  EXTRN 111# 206
RESET_STAR_LP. L NEAR    73DBH  ALLSEG 157# 202
REVERSE_LP. . . L NEAR    7513H  ALLSEG 409# 422
SCHAR_TIMER . . V BYTE    0000H  S FIELD 89# 196 253 307 325 388 411 413
SPIX_TIMER. . . V BYTE    0001H  S FIELD 90# 197 258 273 330 345 417 419
SPIXEL_PTR. . . V WORD    0004H  S FIELD 92# 195 264 268 289 336 340 415
SPOSITION . . . V WORD    0006H  S FIELD 93# 198 263 284 303 335 356 384
STABLE_PTR. . . V WORD    0002H  S FIELD 91# 182 301 361 381 409
STAR_DATA . . . V BWORD    0000H  EXTRN 112# 153 245 317 407
STAR_DIR_FL . . V BYTE    0000H  EXTRN 114# 207 233 397 398 400
STAR_DUST . . . L NEAR    743AH  ALLSEG PUBLIC 105 226# 425
STAR_DUST_FL. . V BYTE    0000H  EXTRN 113# 209
STAR_DUST2. . . L NEAR    743EH  ALLSEG 233# 423
STAR_IN_LP. . . L NEAR    74A1H  ALLSEG 319# 348
STAR_IN2. . . . L NEAR    74A7H  ALLSEG 320 325#
STAR_IN3. . . . L NEAR    748BH  ALLSEG 340# 390
STAR_OUT_LP . . L NEAR    7450H  ALLSEG 247# 276
STAR_OUT2 . . . L NEAR    7456H  ALLSEG 248 253#
STAR_OUT3 . . . L NEAR    7467H  ALLSEG 268# 309
STAR_PATH00 . . V BYTE    7533H  ALLSEG 162 297 362 438#
STAR_PATH01 . . V BYTE    75CDH  ALLSEG 452#
STAR_PATH02 . . V BYTE    7681H  ALLSEG 470#
STAR_PATH03 . . V BYTE    773BH  ALLSEG 486#
STAR_PATH04 . . V BYTE    77CDH  ALLSEG 501#
STAR_PATH05 . . V BYTE    7857H  ALLSEG 514#
STAR_PATH06 . . V BYTE    78EDH  ALLSEG 529#
STAR_PATH07 . . V BYTE    7999H  ALLSEG 544#
STAR_PATH08 . . V BYTE    7A17H  ALLSEG 558#

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NAME	TYPE	VALUE	ATTRIBUTES, XREFS
STAR_PATH09	. . V BYTE	7A7BH	ALLSEG 569#
STAR_PATH10	. . V BYTE	7B05H	ALLSEG 584#
STAR_PATH11	. . V BYTE	7B9FH	ALLSEG 598#
STAR_PATH12	. . V BYTE	7C23H	ALLSEG 610#
STAR_PATH13	. . V BYTE	7C23H	ALLSEG 615#
STAR_PATH14	. . V BYTE	7C89H	ALLSEG 627#
STAR_PATH15	. . V BYTE	7D0DH	ALLSEG 640#
STAR_PATH16	. . V BYTE	7D73H	ALLSEG 652#
STAR_PATH17	. . V BYTE	7E49H	ALLSEG 671#
STAR_PATH18	. . V BYTE	7F27H	ALLSEG 692#
STAR_PATH19	. . V BYTE	801FH	ALLSEG 717#
STAR_PATH20	. . V BYTE	80E3H	ALLSEG 737#
STAR_PATH21	. . V BYTE	818DH	ALLSEG 755#
STAR_PATH22	. . V BYTE	8261H	ALLSEG 778#
STAR_PATH23	. . V BYTE	8351H	ALLSEG 803#
STAR_PATH24	. . V BYTE	83F3H	ALLSEG 820#
STAR_PATH25	. . V BYTE	8497H	ALLSEG 838#
STAR_PATH26	. . V BYTE	8567H	ALLSEG 861#
STAR_PATH27	. . V BYTE	8657H	ALLSEG 885#
STAR_PATH28	. . V BYTE	86FDH	ALLSEG 905#
STAR_PATH29	. . V BYTE	87BFH	ALLSEG 922#
STAR_PATH30	. . V BYTE	883DH	ALLSEG 942#
STAR_PATH31	. . V BYTE	890DH	ALLSEG 964#
STAR_PATH32	. . V BYTE	899DH	ALLSEG 980#
STAR_PATH33	. . V BYTE	8A6DH	ALLSEG 1003#
STAR_PATH34	. . V BYTE	8B89H	ALLSEG 1033#
STAR_PATH35	. . V BYTE	8C75H	ALLSEG 1060#
STAR_PATH36	. . V BYTE	8D5FH	ALLSEG 1083#
STAR_PATH37	. . V BYTE	8E41H	ALLSEG 1108#
STAR_PATH38	. . V BYTE	8F5BH	ALLSEG 1138#
STAR_PATH39	. . V BYTE	9063H	ALLSEG 1165#
STAR_PATH40	. . V BYTE	912BH	ALLSEG 1184#
STAR_PATH41	. . V BYTE	9215H	ALLSEG 1207#
STAR_PATH42	. . V BYTE	933DH	ALLSEG 1237#
STAR_PATH43	. . V BYTE	941FH	ALLSEG 1262#
STAR_PATH44	. . V BYTE	94DBH	ALLSEG 1280#
STAR_PATH45	. . V BYTE	95A5H	ALLSEG 1301#
STAR_PATH46	. . V BYTE	96A9H	ALLSEG 1327#
STAR_PATH47	. . V BYTE	9789H	ALLSEG 1351#
STAR_PATHXX	. . V BYTE	9821H	ALLSEG 155 165 292 378 1364#
STAR_PIXXX	. . V BYTE	9833H	ALLSEG 379 1368#
STAR_RESET	. . L NEAR	73C0H	ALLSEG PUBLIC 106 138# 213
STAR_REVERSE	. . L NEAR	74FCH	ALLSEG 236 397#
STAR_REVERSE2	. . L NEAR	750DH	ALLSEG 399 406#
STARPAR	. . . . STRUC		SIZE=0008H #FIELDS=5 87 95# 112
TEMP_CTR	. . . V WORD	0000H	EXTRN 115# 154 201
WAIT_FOR_NMI	. . L NEAR	0000H	EXTRN 116# 140

ASSEMBLY COMPLETE, NO ERRORS FOUND

SERIES-III 8086/8087/8088 MACRO ASSEMBLER V1.0 ASSEMBLY OF MODULE NEIL\_700

OBJECT MODULE PLACED IN :F1:MNEIL.OBJ

INVOCATION LINE CONTROLS: DJ(:F1:MNEIL.OBJ) EP(:F2:MNEIL.ERR) WF(:F0:) PR(:F2:MNEIL.LST) XR NOMR

LOC	OBJ	LINE	SOURCE
		1	NAME NEIL_700
		2	; 7.00 02/28/83 PRODUCTION VERSION GV-102-0
		3	
		4	; (C) COPYRIGHT 1982
		5	; D. BOTTLIEB & CO.
		6	; ALL RIGHTS RESERVED
		7	
		8	
		9	; MNEIL.SRC
		10	
		11	; #####
		12	; NEIL'S CODE FOR ATTRACT MODE
		13	; #####
		14	
		15	
		16	
		17	; 5.44 02/25/83 REMOVE UNNECESSARY LABELS
		18	; 5.43 02/25/83 SIMULATION INPUT REMOVED
		19	; 5.42 02/24/83 SIMULATION INPUT MODIFIED
		20	; 5.41 02/21/83 MORE CHANGE IN TRIPLE CHECK
		21	; 5.40 02/21/83 TRIPLE CHECK MODIFIED(NEIL'S FAULT!)
		22	; 5.39 02/18/83 COLOR ANIMATIONS
		23	; 5.38 02/15/83 CALLING CONVENTION OF HI SCORE RESET FIXED
		24	; 5.37 02/15/83 TRIPPLICATE HSE TABLE
		25	; 5.36 01/27/83 ONE MORE FIX (KAN)
		26	; 5.35 01/27/83 HI SCORE ENTRY FIX (KAN)
		27	; 5.34 01/27/83 START BUTTON DETECTION
		28	; 5.33 01/26/83 LABEL CORRECTION
		29	; 5.32 01/26/83 NEW DIP SWITCH SETTINGS
		30	; 5.31 01/26/83 SIMULATION ENTRY DIP SWITCH ELIMINATED
		31	
		32	; ----- RELEASE VERSION 07 -----
		33	
		34	; ----- RELEASE VERSION 06 -----
		35	
		36	; 5.30 01/13/83 HUMAN ACTION ADDED TO SIMULATION (KAN)
		37	; 5.29 01/12/83 NEW COLORS AND CALLS FOR SHIP ANIMATION
		38	; 5.28 12/20/82 2ND PLYR BUMPING FIRST PLYR CHECKED
		39	; 5.27 12/06/82 FLASHING FIXED
		40	; 5.26 12/06/82 PLYR NUM FIXED
		41	; 5.25 12/03/82 WRONG SCORE FLASHING FIXED
		42	; 5.24 12/02/82 DAMN!
		43	; 5.23 12/02/82
		44	; 5.22 12/02/82 THE END
		45	; 5.21 12/01/82 EVERYTHING SHOULD BE WORKING NOW
		46	; 5.20 12/01/82 WHO KNOWS!
		47	
		48	; 5.19 11/17/82 THIS IS IT
		49	; 5.18 11/17/82 CREDIT DECREMENT RESTORED
		50	; 5.17 11/16/82 ULTRA FIXED

LOC	OBJ	LINE	SOURCE
		51	; 5.16 11/16/82 ULTRA OFFSET ADDED
		52	; 5.15 11/16/82 FLASHING ALGORITHM CHANGED
		53	; 5.14 11/15/82 INITIALS FIXED
		54	; 5.13 11/15/82 REPEAT MOVE ADDED
		55	; 5.12 11/15/82 SECOND TRY
		56	; 5.11 11/15/82 FIRST ATTEMPT AT FLASHING INITIALS
		57	; 5.10 11/11/82 ALMOST
		58	; 5.09 11/11/82 FIXED FOR GOOD THIS TIME
		59	; 5.08 11/10/82 YELLOW LOGO COLOR FIXED
		60	; 5.07 11/10/82 LOGO COLORS FIXED
		61	; 5.06 11/10/82 STILL WORKING
		62	; 5.05 11/10/82 WORKING ON FADES
		63	; 5.04 11/09/82 KANS CHANGES MADE
		64	
		65	; ----- RELEASE VERSION 03 -----
		66	
		67	; 5.03 11/04/82 LINKING SCHEME CHANGED
		68	; 5.02 11/03/82 FINAL LINKING SCHEME
		69	; 5.01 11/03/82 FURTHER CHANGES
		70	
		71	; ----- RELEASE VERSION 02 -----
		72	
		73	; ----- RELEASE VERSION 01 -----
		74	
		75	; 5.00 10/19/82 GAME SIMULATION TABLE INCLUDED
		76	
		77	; 2.63 10/19/82 GAME SIMULATION TABLE MOVED
		78	; 2.62 10/18/82 ATTRACT SCREEN TIMES SHORTENED
		79	; 2.61 10/15/82 POINT SCREEN CHANGED
		80	; 2.60 10/15/82 BACKUP FIXED
		81	; 2.59 10/15/82 MINOR CHANGES
		82	; 2.58 10/15/82 ROTATION COLORS CHANGED
		83	; 2.57 10/15/82 CURSOR REALLIGNED
		84	; 2.56 10/14/82 ROTATE DIRECTION REVERSED
		85	; 2.55 10/14/82 COLOR ROTATION FIXED
		86	; 2.54 10/13/82 LOGO REPAIRED
		87	; 2.53 10/13/82 LOGO ADDED
		88	; 2.52 10/13/82 BUTTON HELD TIME OUT CHANGED.
		89	; 2.51 10/08/82 NO_RDY_MSG_FL REMOVED, KEEP_MPOS_FL ADDED (KAN)
		90	; 2.50 10/01/82 CURSOR ALLIGNED
		91	; 2.49 10/01/82 CURSOR ADDED
		92	; 2.48 10/01/82 TRIGGER TIME OUT ADDED
		93	; 2.47 09/30/82 COMET_ACTION ADDED TO GAME SIMULATION
		94	; 2.46 09/30/82 DISPLAY OF HIGHEST SCORE ADDED
		95	; 2.45 09/29/82 STILL HARD AT WORK
		96	; 2.44 09/29/82 CHKSUM INC CHANGED TO ADD 2
		97	; 2.43 09/29/82 CALL TO CHECKSUM MOVED
		98	; 2.42 09/29/82 ULTRA MOVED TO REGISTER BEFORE OFFSETTING
		99	; 2.41 09/29/82 CHECK_SUM FIXED, HOPEFULLY THIS WAS THE CULPRIT!
		100	; 2.40 09/28/82 IT BETTER WORK
		101	; 2.39 09/28/82 NOT YET
		102	; 2.38 09/24/82 I THINK I GOT IT!
		103	; 2.37 09/24/82 STILL PLUGGING AWAY
		104	; 2.36 09/24/82 2ND TABLE REPAIRED
		105	; 2.35 09/23/82 2ND HI SCORE TABLE IMPLEMENTATION CHANGED

```

LOC OBJ          LINE    SOURCE
                106    ; 2.34 09/22/82    SECOND HIGH SCORE TABLE ADDED
                107    ; 2.33 09/21/82    STILL DOCUMENTING
                108    ; 2.32 09/20/82    DOCUMENTATION UPDATED
                109    ; 2.31 09/17/82    CURSOR FIXED
                110    ; 2.30 09/17/82    CURSOR ADDED
                111    ; 2.29 09/17/82    HIGH SCORE TABLE REALIGNED
                112    ; 2.28 09/16/82    NEW BACKGROUND CHARACTERS
                113    ; 2.27 09/16/82    THIS SHOULD JUST ABOUT DO IT
                114    ; 2.26 09/15/82    ITS ALMOST FINISHED
                115    ; 2.25 09/15/82    PLYR 1 PLYR 2 FIXED
                116    ; 2.24 09/15/82    FLASHING MESSEGE REPAIRED
                117    ; 2.23 09/14/82    FLASHING BEGIN MESSEGE ADDED
                118    ; 2.22 09/14/82    INIT ENTER FROM START BUTTON
                119    ; 2.21 09/14/82    8 WAY JOYSTICK ADDED
                120    ; 2.20 09/13/82    ADV_ROUND_FL INCORPORATED
                121    ; 2.19 09/13/82    RANDOMH,RANDOML CHANGED(KAN)
                122    ; 2.18 09/13/82    HI SCORE FLICKER FIXED
                123    ; 2.17 09/13/82    CREDIT ERROR DETECTION FIXED AGAIN
                124    ; 2.16 09/13/82    ATTRACT MODE POINT SCREEN FIXED
                125    ; 2.15 09/13/82    TRIGGER DEBOUNCING FIXED
                126    ; 2.14 09/11/82    ATTRACT TABLE GEN AND REGEN FIX
                127    ; 2.13 09/10/82    ATTRACT_LP DECLARED PBLIC
                128    ; 2.12 09/10/82    TABLE REGENERATION FIXED
                129    ; 2.11 09/10/82    CREDIT ERROR DETECTION FIXED
                130    ; 2.10 09/10/82    CREDIT ERROR DETECTION ADDED
                131    ; 2.09 09/10/82    EXTERNS FOR GAME SIMULATION ADDED
                132    ; 2.08 09/10/82    GAME SIMULATION INCORPORATED INTO MY ATTRACT LOOP
                133    ; 2.07 09/10/82    GAME SIMULATION ADDED
                134    ; 2.06 09/10/82    ATTRACT LOOPS FIXED
                135    ; 2.05 09/09/82    EXTERNAL MAGNA_DEMO,TRIGGER_DEMO REMOVED
                136    ; 2.04 09/09/82    HI SCORE ROUTINES ALMOST PERFECT
                137    ; 2.03 09/08/82    MAKING PROGRESS
                138    ; 2.02 09/06/82    NONEXISTENT EXTERNAL REF REMOVED
                139    ; 2.01 09/06/82    FIRST TRIAL WITH MAIN SECTION
                140    ; 2.00 09/04/82    RAM SECTION REMOVED, ALLSEG
                141
                142
-----
                143    ALLSEG          SEGMENT AT 0
                144
                145          ASSUME CS:ALLSEG, DS:ALLSEG, SS:ALLSEG, ES:ALLSEG
                146 +1 $NOLIST
                1523    ;
                1524    ;*****
                1525    ;
                1526          PUBLIC AR_RESET
                1527          PUBLIC ATTRACT
                1528          PUBLIC ATTRACT_LP
                1529          PUBLIC ATTRACT_REGEN
                1530    ;
                1531          PUBLIC DISPLAY_CREDITS
                1532    ;
                1533          PUBLIC HIGH_SCORE
                1534          PUBLIC HI_SCORE_OUTPUT
                1535          PUBLIC HI_SCORE_RESET
                1536    ;

```

LOC	OBJ	LINE	SOURCE
		1537	;*****
		1538	;
		1539	EXTRN ACTIVITY_FL:BYTE
		1540	EXTRN ADV_ROUND_FL:BYTE
		1541	EXTRN ATTRACT_ROUND:ABS
		1542	EXTRN ATTRACT_TABLE:BYTE
		1543	EXTRN ATT_LP_CTR:BYTE
		1544	EXTRN ATT_TABLE_CTR:BYTE
		1545	EXTRN ATT_TABLE_PTR:WORD
		1546	EXTRN ATT_TABLE_TOP:WORD
		1547	;
		1548	EXTRN BOND_REG:BYTE
		1549	EXTRN BOX_XPOS:BYTE
		1550	EXTRN BOX_YPOS:BYTE
		1551	;
		1552	EXTRN COLOR_CHANGER:NEAR
		1553	EXTRN COLOR_SET_PTR:WORD
		1554	EXTRN COLOR_SET0:WORD
		1555	EXTRN CLR_ACTIVE_VAR:NEAR
		1556	EXTRN CTRL_BYTE:BYTE
		1557	EXTRN CHKSUM:WORD
		1558	EXTRN CHKSUMA:WORD
		1559	EXTRN CHKSUMB:WORD
		1560	EXTRN CLR_BOND_PART:NEAR
		1561	EXTRN COLD_START:NEAR
		1562	EXTRN COLOR_REG_BUF:WORD
		1563	EXTRN COMET_ACTION:NEAR
		1564	EXTRN CREG1:WORD
		1565	EXTRN CREG2:WORD
		1566	EXTRN CREG4:WORD
		1567	EXTRN CREGA:WORD
		1568	EXTRN CREGB:WORD
		1569	;
		1570	EXTRN DIAL_VALUE:BYTE
		1571	;
		1572	EXTRN FBOND_REG_BUF:BYTE
		1573	EXTRN FIRST_DATUM_FL:BYTE
		1574	EXTRN FLASH_FL:BYTE
		1575	EXTRN FLASH_ON:BYTE
		1576	EXTRN FLASH_ON_PTR:WORD
		1577	;
		1578	EXTRN GAME_CREDIT:BYTE
		1579	EXTRN GAME_CREDITX:BYTE
		1580	EXTRN GAME_PLAY:NEAR
		1581	;
		1582	EXTRN HS_FL:BYTE
		1583	EXTRN HS_PLYR_NUM:BYTE
		1584	EXTRN HSE:HI_SCORE_ENTRY
		1585	EXTRN HSEA:HI_SCORE_ENTRY
		1586	EXTRN HSEB:HI_SCORE_ENTRY
		1587	EXTRN HUMAN_ACTION:NEAR
		1588	;
		1589	EXTRN INI_COLOR_REG_BUF:WORD
		1590	EXTRN INIT_COUNT:BYTE
		1591	EXTRN INIT_FRAME:NEAR

LOC	OBJ	LINE	SOURCE
		1592	;
		1593	EXTRN JOYSTICK:BYTE
		1594	EXTRN JS_VALUE:BYTE
		1595	;
		1596	EXTRN KRYPTON_ACTION:NEAR
		1597	EXTRN KS_DATA:BYTE
		1598	EXTRN KM_DATA:BYTE
		1599	EXTRN KL_DATA:BYTE
		1600	EXTRN KEEP_FIVE_FL:BYTE
		1601	EXTRN KEEP_MPOS_FL:BYTE
		1602	;
		1603	EXTRN LOGO_XPOS:BYTE
		1604	EXTRN LOGO_YPOS:BYTE
		1605	;
		1606	EXTRN MEM_VALID_FL:BYTE
		1607	EXTRN MAGNA_ACTION:NEAR
		1608	;
		1609	EXTRN NEIL_CTR:WORD
		1610	EXTRN NEIL_CTR2:BYTE
		1611	EXTRN NEIL_CTR3:WORD
		1612	EXTRN NEIL_X1:BYTE
		1613	EXTRN NEIL_X2:BYTE
		1614	EXTRN NEW_INITS:BYTE
		1615	EXTRN NUM_FLASH:BYTE
		1616	EXTRN NUM_FLASHING:BYTE
		1617	EXTRN NUM_SHIPS:BYTE
		1618	;
		1619	EXTRN PLAYER_ID:BYTE
		1620	EXTRN PACKET_ACTION:NEAR
		1621	EXTRN PANEL:BYTE
		1622	EXTRN PLAY_TIME_FL:BYTE
		1623	EXTRN PRINT:NEAR
		1624	;
		1625	EXTRN RANDOM:WORD
		1626	EXTRN RESET_SHOW:NEAR
		1627	EXTRN RUN_SHOW:NEAR
		1628	EXTRN ROUND_INIT:NEAR
		1629	EXTRN RPT_PTR:WORD
		1630	;
		1631	EXTRN SCORE0:BYTE
		1632	EXTRN SCORE6:BYTE
		1633	EXTRN SCORE7_I:BYTE
		1634	EXTRN SSWO:BYTE
		1635	EXTRN STAR_RESET:NEAR
		1636	EXTRN STAR_DUST_FL:BYTE
		1637	EXTRN STACK_BOTTOM:WORD
		1638	EXTRN SAME_PLAYER_FL:BYTE
		1639	EXTRN SET_TARGET:NEAR
		1640	EXTRN SCORE_ADR_A:WORD
		1641	EXTRN SIMULATE_FL:BYTE
		1642	EXTRN SIMU_ENTRY_FL:BYTE
		1643	;
		1644	EXTRN TABLE_FULL_FL:BYTE
		1645	EXTRN TABLE_EMPTY_FL:BYTE
		1646	EXTRN TBALLY:BYTE

LOC	OBJ	LINE	SOURCE
		1647	EXTRN TWO_PLAYER_FL:BYTE
		1648	EXTRN TRAVEL_BULLET:NEAR
		1649	EXTRN TRIGGER_BULLET:NEAR
		1650	EXTRN TABLE_DATUM:WORD
		1651	;
		1652	EXTRN ULTRA:WORD
		1653	EXTRN ULTRA_HSE:HI_SCORE_ENTRY
		1654	EXTRN ULTRA_HSE_FL:BYTE
		1655	;
		1656	EXTRN WAIT_FOR_NMI:NEAR
		1657	EXTRN WARM_START:NEAR
		1658	;
		1659	;
		1660	;*****
		1661	
		1662	+1 \$EJECT

LOC	OBJ	LINE	SOURCE
		1663	
9840		1664	ORG 9840H
		1665	
9840	FD	1666	HS_TABLE DB NEWP,9,3,U,L,T,R,A,CRGT,S,C,O,R,E,S
9841	09		
9842	03		
9843	3C		
9844	1F		
9845	3B		
9846	2F		
9847	0A		
9848	F9		
9849	3A		
984A	0C		
984B	2C		
984C	2F		
984D	0E		
984E	3A		
984F	FD	1667	DB NEWP,9,4,HBAR,HBAR,HBAR,HBAR,HBAR,HBAR,HBAR
9850	09		
9851	04		
9852	D7		
9853	D7		
9854	D7		
9855	D7		
9856	D7		
9857	D7		
9858	D7		
9859	D7	1668	DB HBAR,HBAR,HBAR,HBAR,HBAR,EOST
985A	D7		
985B	D7		
985C	D7		
985D	D7		
985E	FE		
		1669	;
		1670	;
985F	FD	1671	ULTRA_HS_TABLE DB NEWP,4,3,G,A,L,A,C,T,I,C,CRGT,H,A,L,L,CRGT
9860	04		
9861	03		
9862	1A		
9863	0A		
9864	1F		
9865	0A		
9866	0C		
9867	3B		
9868	1C		
9869	0C		
986A	F9		
986B	1B		
986C	0A		
986D	1F		
986E	1F		
986F	F9		
9870	2C	1672	DB O,F,CRGT,F,A,M,E,NEWP,4,4,HBAR,HBAR,HBAR,HBAR
9871	0F		



LOC	OBJ	LINE	SOURCE
9872	F9		
9873	0F		
9874	0A		
9875	2A		
9876	0E		
9877	FD		
9878	04		
9879	04		
987A	D7		
987B	D7		
987C	D7		
987D	D7		
987E	D7	1673	DB HBAR, HBAR, HBAR, HBAR, HBAR, HBAR, HBAR, HBAR, HBAR
987F	D7		
9880	D7		
9881	D7		
9882	D7		
9883	D7		
9884	D7		
9885	D7		
9886	D7		
9887	D7	1674	DB HBAR, HBAR, HBAR, HBAR, HBAR, HBAR, HBAR, HBAR, EOST
9888	D7		
9889	D7		
988A	D7		
988B	D7		
988C	D7		
988D	D7		
988E	D7		
988F	FE		
		1675	;
		1676	;
9890	FD	1677	CMMN_HS_TABLE DB NEMP, 1, 6, R1, CDWN, R3, CDWN, R5, CDWN, R7
9891	01		
9892	06		
9893	20		
9894	FA		
9895	22		
9896	FA		
9897	24		
9898	FA		
9899	26		
989A	FA	1678	DB CDWN, R9, CDWN, R11, CDWN, R13, CDWN, R15, CDWN, R17
989B	28		
989C	FA		
989D	30		
989E	FA		
989F	32		
98A0	FA		
98A1	34		
98A2	FA		
98A3	36		
98A4	FA	1679	DB CDWN, R19
98A5	38		
98A6	FD	1680	DB NEMP, 15, 6, R2, CDWN, R4, CDWN, R6, CDWN, R8

LOC	OBJ	LINE	SOURCE
98A7	OF		
98A8	06		
98A9	21		
98AA	FA		
98AB	23		
98AC	FA		
98AD	25		
98AE	FA		
98AF	27		
98B0	FA	1681	DB CDWN,R10,CDWN,R12,CDWN,R14,CDWN,R16,CDWN,R18
98B1	29		
98B2	FA		
98B3	31		
98B4	FA		
98B5	33		
98B6	FA		
98B7	35		
98B8	FA		
98B9	37		
98BA	FA	1682	DB CDWN,R20,EOST
98BB	39		
98BC	FE		
		1683	;
		1684	;
98BD	1A	1685	INITIAL_TABLE DB G,F,E,D,C,B,A,N,M,L,K,J,I,H,U,T,S,R
98BE	OF		
98BF	0E		
98C0	0D		
98C1	0C		
98C2	0B		
98C3	0A		
98C4	2B		
98C5	2A		
98C6	1F		
98C7	1E		
98C8	1D		
98C9	1C		
98CA	1B		
98CB	3C		
98CC	3B		
98CD	3A		
98CE	2F		
98CF	2E	1686	DB Q,P,Q,SPACE,BACKUP,Z,Y,X,W,V
98D0	2D		
98D1	2C		
98D2	77		
98D3	7F		
98D4	5F		
98D5	57		
98D6	3F		
98D7	3E		
98D8	3D		
		1687	;
		1688	;
98D9	10	1689	RESET_TABLE DB 16,24,CRGT,1,3,1,F,X,S

LOC	OBJ	LINE	SOURCE
98DA	18		
98DB	F9		
98DC	01		
98DD	03		
98DE	01		
98DF	0F		
98E0	3F		
98E1	3A		
98E2	02	1690	DB 2,24,CRGT,2,5,3,0,X,T
98E3	18		
98E4	F9		
98E5	02		
98E6	05		
98E7	03		
98E8	2C		
98E9	3F		
98EA	3B		
98EB	10	1691	DB 16,22,CRGT,3,8,1,W,B,D
98EC	16		
98ED	F9		
98EE	03		
98EF	08		
98F0	01		
98F1	3E		
98F2	0B		
98F3	0D		
98F4	02	1692	DB 2,22,CRGT,4,2,7,T,0,M
98F5	16		
98F6	F9		
98F7	04		
98F8	02		
98F9	07		
98FA	3B		
98FB	2C		
98FC	2A		
98FD	10	1693	DB 16,20,CRGT,5,3,6,Z,A,P
98FE	14		
98FF	F9		
9900	05		
9901	03		
9902	06		
9903	5F		
9904	0A		
9905	2D		
9906	02	1694	DB 2,20,CRGT,6,1,2,0,0,P
9907	14		
9908	F9		
9909	06		
990A	01		
990B	02		
990C	2C		
990D	2C		
990E	2D		
990F	10	1695	DB 16,18,CRGT,7,4,7,D,D,T
9910	12		

LOC	OBJ	LINE	SOURCE
9911	F9		
9912	07		
9913	04		
9914	07		
9915	0D		
9916	0D		
9917	3B		
9918	02	1696	DB 2,18,CRGT,8,1,0,M,A,T
9919	12		
991A	F9		
991B	0B		
991C	01		
991D	00		
991E	2A		
991F	0A		
9920	3B		
9921	10	1697	DB 16,16,CRGT,9,1,1,L,J,S
9922	10		
9923	F9		
9924	09		
9925	01		
9926	01		
9927	1F		
9928	1D		
9929	3A		
992A	02	1698	DB 2,16,1,9,8,4,U,M,M
992B	10		
992C	01		
992D	09		
992E	0B		
992F	04		
9930	3C		
9931	2A		
9932	2A		
9933	10	1699	DB 16,14,2,0,0,1,L,E,E
9934	0E		
9935	02		
9936	00		
9937	00		
9938	01		
9939	1F		
993A	0E		
993B	0E		
993C	02	1700	DB 2,14,3,2,8,5,B,0,B
993D	0E		
993E	03		
993F	02		
9940	0B		
9941	05		
9942	0B		
9943	2C		
9944	0B		
9945	10	1701	DB 16,12,4,7,9,2,J,C,M
9946	0C		
9947	04		

LOC	OBJ	LINE	SOURCE
9948	07		
9949	09		
994A	02		
994B	1D		
994C	0C		
994D	2A		
994E	02	1702	DB 2,12,5,1,8,4,A,N,N
994F	0C		
9950	05		
9951	01		
9952	08		
9953	04		
9954	0A		
9955	2B		
9956	2B		
9957	10	1703	DB 16,10,6,4,3,9,Y,U,M
9958	0A		
9959	06		
995A	04		
995B	03		
995C	09		
995D	57		
995E	3C		
995F	2A		
9960	02	1704	DB 2,10,7,1,8,2,Y,A,K
9961	0A		
9962	07		
9963	01		
9964	08		
9965	02		
9966	57		
9967	0A		
9968	1E		
9969	10	1705	DB 16,8,8,0,8,6,C,B,K
996A	08		
996B	08		
996C	00		
996D	08		
996E	06		
996F	0C		
9970	0B		
9971	1E		
9972	02	1706	DB 2,8,8,0,8,8,CRGT,E,D
9973	08		
9974	08		
9975	00		
9976	08		
9977	08		
9978	F9		
9979	0E		
997A	0D		
997B	10	1707	DB 16,6,9,9,0,0,N,A,B
997C	06		
997D	09		
997E	09		

LOC	OBJ	LINE	SOURCE
997F	00		
9980	00		
9981	2B		
9982	0A		
9983	0B		
9984	02	1708	DB 2,6,9,9,2,1,K,A,N
9985	06		
9986	09		
9987	09		
9988	02		
9989	01		
998A	1E		
998B	0A		
998C	2B		
		1709	;
		1710	;
998D	FD	1711	HS_MSG DB NEWP,2,5,Y,O,U,R,CRGT,E,F,F,O,R,T,S
998E	02		
998F	05		
9990	57		
9991	2C		
9992	3C		
9993	2F		
9994	F9		
9995	0E		
9996	0F		
9997	0F		
9998	2C		
9999	2F		
999A	3B		
999B	3A		
999C	F9	1712	DB CRGT,A,R,E,CRGT,W,O,R,T,H,Y,CRGT,O,F
999D	0A		
999E	2F		
999F	0E		
99A0	F9		
99A1	3E		
99A2	2C		
99A3	2F		
99A4	3B		
99A5	1B		
99A6	57		
99A7	F9		
99A8	2C		
99A9	0F		
99AA	FD	1713	DB NEWP,2,7,R,E,W,A,R,D,CRGT,I,A,K,E
99AB	02		
99AC	07		
99AD	2F		
99AE	0E		
99AF	3E		
99B0	0A		
99B1	2F		
99B2	0D		
99B3	F9		

LOC	OBJ	LINE	SOURCE
99B4	3B		
99B5	0A		
99B6	1E		
99B7	0E		
99BB	F9	1714	DB CRGT,Y,O,U,R,CRGT,P,L,A,C,E,CRGT,O,N
99B9	57		
99BA	2C		
99BB	3C		
99BC	2F		
99BD	F9		
99BE	2D		
99BF	1F		
99C0	0A		
99C1	0C		
99C2	0E		
99C3	F9		
99C4	2C		
99C5	2B		
99C6	FD	1715	DB NEWP,2,9,I,H,E,CRGT,L,I,S,T,CRGT,O,F
99C7	02		
99C8	09		
99C9	3B		
99CA	1B		
99CB	0E		
99CC	F9		
99CD	1F		
99CE	1C		
99CF	3A		
99D0	3B		
99D1	F9		
99D2	2C		
99D3	0F		
99D4	F9	1716	DB CRGT,U,L,I,R,A,CRGT,S,C,O,R,E,S,EOST
99D5	3C		
99D6	1F		
99D7	3B		
99D8	2F		
99D9	0A		
99DA	F9		
99DB	3A		
99DC	0C		
99DD	2C		
99DE	2F		
99DF	0E		
99E0	3A		
99E1	FE		
		1717	;
		1718	;
99E2	FD	1719	ULTRA_HS_MSG DB NEWP,7,5,Y,O,U,CRGT,R,A,N,K,CRGT,A,M,O,N,G
99E3	07		
99E4	05		
99E5	57		
99E6	2C		
99E7	3C		
99E8	F9		

LOC	OBJ	LINE	SOURCE
99E9	2F		
99EA	0A		
99EB	2B		
99EC	1E		
99ED	F9		
99EE	0A		
99EF	2A		
99F0	2C		
99F1	2B		
99F2	1A		
99F3	FD	1720	DB NEWP,5,7,T,H,O,S,E,CRGT
99F4	05		
99F5	07		
99F6	3B		
99F7	1B		
99F8	2C		
99F9	3A		
99FA	0E		
99FB	F9		
99FC	0E	1721	DB E,L,I,T,E,CRGT,F,E,W,CRGT,I,N
99FD	1F		
99FE	1C		
99FF	3B		
9A00	0E		
9A01	F9		
9A02	0F		
9A03	0E		
9A04	3E		
9A05	F9		
9A06	1C		
9A07	2B		
9A08	FD	1722	DB NEWP,2,9,T,H,E,CRGT,G,A,L,A,C,T,I,C,CRGT
9A09	02		
9A0A	09		
9A0B	3B		
9A0C	1B		
9A0D	0E		
9A0E	F9		
9A0F	1A		
9A10	0A		
9A11	1F		
9A12	0A		
9A13	0C		
9A14	3B		
9A15	1C		
9A16	0C		
9A17	F9		
9A18	1B	1723	DB H,A,L,L,CRGT,O,F,CRGT,F,A,M,E,EOST
9A19	0A		
9A1A	1F		
9A1B	1F		
9A1C	F9		
9A1D	2C		
9A1E	0F		
9A1F	F9		



LOC	OBJ	LINE	SOURCE
9A20	OF		
9A21	OA		
9A22	2A		
9A23	OE		
9A24	FE		
		1724	;
		1725	;
9A25	FD	1726	HS_COMMON_MSG DB NEWP,13,12,HBAR,HBAR,HBAR
9A26	OD		
9A27	OC		
9A28	D7		
9A29	D7		
9A2A	D7		
9A2B	FD	1727	DB NEWP,8,13,A,CRGT,B,CRGT,C,CRGT,D,CRGT
9A2C	OB		
9A2D	OD		
9A2E	OA		
9A2F	F9		
9A30	OB		
9A31	F9		
9A32	OC		
9A33	F9		
9A34	OD		
9A35	F9		
9A36	OE	1728	DB E,CRGT,F,CRGT,G
9A37	F9		
9A38	OF		
9A39	F9		
9A3A	1A		
9A3B	FD	1729	DB NEWP,8,15,H,CRGT,I,CRGT,J,CRGT,K,CRGT
9A3C	OB		
9A3D	OF		
9A3E	1B		
9A3F	F9		
9A40	1C		
9A41	F9		
9A42	1D		
9A43	F9		
9A44	1E		
9A45	F9		
9A46	1F	1730	DB L,CRGT,M,CRGT,N
9A47	F9		
9A48	2A		
9A49	F9		
9A4A	2B		
9A4B	FD	1731	DB NEWP,8,17,O,CRGT,P,CRGT,Q,CRGT,R,CRGT
9A4C	OB		
9A4D	11		
9A4E	2C		
9A4F	F9		
9A50	2D		
9A51	F9		
9A52	2E		
9A53	F9		
9A54	2F		

LOC	OBJ	LINE	SOURCE
9A55	F9		
9A56	3A	1732	DB S,CRGT,T,CRGT,U
9A57	F9		
9A58	3B		
9A59	F9		
9A5A	3C		
9A5B	FD	1733	DB NEWP,8,19,V,CRGT,W,CRGT,X,CRGT,Y,CRGT
9A5C	0B		
9A5D	13		
9A5E	3D		
9A5F	F9		
9A60	3E		
9A61	F9		
9A62	3F		
9A63	F9		
9A64	57		
9A65	F9		
9A66	5F	1734	DB Z,CRGT,BACKUP,CRGT,SPACE
9A67	F9		
9A68	7F		
9A69	F9		
9A6A	77		
9A6B	FD	1735	DB NEWP,5,23,U,S,E,CRGT,J,O,Y,S,T,I,C,K
9A6C	05		
9A6D	17		
9A6E	3C		
9A6F	3A		
9A70	0E		
9A71	F9		
9A72	1D		
9A73	2C		
9A74	57		
9A75	3A		
9A76	3B		
9A77	1C		
9A78	0C		
9A79	1E		
9A7A	F9	1736	DB CRGT,T,O,CRGT,M,O,V,E
9A7B	3B		
9A7C	2C		
9A7D	F9		
9A7E	2A		
9A7F	2C		
9A80	3D		
9A81	0E		
9A82	FD	1737	DB NEWP,5,25,H,I,T,CRGT,T,R,I,G,G,E,R
9A83	05		
9A84	19		
9A85	1B		
9A86	1C		
9A87	3B		
9A88	F9		
9A89	3B		
9A8A	2F		
9A8B	1C		

LOC	OBJ	LINE	SOURCE
9A8C	1A		
9A8D	1A		
9A8E	0E		
9A8F	2F		
9A90	F9	1738	DB CRGT,T,O,CRGT,S,E,L,E,C,T,EOST
9A91	3B		
9A92	2C		
9A93	F9		
9A94	3A		
9A95	0E		
9A96	1F		
9A97	0E		
9A98	0C		
9A99	3B		
9A9A	FE		
		1739	;
		1740	;
9A9B	FD	1741	HS_1P_MSG DB NEWP,3,3,BLNK,BLNK,BLNK,BLNK
9A9C	03		
9A9D	03		
9A9E	FF		
9A9F	FF		
9AA0	FF		
9AA1	FF		
9AA2	0C	1742	DB C,O,N,G,R,A,T,U,L,A,T,I,O,N,S
9AA3	2C		
9AA4	2B		
9AA5	1A		
9AA6	2F		
9AA7	0A		
9AA8	3B		
9AA9	3C		
9AAA	1F		
9AAB	0A		
9AAC	3B		
9AAD	1C		
9AAE	2C		
9AAF	2B		
9AB0	3A		
9AB1	FF	1743	DB BLNK,BLNK,BLNK,BLNK,EOST
9AB2	FF		
9AB3	FF		
9AB4	FF		
9AB5	FE		
		1744	;
		1745	;
9AB6	FD	1746	HS_2P_MSG DB NEWP,3,3,C,O,N,G,R,A,T,U,L,A,T,I,O,N,S,CRGT
9AB7	03		
9AB8	03		
9AB9	0C		
9ABA	2C		
9ABB	2B		
9ABC	1A		
9ABD	2F		
9ABE	0A		

LOC	OBJ	LINE	SOURCE
9ABF	3B		
9AC0	3C		
9AC1	1F		
9AC2	0A		
9AC3	3B		
9AC4	1C		
9AC5	2C		
9AC6	2B		
9AC7	3A		
9AC8	F9		
9AC9	2D	1747	DB P,L,A,Y,E,R,EOST
9ACA	1F		
9ACB	0A		
9ACC	57		
9ACD	0E		
9ACE	2F		
9ACF	FE		
		1748	;
		1749	;
9AD0	FD	1750	LOGO DB NEWP,6,20,CPRT,CRGT,C,O,P,Y,R,I,G,H,T,CRGT,CRGT,1,9,B,2
9AD1	06		
9AD2	14		
9AD3	B7		
9AD4	F9		
9AD5	0C		
9AD6	2C		
9AD7	2D		
9AD8	57		
9AD9	2F		
9ADA	1C		
9ADB	1A		
9ADC	1B		
9ADD	3B		
9ADE	F9		
9ADF	F9		
9AE0	01		
9AE1	09		
9AE2	0B		
9AE3	02		
9AE4	FD	1751	DB NEWP,7,22,D,PERD,6,O,T,T,L,I,E,B
9AE5	07		
9AE6	16		
9AE7	0D		
9AEB	97		
9AE9	1A		
9AEA	2C		
9AEB	3B		
9AEC	3B		
9AED	1F		
9AEE	1C		
9AEF	0E		
9AF0	0B		
9AF1	F9	1752	DB CRGT,APSD,CRGT,C,O,PERD
9AF2	9F		
9AF3	F9		

LOC	OBJ	LINE	SOURCE
9AF4	0C		
9AF5	2C		
9AF6	97		
9AF7	FD	1753	DB NEWP,5,24,A,L,L,CRGT,R,I,6,H,T,S,CRGT
9AF8	05		
9AF9	18		
9AFA	0A		
9AFB	1F		
9AFC	1F		
9AFD	F9		
9AFE	2F		
9AFF	1C		
9B00	1A		
9B01	18		
9B02	3B		
9B03	3A		
9B04	F9		
9B05	2F	1754	DB R,E,S,E,R,V,E,D,EDST
9B06	0E		
9B07	3A		
9B08	0E		
9B09	2F		
9B0A	3D		
9B0B	0E		
9B0C	0D		
9B0D	FE		
		1755	;
		1756	;
9B0E	FD	1757	PTS DB NEWP,9,3,P,D,I,N,T,CRGT,V,A,L,U,E,S
9B0F	09		
9B10	03		
9B11	2D		
9B12	2C		
9B13	1C		
9B14	2B		
9B15	3B		
9B16	F9		
9B17	3D		
9B18	0A		
9B19	1F		
9B1A	3C		
9B1B	0E		
9B1C	3A		
9B1D	FD	1758	DB NEWP,7,6,Y,D,U,CRGT,H,A,V,E,CRGT,3,CRGT,S,H,I,P,S
9B1E	07		
9B1F	06		
9B20	57		
9B21	2C		
9B22	3C		
9B23	F9		
9B24	1B		
9B25	0A		
9B26	3D		
9B27	0E		
9B28	F9		

LOC	OBJ	LINE	SOURCE
9B29	03		
9B2A	F9		
9B2B	3A		
9B2C	1B		
9B2D	1C		
9B2E	2D		
9B2F	3A		
9B30	FD	1759	DB NEWP,2,B,B,0,N,U,S,CRGT,S,H,I,P,CRGT,E,V,E,R,Y
9B31	02		
9B32	0B		
9B33	0B		
9B34	2C		
9B35	2B		
9B36	3C		
9B37	3A		
9B38	F9		
9B39	3A		
9B3A	1B		
9B3B	1C		
9B3C	2D		
9B3D	F9		
9B3E	0E		
9B3F	3D		
9B40	0E		
9B41	2F		
9B42	57		
9B43	F9	1760	DB CRGT,1,0,0,0,0,CRGT,P,I,S
9B44	01		
9B45	00		
9B46	00		
9B47	00		
9B48	00		
9B49	F9		
9B4A	2D		
9B4B	3B		
9B4C	3A		
9B4D	FD	1761	DB NEWP,B,11,M,D,0,N,CRGT,I,N,CRGT,D,R,B,I,T
9B4E	0B		
9B4F	0B		
9B50	2A		
9B51	2C		
9B52	2C		
9B53	2B		
9B54	F9		
9B55	1C		
9B56	2B		
9B57	F9		
9B58	2C		
9B59	2F		
9B5A	0B		
9B5B	1C		
9B5C	3B		
9B5D	F9	1762	DB CRGT,CRGT,CRGT,CRGT,1,0
9B5E	F9		
9B5F	F9		

LOC	OBJ	LINE	SOURCE
9B60	F9		
9B61	01		
9B62	00		
9B63	FD	1763	DB NEWP,B,13,M,D,O,N,CRGT,A,T,T,A,C,K,I,N,G
9B64	08		
9B65	0D		
9B66	2A		
9B67	2C		
9B68	2C		
9B69	2B		
9B6A	F9		
9B6B	0A		
9B6C	3B		
9B6D	3B		
9B6E	0A		
9B6F	0C		
9B70	1E		
9B71	1C		
9B72	2B		
9B73	1A		
9B74	F9	1764	DB CRGT,CRGT,1,0,0
9B75	F9		
9B76	01		
9B77	00		
9B78	00		
9B79	FD	1765	DB NEWP,B,16,M,A,D,CRGT,P,L,U,T,O,N,A
9B7A	08		
9B7B	10		
9B7C	2A		
9B7D	0A		
9B7E	0D		
9B7F	F9		
9B80	2D		
9B81	1F		
9B82	3C		
9B83	3B		
9B84	2C		
9B85	2B		
9B86	0A		
9B87	F9	1766	DB CRGT,CRGT,CRGT,CRGT,CRGT,2,0,0
9B88	F9		
9B89	F9		
9B8A	F9		
9B8B	F9		
9B8C	02		
9B8D	00		
9B8E	00		
9B8F	FD	1767	DB NEWP,B,20,M,A,D,CRGT,M,A,R,Z,D,N
9B90	08		
9B91	14		
9B92	2A		
9B93	0A		
9B94	0D		
9B95	F9		
9B96	2A		

LOC	OBJ	LINE	SOURCE
9B97	0A		
9B98	2F		
9B99	5F		
9B9A	2C		
9B9B	2B		
9B9C	F9	1768	DB CRGT,CRGT,CRGT,CRGT,CRGT,3,0,0
9B9D	F9		
9B9E	F9		
9B9F	F9		
9BA0	F9		
9BA1	F9		
9BA2	03		
9BA3	00		
9BA4	00		
9BA5	FD	1769	DB NEWP,8,24,M,A,D,CRGT,K,R,Y,P,T,O,P,H,A,N
9BA6	0B		
9BA7	1B		
9BA8	2A		
9BA9	0A		
9BAA	0D		
9BAB	F9		
9BAC	1E		
9BAD	2F		
9BAE	57		
9BAF	2D		
9BB0	3B		
9BB1	2C		
9BB2	2D		
9BB3	1B		
9BB4	0A		
9BB5	2B		
9BB6	F9	1770	DB CRGT,CRGT,5,0,0,EOST
9BB7	F9		
9BB8	05		
9BB9	00		
9BBA	00		
9BBB	FE		
		1771	;
		1772	;
9BBC	FD	1773	PTS1 DB NEWP,16,6,5,EOST
9BBD	10		
9BBE	06		
9BBF	05		
9BC0	FE		
		1774	;
9BC1	FD	1775	PTS2 DB NEWP,20,8,2,EOST
9BC2	14		
9BC3	0B		
9BC4	02		
9BC5	FE		
		1776	;
		1777	;
9BC6	FD	1778	CREDITS_MSG DB NEWP,10,29,C,R,E,D,I,T,S,EOST
9BC7	0A		
9BC8	1D		



LOC	OBJ	LINE	SOURCE
98C9	0C		
98CA	2F		
98CB	0E		
98CC	0D		
98CD	1C		
98CE	3B		
98CF	3A		
98D0	FE		
		1779	;
		1780	;
98D1	FD	1781	START_MSG DB NEWP,1,27,P,R,E,S,S,CRGT,S,T,A,R,T,CRGT
98D2	01		
98D3	1B		
98D4	2D		
98D5	2F		
98D6	0E		
98D7	3A		
98D8	3A		
98D9	F9		
98DA	3A		
98DB	3B		
98DC	0A		
98DD	2F		
98DE	3B		
98DF	F9		
98E0	0B	1782	DB B,U,T,T,D,N,CRGT,T,D,CRGT,B,E,G,I,N,EOST
98E1	3C		
98E2	3B		
98E3	3B		
98E4	2C		
98E5	2B		
98E6	F9		
98E7	3B		
98E8	2C		
98E9	F9		
98EA	0B		
98EB	0E		
98EC	1A		
98ED	1C		
98EE	2B		
98EF	FE		
		1783	;
		1784	;
98F0	FD	1785	OFF_START_MSG DB NEWP,1,27,BLNK,BLNK,BLNK,BLNK,BLNK,BLNK
98F1	01		
98F2	1B		
98F3	FF		
98F4	FF		
98F5	FF		
98F6	FF		
98F7	FF		
98F8	FF		
98F9	FF	1786	DB BLNK,BLNK,BLNK,BLNK,BLNK,BLNK,BLNK,BLNK,BLNK
98FA	FF		
98FB	FF		



```

LOC OBJ          LINE    SOURCE
0015             1815    LENGTH_HSE    EQU    21          ;# OF STRUCTURES IN TABLE
                1816    ;
                1817    ;          CYCLE TIMES FOR EACH ATTRACT MODE SCREEN
0258             1818    ATT_HS_TIME   EQU    600
0258             1819    ATT_GS_TIME   EQU    600
0190             1820    ATT_I_TIME   EQU    400
0258             1821    ATT_L_TIME   EQU    600
                1822    ;
0FA2             1823    ATT_TABLE_LEN EQU    4002    ;LENGHT OF AREA FOR GAME SIM DATA
                1824    ;
0008             1825    FLASH_LEN    EQU    11
0005             1826    MAX_FLASH    EQU    5
                1827    ;
00E6             1828    LOGO_START   EQU    0E6H
001A             1829    NUM_L_CHAR   EQU    26
00E0             1830    LOGO_XHOME   EQU    224
00D0             1831    LOGO_YHOME   EQU    208
                1832    ;
                1833    ;
                1834    ;HIGH SCORE *****
                1835    ;*****
                1836    ;
                1837    ;          HIGH SCORE TABLE SECTION
                1838    ;
                1839    ;*****
                1840    ;*****
                1841    ;
                1842    ;
                1843    ;          THIS IS THE MAIN HIGH SCORE ROUTINE.
                1844    ;          IT IS CALLED UPON COMPLETION OF A GAME.
                1845    ;          IT WILL DETERMINE IF THE PLAYER OR PLAYERS
                1846    ;          SCORE(S) BELONG ON THE HIGH SCORE TABLE,
                1847    ;          AND ACT ACCORDINGLY.
                1848    ;
                1849    ;          THIS ROUTINE DOES NOT RETURN TO THE POINT FROM WHICH IT
                1850    ;          WAS CALLED. INSTEAD UPON COMPLETION IT JUMPS TO WARM_START
                1851    ;          WHICH IS WHERE THE ATTRACT MODE LOOP IS EXECUTED.
                1852    ;
                1853    ;          ASSUMES:          SCORE6 IS WHERE A PLAYER SCORE BEGINS
                1854    ;          TWO_PLAYER_FL =0 IF ONLY ONE PLAYER
                1855    ;          SCORE7_I CONTAINS THE OTHER SCORE IF 2 PLAYERS
                1856    ;          PLAYER_ID =0 SCORE6 FOR PLAYER 1
                1857    ;          <> SCORE6 FOR PLAYER 2
                1858    ;
                1859    ;          USES:          AX,BP,SI,DI,CX
                1860    ;
                1861    ;          RETURNS:         UPDATED HSE TABLE
                1862    ;
                1863    ;          VARIABLES USED:  CHKSUM
                1864    ;          MEM_VALID_FL
                1865    ;          HS_FL
                1866    ;          TWO_PLAYER_FL
                1867    ;          PLAYER_ID
                1868    ;
                1869    ;          DATA TABLES USED:

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LOC OBJ          LINE    SOURCE
                1870      ;                SCORE6
                1871      ;                SCORE7_I
                1872      ;                HSE
                1873      ;
                1874      ;          CALLS:    CHECK_SUM
                1875      ;                HI_SCORE_RESET
                1876      ;                BLNKS_TO_ZEROS
                1877      ;                HI_SCORE_CHANGE
                1878      ;                CLR_FGND_BUF
                1879      ;                CLR_BGND_PART
                1880      ;                WAIT_FOR_NMI
                1881      ;                ZEROS_TO_BLNKS
                1882      ;
                1883      ;
                1884      ;
9C1C            1885  HIGH_SCORE  PROC    NEAR
                1886
9C1C EBEF00     1887            CALL    TRIPLE_CHECK      ;CHECK & CORRECT HSE,HSEA,HSEB
                1888
                1889      ;          CLEAR BACKGROUND AND FOREGROUND
                1890
9C1F C606000000 E 1891            MOV    HS_FL,0
9C24 C606000000 E 1892            MOV    NUM_FLASH,0
9C29 C606000000 E 1893            MOV    ATT_LP_CTR,0
9C2E 880000     E 1894            MOV    AX,OFFSET FLASH_ON
9C31 A30000     E 1895            MOV    FLASH_ON_PTR,AX
9C34 C606000000 E 1896            MOV    FLASH_FL,0
                1897      ;
9C39 E8ED08     1898  NEXT_PLYR:  CALL    CLR_FGND_BUF
9C3C E80000     E 1899            CALL    CLR_BGND_PART
9C3F E80000     E 1900            CALL    WAIT_FOR_NMI
                1901      ;
9C42 C606000000 E 1902            MOV    NEIL_X1,0
9C47 C70600002601 E 1903            MOV    ULTRA,ULTRA_START
9C4D C6060000FE E 1904            MOV    ULTRA_HSE_FL,-2
                1905
                1906      ;          COMPUTE CHECK SUM
                1907      ;
9C52 A00000     E 1908  NEXT_TABLE: MOV    AL,ULTRA_HSE_FL
9C55 98         1909            CBW
9C56 40         1910            INC    AX
9C57 40         1911            INC    AX
9C58 8BD8     1912            MOV    BX,AX
9C5A 88B70000 E 1913            MOV    AX,CHKSUM[BX]
9C5E E8F605     1914            CALL    CHECK_SUM
9C61 39B70000 E 1915            CMP    CHKSUM[BX],AX
9C65 7408     1916            JE    CHK_OK
                1917      ;
                1918      ;          THERE WAS A CHECKSUM ERROR, RESET THE ENTIRE HIGH SCORE TABLE
                1919      ;
9C67 C606000000 E 1920  CHK_NOT_OK: MOV    MEM_VALID_FL,0
9C6C EBDA04     1921            CALL    HI_SCORE_RESET
                1922      ;
9C6F EB9505     1923  CHK_OK:    CALL    BLNKS_TO_ZEROS ;          CHANGE LEADING BLANKS TO 0'S
9C72 33ED     1924            XOR    BP,BP

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LOC OBJ          LINE    SOURCE
9C74 032E0000    E    1925          ADD    BP,ULTRA
          1926          ;
          1927          ;    LOOP FOR NEXT ENTRY IN HI SCORE TABLE
          1928          ;
9C78 33F6        1929  NEXT_ENTRY:    XOR    SI,SI
          1930          ;
          1931          ;    COMPARE A DIGIT OF PLAYER'S SCORE TO A HIGH SCORE TABLE
          1932          ;    ENTRY DIGIT.
          1933          ;
9C7A 8A840000    E    1934  CMP_LP:        MOV    AL,SCORE6[SI]
9C7E 38820300    E    1935          CMP    HSE[BP],SCORE[SI],AL
9C82 7F1B        1936          JG    POSSIBLE      ;TABLE DIGIT GREATER
9C84 7C08        1937          JL    MORE_ENTRYS   ;TABLE DIGIT LESS
          1938          ;
          1939          ;    DIGITS ARE EQUAL, CHECK FOR MORE DIGITS
          1940          ;
9C86 83FE06      1941  NEXT_DIGIT:    CMP    SI,NUM_DIGITS ;MORE DIGITS?
9C89 7414        1942          JE    POSSIBLE      ;NO- PLAYER BELONGS ON TABLE
9C8B 46          1943          INC    SI            ;YES- INCREMENT DIGIT COUNT
9C8C EBEC        1944          JMP    CMP_LP
          1945          ;
          1946          ;    IF THERE ARE MORE TABLE ENTRIES LOOP BACK TO COMPARE
          1947          ;    PLAYER SCORE TO NEXT LARGER ENTRY. IF THERE ARE
          1948          ;    NO MORE ENTRIES THEN PLAYERS SCORE BELONGS ON TABLE.
          1949          ;
9C8E 8B1E0000    E    1950  MORE_ENTRYS:   MOV    BX,ULTRA
9C92 81C30A01    1951          ADD    BX,NUM_ENTRYS*HSE_UNIT LENG
9C96 3BEB        1952          CMP    BP,BX
9C98 7413        1953          JE    NEW_HS
9C9A 83C50E      1954          ADD    BP,HSE_UNIT LENG
9C9D EBD9        1955          JMP    NEXT_ENTRY
          1956          ;
          1957          ;    THE PLAYER'S SCORE WAS LESS THAN THE HIGH SCORE TABLE
          1958          ;    ENTRY. HOWEVER AS LONG AS IT WASN'T THE BOTTOM ENTRY
          1959          ;    WITH WHICH IT WAS BEING COMPARED THE SCORE BELONGS ON THE TABLE
          1960          ;    SO FALL THRU TO NEW_HS.
          1961          ;
9C9F 8B1E0000    E    1962  POSSIBLE:      MOV    BX,ULTRA
9CA3 83C300      1963          ADD    BX,FIRST_ENTRY
9CA6 3BEB        1964          CMP    BP,BX
9CAB 7406        1965          JE    SECOND_TABLE
9CAA 83C5F2      1966          ADD    BP,-HSE_UNIT LENG      ;SET BP TO MARK LOC FOR NEW HS
          1967          ;
          1968          ;    CALL ROUTINE THAT CHANGES HIGH SCORE
          1969          ;
9CAD E88E01      1970  NEW_HS:        CALL   HI_SCORE_CHANGE
          1971          ;
9CB0 EB7B05      1972  SECOND_TABLE:  CALL   ZEROS_TO_BLNKS
9CB3 E8A105      1973          CALL   CHECK_SUM
9CB6 803E000000    E    1974          CMP    ULTRA_HSE_FL,0
9CBB 7410        1975          JE    TWO_PLYR
9CBD C70600000000    E    1976          MOV    ULTRA,0
9CC3 FE060000    E    1977          INC    ULTRA_HSE_FL
9CC7 FE060000    E    1978          INC    ULTRA_HSE_FL
9CCB E8B5        1979          JMP    NEXT_TABLE

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LOC OBJ          LINE    SOURCE
                1980    ;
                1981    ;          DETERMINE IF 2 PLAYERS.
                1982    ;          1- FALL THRU
                1983    ;          2- BOTH SCORES CHECKED?
                1984    ;          YES- FALL THRU
                1985    ;          NO- SWAP SCORES AND START ALL OVER.
                1986    ;
9CCD 803E000000  E  1987    TWO_PLYR:  CMP    TWO_PLAYER_FL,0    ;TWO PLAYERS?
9CD2 742B                1988                JE     ALL_DONE          ;ONLY ONE- FALL THRU
9CD4 803E000000  E  1989                CMP    HS_FL,0           ;TWO PLYRS- BOTH DONE?
9CD9 7524                1990                JNE   ALL_DONE          ;YES- FALL THRU
                1991    ;
                1992    ;          SWAP PLAYERS SCORES
                1993    ;
9CDB FE060000    E  1994                INC    HS_FL
9CDF FC                1995                CLD
9CE0 803E000000  E  1996                CMP    PLAYER_ID,0
9CE5 7405                1997                JE     ID0
9CE7 C6060000FF  E  1998                MOV    PLAYER_ID,-1
9CEC 8006000001  E  1999                ID0:   ADD    PLAYER_ID,1
9CF1 BE0100        E  2000                MOV    SI,OFFSET SCORE7_I+1
9CF4 BF0000        E  2001                MOV    DI,OFFSET SCORE6
9CF7 B90700                2002                MOV    CX,7
9CFA F3                2003                REP    MOVSB
9CFB A4
9CFC E93AFF                2004                JMP    NEXT_PLYR        ;BEGIN AGAIN
                2005    ;
9CFF E80C00                2006                ALL_DONE: CALL   TRIPLE_CHECK      ;NOW, MAKE TRIPPLICATE
9D02 C606000000  E  2007                MOV    ACTIVITY_FL,0
9D07 E87C00                2008                CALL   CHECK_FLASHING
9D0A E90000        E  2009                NOW_ALL_DONE: JMP    WARM_START
                2010    ;
9D0D C3                2011                RET
                2012                HIGH_SCORE  ENDP
                2013    ;
                2014 +1 $EJECT

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LOC OBJ          LINE    SOURCE
                2015    ;-----
                2016
9D0E             2017    TRIPLE_CHECK  PROC  NEAR
                2018
                2019    ;   THIS PROCEDURE WILL CHECK THE HSE TABLE AND IT'S COPIES
                2020    ;   UPON EXIT OF THIS PROCEDURE, ALL THREE TABLE ARE CORRECT
                2021
9D0E BE000      E      2022                MOV   SI,OFFSET ULTRA_HSE
9D11 E86400          2023                CALL  GET_SUM
9D14 3B1E0000     E      2024                CMP   BX,CHKSUM           ;SEE THE FIRST ONE OK
9D18 742D          2025                JE    TRIPLE_COPY
                2026
                2027    ;   IF FIRST ONE IS BAD, CHECK THE SECOND
                2028
9D1A BE000      E      2029                MOV   SI,OFFSET HSEA
9D1D E85800          2030                CALL  GET_SUM
9D20 3B1E0000     E      2031                CMP   BX,CHKSUMA
9D24 7421          2032                JE    TRIPLE_COPY
                2033
                2034    ;   IF SECOND ONE IS BAD, CHECK THE THIRD
                2035
9D26 BE000      E      2036                MOV   SI,OFFSET HSEB
9D29 EB4C00          2037                CALL  GET_SUM
9D2C 3B1E0000     E      2038                CMP   BX,CHKSUMB
9D30 7415          2039                JE    TRIPLE_COPY
                2040
                2041    ;   IF ALL BAD, RESET THE FIRST
                2042
9D32 C70600002601 E      2043                MOV   ULTRA,ULTRA_START
9D3B C606000000     E      2044                MOV   KEEP_FIVE_FL,0
9D3D C6060000FE     E      2045                MOV   ULTRA_HSE_FL,-2
9D42 EB0404          2046                CALL  HI_SCORE_RESET     ;GET THE FIRST ONE RIGHT
9D45 EB08          2047                JMP   SHORT TRIPLE_COPY2
                2048
                2049    ;   COPY THE AREA POINTED BY SI TO THE FIRST AREA
                2050
9D47 BF0000      E      2051    TRIPLE_COPY:  MOV   DI,OFFSET ULTRA_HSE
9D4A B98C00          2052                MOV   CX,HSE_LENGTH/2
9D4D F3          2053                REP   MOVSW              ;COPY TO HSE
9D4E A5          2054
9D4F BE0000      E      2055    TRIPLE_COPY2: MOV   SI,OFFSET ULTRA_HSE           ;COPY HSE TO HSEA
9D52 BF0000      E      2056                MOV   DI,OFFSET HSEA
9D55 B98C00          2057                MOV   CX,HSE_LENGTH/2
9D58 F3          2058                REP   MOVSW
9D59 A5          2059
9D5A BE0000      E      2060                MOV   SI,OFFSET ULTRA_HSE           ;COPY HSE TO HSEB
9D5D BF0000      E      2061                MOV   DI,OFFSET HSEB
9D60 B98C00          2062                MOV   CX,HSE_LENGTH/2
9D63 F3          2063                REP   MOVSW
9D64 A5          2064
9D65 BE0000      E      2065                MOV   SI,OFFSET ULTRA_HSE
9D68 EB0D00          2066                CALL  GET_SUM

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LOC	OBJ	LINE	SOURCE
9D6B	891E0000	E 2067	MOV CHKSUM,BX
9D6F	891E0000	E 2068	MOV CHKSUMA,BX
9D73	891E0000	E 2069	MOV CHKSUMB,BX
		2070	
9D77	C3	2071	RET
		2072	
		2073	TRIPLE_CHECK ENDP
		2074	
		2075 +1	\$EJECT



LOC	OBJ	LINE	SOURCE
		2076	;-----
		2077	
9D78		2078	GET_SUM PROC NEAR
		2079	
		2080	; RETURNS CHECKSUM OF AREA POINTED BY SI
		2081	; THE VALUE OF SI RETAINED
		2082	
9D78	56	2083	PUSH SI
9D79	898C00	2084	MOV CX,HSE_LENGTH/2
9D7C	33DB	2085	XOR BX,BX
9D7E	FC	2086	CLD
9D7F	AD	2087	GET_SUM_LP: LODSW ;AX=NEXT WORD
9D80	03DB	2088	ADD BX,AX
9D82	E2FB	2089	LOOP GET_SUM_LP
9D84	5E	2090	POP SI
9D85	C3	2091	RET
		2092	
		2093	GET_SUM ENDP
		2094	
		2095 +1	\$EJECT

LOC	OBJ	LINE	SOURCE
		2096	;
		2097	-----
9D86		2098	CHECK_FLASHING PROC
9D86	803E000001	E 2099	CMP    NUM_FLASH,1
9D8B	7F03	2100	JG      CF1
9D8D	E9AD00	2101	JMP    CHK_FLASH_END
9D90	8B0000	E 2102	CF1:    MOV    AX,OFFSET FLASH_ON
9D93	A30000	E 2103	MOV    FLASH_ON_PTR,AX
		2104	
9D96	8B1E0000	E 2105	MOV    BX,FLASH_ON_PTR
9D9A	803E000002	E 2106	CMP    NUM_FLASH,2
9D9F	7526	2107	JNE    TRY_3
		2108	
9DA1	8B4711	2109	CF3:    MOV    AX,[BX+17]
9DA4	3B4724	2110	CMP    AX,[BX+17+HSE_UNIT LENG+5]
9DA7	7E03	2111	JLE    CF4
9DA9	E99100	2112	JMP    CHK_FLASH_END
9DAC	8B6F11	2113	CF4:    MOV    BP,[BX+17]
9DAF	83FD00	2114	CMP    BP,0
9DB2	7506	2115	JNE    NOT_LAST
9DB4	BE0000	2116	MOV    SI,0
9DB7	EB0890	2117	JMP    LAST
9DBA	83C5F2	2118	NOT_LAST:  ADD    BP,-HSE_UNIT LENG
9DBD	8BB60100	E 2119	MOV    SI,WORD PTR HSE[BP].LOC[1]
9DC1	897701	2120	LAST:    MOV    [BX+1],SI
9DC4	EB7790	2121	JMP    CHK_FLASH_END
		2122	
9DC7	803E000003	E 2123	TRY_3:    CMP    NUM_FLASH,3
9DCC	7536	2124	JNE    TRY_4
9DCE	837F0F00	2125	CMP    WORD PTR[BX+15],0
9DD2	7569	2126	JNE    CHK_FLASH_END
9DD4	817F222601	2127	CMP    WORD PTR[BX+15+HSE_UNIT LENG+5],ULTRA_START
9DD9	7562	2128	JNE    CHK_FLASH_END
9DDB	837F3500	2129	CMP    WORD PTR[BX+15+HSE_UNIT LENG+5+HSE_UNIT LENG+5],0
9DDF	755C	2130	JNE    CHK_FLASH_END
9DE1	8B4711	2131	MOV    AX,[BX+17]
9DE4	3B4724	2132	CMP    AX,[BX+17+HSE_UNIT LENG+5]
9DE7	7F54	2133	JG      CHK_FLASH_END
9DE9	8B6F11	2134	MOV    BP,[BX+17]
9DEC	83FD00	2135	CMP    BP,0
9DEF	7506	2136	JNE    NOT_LAST1
9DF1	BE0000	2137	MOV    SI,0
9DF4	EB0890	2138	JMP    LAST1
9DF7	83C5F2	2139	NOT_LAST1:  ADD    BP,-HSE_UNIT LENG
9DFA	8BB60100	E 2140	MOV    SI,WORD PTR HSE[BP].LOC[1]
9DFE	897701	2141	LAST1:    MOV    [BX+1],SI
9E01	EB3A90	2142	JMP    CHK_FLASH_END
		2143	
9E04	8B4711	2144	TRY_4:    MOV    AX,[BX+17]
9E07	3B4737	2145	CMP    AX,[BX+17+HSE_UNIT LENG+5+HSE_UNIT LENG+5]
9E0A	7F31	2146	JG      CHK_FLASH_END
9E0C	8B6F11	2147	MOV    BP,[BX+17]
9E0F	81FD2601	2148	CMP    BP,ULTRA_START
9E13	7506	2149	JNE    NOT_LAST2
9E15	BE0000	2150	MOV    SI,0

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LOC  OBJ          LINE    SOURCE
9E18  EB0890      2151          JMP     LAST2
9E1B  83C5F2      2152  NOT_LAST2:  ADD    BP,-HSE_UNIT LENG
9E1E  8BB60100      E  2153          MOV    SI,WORD PTR HSE[BP].LOC[1]
9E22  897701      2154  LAST2:     MOV    [BX+1],SI
9E25  8B6F24      2155          MOV    BP,[BX+17+HSE_UNIT LENG+5]
9E28  83FD00      2156          CMP    BP,0
9E2B  7506        2157          JNE    NOT_LAST3
9E2D  BE0000      2158          MOV    SI,0
9E30  EB0890      2159          JMP    LAST3
9E33  83C5F2      2160  NOT_LAST3:  ADD    BP,-HSE_UNIT LENG
9E36  8BB60100      E  2161          MOV    SI,WORD PTR HSE[BP].LOC[1]
9E3A  897714      2162  LAST3:     MOV    [BX+1+HSE_UNIT LENG+5],SI
          2163
9E3D  C3        2164  CHK_FLSH_END:  RET
          2165  CHECK_FLASHING  ENDP
          2166
          2167
          2168
          2169
          2170
          2171
          2172
          2173 ;
          2174 ;HI SCORE CHANGE :.....
          2175 ;
          2176 ;
          2177 ;
          2178 ;           THIS ROUTINE SHIFTS THE HI SCORE TABLE ENTRIES MAKING
          2179 ;           ROOM FOR THE NEW HIGH SCORE AND THEN INSERTS THE NEW SCORE
          2180 ;
          2181 ;           ASSUMES:      BP A PTR TO NEW SCORE'S LOCATION IN HSE TABLE
          2182 ;           SCORE6 IS WHERE A PLAYER'S SCORE BEGINS
          2183 ;
          2184 ;           USES:      BX,BP,SI,DI,CX
          2185 ;
          2186 ;           RETURNS:   UPDATED HSE TABLE
          2187 ;
          2188 ;           VARIABLES USED:  FIRST_ENTRY
          2189 ;
          2190 ;           DATA TABLES USED:
          2191 ;           HSE
          2192 ;           SCORE6
          2193 ;
          2194 ;           CALLS:     INITIALS_INPUT
          2195 ;           ZEROS_TO_BLNKS
          2196 ;
          2197 ;
9E3E          2198  HI_SCORE_CHANGE  PROC   NEAR
9E3E  FC        2199          CLD
9E3F  33DB      2200          XOR    BX,BX
9E41  031E0000  E  2201          ADD    BX,ULTRA
9E45  8B360000  E  2202          MOV    SI,ULTRA
9E49  83C600      2203          ADD    SI,FIRST_ENTRY
9E4C  3BEE      2204          CMP    BP,SI           ;SCORE REPLACED IS ON BOTTOM?
9E4E  7506      2205          JNE    NXT_SHIFT

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LOC OBJ          LINE    SOURCE
9E50 EBB702      2206          CALL    SCORE_BUMPED
9E53 7322        2207          JNC     NO_SHIFT
9E55 C3          2208          RET
                      ;SCORE WILL BE BUMPED SO IGNORE
                      2209
                      2210          ;
9E56 8DB71100    E 2211  NXT_SHIFT:  LEA    SI,HSE[BX+HSE_UNIT_LEN6].SCORE ;SHIFT SCORE
9E5A 8DBF0300    E 2212          LEA    DI,HSE[BX].SCORE
9E5E B90700      2213          MOV    CX,7
9E61 F3          2214          REP    MOVSB
9E62 A4          2215          ;
9E63 8DB71900    E 2216          LEA    SI,HSE[BX+HSE_UNIT_LEN6].INITIAL ;SHIFT INITIALS
9E67 8DBF0B00    E 2217          LEA    DI,HSE[BX].INITIAL
9E6B B90300      2218          MOV    CX,3
9E6E F3          2219          REP    MOVSB
9E6F A4          2220          ;
9E70 83C30E      2221          ADD    BX,HSE_UNIT_LEN6
9E73 3BDD        2222          CMP    BX,BP ;ALL SCORES SHIFTED?
9E75 7CDF        2223          JL     NXT_SHIFT ;NO-LOOP BACK
                      2224          ;
9E77 8D360000    E 2225  NO_SHIFT:  LEA    SI,SCORE6 ;INSERT NEW SCORE
9E7B 8DBE0300    E 2226          LEA    DI,HSE[BP].SCORE
9E7F B90700      2227          MOV    CX,7
9E82 F3          2228          REP    MOVSB
9E83 A4          2229          ;
                      2230          ;
                      2231          ;
9E84 803E000001  E 2232          CMP    BYTE PTR NEIL_X1,1
9E89 7417        2233          JE     SAME_INITS
9E8B C6860B00F9    E 2234          MOV    HSE[BP].INITIAL[0],CRGT ;SET INITIALS TO BLANKS
9E90 C6860C00F9    E 2235          MOV    HSE[BP].INITIAL[1],CRGT
9E95 C6860D00F9    E 2236          MOV    HSE[BP].INITIAL[2],CRGT
9E9A 55          2237          PUSH  BP
9E9B E85100      2238          CALL  INITIALS_INPUT ;LET PLAYER ENTER INITS
9E9E 5D          2239          POP   BP
9E9F EB1690      2240          JMP   SKIP_INITS
                      2241          ;
9EA2 A00300      E 2242  SAME_INITS: MOV    AL,NEW_INITS[3]
9EA5 88860B00    E 2243          MOV    HSE[BP].INITIAL[0],AL
9EA9 A00400      E 2244          MOV    AL,NEW_INITS[4]
9EAC 88860C00    E 2245          MOV    HSE[BP].INITIAL[1],AL
9EB0 A00500      E 2246          MOV    AL,NEW_INITS[5]
9EB3 88860D00    E 2247          MOV    HSE[BP].INITIAL[2],AL
                      2248          ;
9EB7 EB7403      2249  SKIP_INITS: CALL  ZEROS_TO_BLNKS
                      2250
9EBA 8B3E0000    E 2251          MOV    DI,FLASH_ON_PTR
9EBE C605FD        2252          MOV    BYTE PTR[DI],NEWP
9EC1 88B60100    E 2253          MOV    SI,WORD PTR HSE[BP].LOC[1]
9EC5 897501      2254          MOV    [DI+1],SI
                      2255
9EC8 B3C703      2256          ADD    DI,3
9ECB BE0F9C      2257          MOV    SI,OFFSET FLASH_OFF

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LOC OBJ          LINE    SOURCE
9ECE B90B00      2258      MOV    CX,FLASH_LEN
9ED1 F3          2259      REP    MOVSB
9ED2 A4          2260
9ED3 C605FE      2261      MOV    BYTE PTR[DI],EOST
9ED6 8B360000    E 2262      MOV    SI,ULTRA
9EDA 897501      2263      MOV    WORD PTR[DI+1],SI
9E0D 896D03      2264      MOV    [DI+3],BP
9EE0 FE060000    E 2265      INC    NUM_FLASH
9EE4 C606000001  E 2266      MOV    FLASH_FL,1
9EE9 8306000013  E 2267      ADD    FLASH_ON_PTR,HSE_UNIT_LEN+5
9EEE C3          2268      RET
                2269      HI_SCORE_CHANGE ENDP
                2270      ;
                2271      ;
                2272      ;
                2273      ;INITIALS INPUT ::::::::::::::::::::::::::::::::::::::::::::
                2274      ;
                2275      ;
                2276      ;
                2277      ;          THIS ROUTINE PRINTS THE HI SCORE MESSEGE AND MOVES
                2278      ;          THE BOX WITHIN THE ALPHABET TABLE ON THE SCREEN AS
                2279      ;          PER THE PLAYER'S JOYSTICK MOVEMENTS
                2280      ;
                2281      ;          ASSUMES:          TWO_PLAYER_FL =0 IF ONE PLAYER
                2282      ;                               WHEN 2 PLAYERS
                2283      ;                               PLAYER_ID =0 SCORE6 FOR PLYR 1
                2284      ;                               <>0 SCORE6 FOR PLYR 2
                2285      ;
                2286      ;          USES:          AX,BX,DX,SI
                2287      ;
                2288      ;          RETURNS:         UPDATED HSE TABLE
                2289      ;                               UPDATED NEW_INITS TABLE
                2290      ;
                2291      ;          VARIABLES USED:  INIT_COUNT
                2292      ;                               BOX_XPOS
                2293      ;                               BOX_YPOS
                2294      ;                               JOYSTICK
                2295      ;                               NEIL_CTR3
                2296      ;
                2297      ;          DATA TABLES USED:
                2298      ;                               NEW_INITS
                2299      ;
                2300      ;          CALLS:          WAIT_FOR_NMI
                2301      ;                               ENTER_INITIAL
                2302      ;                               HS_INIT_PRINT
                2303      ;
                2304      ;
9EEF          2305      INITIALS_INPUT PROC    NEAR
9EEF 803E000000  E 2306      CMP    ULTRA_HSE_FL,0
9EF4 7405        2307      JE     NOT_ON_ULTRA
9EF6 C606000001  E 2308      MOV    BYTE PTR NEIL_X1,1
                2309      ;
9EFB C70600006009  E 2310      NOT_ON_ULTRA: MOV    NEIL_CTR3,MAX_TIME ;SET COUNTER FOR MAX TIME OUT
9F01 3302        2311      XOR    DX,DX

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LOC	OBJ	LINE	SOURCE
9F03	C606000000	E 2312	MOV INIT_COUNT,0
9F08	C6060300F9	E 2313	MOV NEW_INITS[3],CRGT ;BLANK OUT NEW INITIALS
9F0D	C6060400F9	E 2314	MOV NEW_INITS[4],CRGT
9F12	C6060500F9	E 2315	MOV NEW_INITS[5],CRGT
9F17	C6060600FE	E 2316	MOV NEW_INITS[6],EOST
9F1C	C6060000FD	E 2317	MOV NEW_INITS[0],NEWP
9F21	C60601000D	E 2318	MOV NEW_INITS[1],13
9F26	C60602000B	E 2319	MOV NEW_INITS[2],11
		2320	;
		2321	;
			STARTING BOX POSITION
9F2B	C606000030	E 2322	MOV BOX_XPOS,BOTTOM_EDGE
9F30	C606000000	E 2323	MOV BOX_YPOS,0
9F35	E80000	E 2324	CALL WAIT_FOR_NMI
		2325	;
9F38	E86801	2326	INIT_INPUT_LP: CALL HS_INIT_PRINT ;MOVE BOX & DISPLAY MESSEGES
		2327	;
		2328	;
			POSITION CURSOR
9F3B	BF0000	E 2329	POSIT_CURSOR: MOV DI,OFFSET FGND_REG_BUF
9F3E	83C704	2330	ADD DI,4
9F41	803E000003	E 2331	CMP INIT_COUNT,3
9F46	7406	2332	JE BLANK_OUT
9F4B	C64502E5	2333	MOV BYTE PTR[DI+2],BOX
9F4C	EB04	2334	JMP SHORT POSIT
9F4E	C6450200	2335	BLANK_OUT: MOV BYTE PTR[DI+2],0
9F52	C6450151	2336	POSIT: MOV BYTE PTR[DI+1],B1
9F56	A00000	E 2337	MOV AL,INIT_COUNT
9F59	B103	2338	MOV CL,3
9F5B	D2E0	2339	SHL AL,CL
9F5D	F6D8	2340	NEG AL
9F5F	048E	2341	ADD AL,142
9F61	8805	2342	MOV [DI],AL
		2343	;
		2344	;
		2345	;
		2346	;
		2347	;
			READ JOYSTICK AND MOVE ACCORDINGLY
9F63	A00000	E 2348	MOV AL,JOYSTICK
9F66	AB70	2349	TEST AL,TRIGGER_MASK+BOTH_PLAYER_MASK ;TRIGGER HELD
9F6B	7406	2350	JZ NO_TRIGGER ;NO- DETERMINE MOVE DIRECTION
9F6A	E86100	2351	CALL ENTER_INITIAL ;YES-INITIAL IS TO BE ENTERED
9F6D	EB4B90	2352	JMP NO_MOV
		2353	;
		2354	;
		2355	;
		2356	;
9F70	AB02	2357	NO_TRIGGER: TEST AL,JSRT_MASK
9F72	750F	2358	JNZ MOV_RIGHT
9F74	AB08	2359	TEST AL,JSLT_MASK
9F76	7519	2360	JNZ MOV_LEFT
9F7B	AB01	2361	MOV_VERT: TEST AL,JSUP_MASK
9F7A	7523	2362	JNZ MOV_UP
9F7C	AB04	2363	TEST AL,JSDN_MASK
9F7E	752E	2364	JNZ MOV_DOWN
9F80	EB3890	2365	JMP NO_MOV
		2366	;

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LOC OBJ          LINE    SOURCE
9FB3 803E000000  E    2367  MOV_RIGHT:  CMP    BOX_YPOS,RIGHT_EDGE  ;CHECK RANGE
9FB8 7630                2368                JBE    NO_MOV                ;NO MOVE- BOX AT AN EDGE
9FA8 802E000001  E    2369                SUB    BOX_YPOS,1            ;MOVE BOX ONE PIXEL
9FBF EBE7                2370                JMP    MOV_VERT              ;NOW CHECK FOR VERTICAL MOTION
                2371                ;
9F91 803E000060  E    2372  MOV_LEFT:   CMP    BOX_YPOS,LEFT_EDGE   ;CHECK RANGE
9F96 7322                2373                JAE    NO_MOV                ;NO MOVE-BOX AT AN EDGE
9F98 8006000001  E    2374                ADD    BOX_YPOS,1            ;MOVE BOX ONE PIXEL
9F9D EBD9                2375                JMP    MOV_VERT              ;NO CHECK FOR VERTICAL MOTION
                2376                ;
9F9F 803E000000  E    2377  MOV_UP:     CMP    BOX_XPOS,TOP_EDGE    ;CHECK RANGE
9FA4 7614                2378                JBE    NO_MOV                ;NO MOVE- BOX AT AN EDGE
9FA6 802E000001  E    2379                SUB    BOX_XPOS,1            ;MOVE BOX ONE PIXEL
9FAB EB0D90           2380                JMP    NO_MOV
                2381                ;
9FAE 803E000030  E    2382  MOV_DOWN:   CMP    BOX_XPOS,BOTTOM_EDGE ;CHECK RANGE
9FB3 7305                2383                JAE    NO_MOV                ;NO MOVE- BOX AT AN EDGE
9FB5 8006000001  E    2384                ADD    BOX_XPOS,1            ;MOVE BOX ONE PIXEL
                2385                ;
9FBA EB0000          E    2386  NO_MOV:     CALL   WAIT_FOR_NMI
                2387                ;
                2388                IF TIME HAS RUN OUT FALL THRU
                2389                ;
9FBD 42                2390                INC    DX
9FBE 81FADC05       2391                CMP    DX,TIME_UP
9FC2 7309                2392                JAE    DONE
9FC4 FF0E0000      E    2393                DEC    NEIL_CTR3
9FC8 7403                2394                JZ     DONE
9FCA E96BFF         2395                JMP    INIT_INPUT_LP ;LOOP BACK FOR NEW JOYSTICK INPUTS
                2396                ;
9FCD C3                2397  DONE:      RET
                2398  INITIALS_INPUT  ENDP
                2399                ;
                2400                ;
                2401                ;
                2402  ;ENTER INITIAL ::::::::::::::::::::::::::::::::::::
                2403                ;
                2404                ;
                2405                ;
                2406                ;           DETERMINE WHICH INITIAL THE BOX IS POINTING TO
                2407                ;           AND ENTER IT IN THE TABLE.
                2408                ;
                2409                ;
                2410                ;           ASSUMES:      BP A PTR TO NEW SCORE'S LOCATION IN HSE TABLE
                2411                ;
                2412                ;           USES:        AX,BX,CX,BP,SI
                2413                ;
                2414                ;           RETURNS:     UPDATED NEW_INITS TABLE
                2415                ;           UPDATED HSE TABLE
                2416                ;
                2417                ;           VARIABLES USED: BOX_XPOS
                2418                ;           BOX_YPOS
                2419                ;           INIT_COUNT
                2420                ;           JOYSTICK
                2421                ;           NEIL_CTR

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LOC OBJ          LINE    SOURCE
                2422    ;
                2423    ;           DATA TABLES USED:
                2424    ;                   INITIAL_TABLE
                2425    ;                   NEW_INITS
                2426    ;                   HSE
                2427    ;
                2428    ;           CALLS:           WAIT_FOR_NMI
                2429    ;                   HS_INIT_PRINT
                2430    ;
                2431    ;
9FCE            2432    ENTER_INITIAL  PROC   NEAR
                2433    ;
                2434    ;           THESE SHIFTS CONVERT THE BOX POSITION TO A LOCATION
                2435    ;           IN THE INITIAL TABLE.
                2436    ;
9FCE B104       2437    MOV     CL,4
9FD0 A00000     E      2438    MOV     AL,BOX_XPOS
9FD3 0408       2439    ADD     AL,8
9FD5 D2EB       2440    SHR     AL,CL
9FD7 A20000     E      2441    MOV     BOX_XPOS,AL
                2442    ;
9FDA B307       2443    MOV     BL,7
9FDC F6E3       2444    MUL     BL
9FDE BA260000   E      2445    MOV     AH,BOX_YPOS
9FE2 80C408     2446    ADD     AH,8
9FE5 B104       2447    MOV     CL,4
9FE7 D2EC       2448    SHR     AH,CL
9FE9 8B260000   E      2449    MOV     BOX_YPOS,AH
                2450    ;
9FED 02C4       2451    ADD     AL,AH
9FEF 32FF       2452    XOR     BH,BH
9FF1 8AD8       2453    MOV     BL,AL
9FF3 8ABFD98    2454    MOV     CL,INITIAL_TABLE[BOX]
9FF7 8A1E0000   E      2455    MOV     BL,INIT_COUNT
9FFB 8BF3       2456    MOV     SI,BOX
                2457    ;
9FFD 80F977     2458    SPEC_CHAR:  CMP     CL,SPACE      ;IS IT A SPACE?
A000 750C       2459    JNE     NOT_SPACE    ;NO-JUMP TO NOT_SPACE
A002 803E000003 E      2460    SPCE:     CMP     INIT_COUNT,3  ;YES- ALREADY 3 INITIALS ENTERED?
A007 7449       2461    JE      GET_OUT      ; YES- IGNORE INPUT
A009 B1F9       2462    MOV     CL,CRGT      ; NO- INSERT A SPACE
A00B EB1690     2463    JMP     INSERT_INITS
                2464    ;
A00E 80F97F     2465    NOT_SPACE:  CMP     CL,BACKUP     ;IS IT A BACKUP?
A011 7510       2466    JNE     INSERT_INITS ;NO- MUST BE A LETTER- ENTER IT
A013 803E000000 E      2467    BCKUP:    CMP     INIT_COUNT,0  ;YES- ANY INITIALS TO ERASE?
A01B 7447       2468    JE      ALIGN_BOX    ;NO- IGNORE INPUT
A01A FE0E0000   E      2469    DEC     INIT_COUNT    ;YES-DECREMENT INITIAL COUNTER
A01E 4E         2470    DEC     SI
A01F B1FF       2471    MOV     CL,BLNK      ;BLANK OUT OLD INITIAL
A021 33D2       2472    XOR     DX,DX        ;ALLOW MORE TIME
                2473    ;
                2474    ;           INSERT THE NEW INITIAL
A023 803E000003 E      2475    INSERT_INITS:  CMP     INIT_COUNT,3  ;ALREADY 3 INITIALS ENTERED?
A02B 742B       2476    JE      GET_OUT      ;YES- IGNORE INPUT

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LOC OBJ          LINE    SOURCE
A02A 888C0300    E    2477      MOV     NEW_INITS[S1+3],CL      ;NO- INSERT NEW INITIAL
A02E 888A0B00    E    2478      MOV     HSEIBP].INITIAL[S1],CL
A032 FE060000    E    2479      INC     INIT_COUNT             ;INCREMENT INITIAL COUNTER
                                2480      ;
                                2481      ;
                                IF CHARACTER WAS BACKUP DECREMENT INITIAL COUNTER
A036 80F9FF      E    2482      CMP     CL,BLNK
A039 7504        E    2483      JNE     MOVE_BOX
A03B FE0E0000    E    2484      DEC     INIT_COUNT
                                2485      ;
A03F 803E000003  E    2486      MOVE_BOX:  CMP     INIT_COUNT,3
A044 751B        E    2487      JNE     ALLIGN_BOX
A046 C606000030  E    2488      MOV     BOX_XPOS,BOTTOM_EDGE
A04B C606000000  E    2489      MOV     BOX_YPOS,0
                                2490      ;
                                2491      ;
A050 EB25        E    2492      JMP     SHORT DONT_ALLIGN
                                2493      ;
A052 BADC05      E    2494      GET_OUT:  MOV     DX,TIME_UP             ;YES- TIME OUT
A055 C606000030  E    2495      MOV     BOX_XPOS,BOTTOM_EDGE
A05A C606000000  E    2496      MOV     BOX_YPOS,0
A05F EB16        E    2497      JMP     SHORT DONT_ALLIGN
                                2498      ;
                                2499      ;
                                SHIFT BOX DIRECTLY OVER CHARACTER ENTERED
A061 A00000      E    2500      ALLIGN_BOX: MOV    AL,BOX_XPOS
A064 B104        E    2501      MOV     CL,4
A066 D2E0        E    2502      SHL    AL,CL
A068 A20000      E    2503      MOV     BOX_XPOS,AL
A06B 8A260000    E    2504      MOV     AH,BOX_YPOS
A06F B104        E    2505      MOV     CL,4
A071 D2E4        E    2506      SHL    AH,CL
A073 8B260000    E    2507      MOV     BOX_YPOS,AH
                                2508      ;
                                2509      ;
                                2510      ;
                                DEBOUNCE THE TRIGGER
A077 C70600007B00 E    2511      DONT_ALLIGN: MOV    NEIL_CTR,120
A07D E80000      E    2512      TRIGGER_HELD: CALL   WAIT_FOR_NMI
A080 EB2000      E    2513      CALL   HS_INIT_PRINT
A083 FF0E0000    E    2514      DEC     NEIL_CTR
A087 7407        E    2515      JZ     WAIT_MORE
A089 F6060000010  E    2516      TEST   JOYSTICK,TRIGGER_MASK
A08E 75ED        E    2517      JNZ   TRIGGER_HELD
                                2518      ;
                                2519      ;
                                A LITTLE EXTRA DEBOUNCING
A090 C70600000F00 E    2520      WAIT_MORE: MOV    NEIL_CTR,15
A096 E80000      E    2521      EXTRA_WAIT: CALL   WAIT_FOR_NMI
A099 EB0700      E    2522      CALL   HS_INIT_PRINT          ;REFRESH SCREEN
A09C FF0E0000    E    2523      DEC     NEIL_CTR
A0A0 75F4        E    2524      JNZ   EXTRA_WAIT
                                2525      ;
                                2526      ;
A0A2 C3          E    2527      RET
                                2528      ENTER_INITIAL  ENDP
                                2529      ;
                                2530      ;
                                2531      ;

```

```

LOC OBJ          LINE    SOURCE
                2532    ;HS INIT PRINT ::::::::::::::::::::::::::::::::::::
                2533    ;
                2534    ;
                2535    ;
                2536    ;           MOVE BX, DETERMINE APPROPRIATE PLAYER # AND REFRESH SCREEN
                2537    ;
                2538    ;
                2539    ;
                2540    ;           ASSUMES:      NONE
                2541    ;
                2542    ;           USES:        ALL REGISTER CONTENTS ARE SAVED AND RESTORED
                2543    ;
                2544    ;           RETURNS:     NONE
                2545    ;
                2546    ;           VARIABLES USED: NONE
                2547    ;
                2548    ;           DATA TABLES USED:
                2549    ;                               FGND_REG_BUF
                2550    ;
                2551    ;           CALLS:      PRINT
                2552    ;
A0A3            2553    HS_INIT_PRINT PROC
                2554    ;
                2555    ;           SAVE REGISTERS
                2556    ;
                2557    ;           PUSH    AX
A0A3 50         2557    ;           PUSH    BX
A0A4 53         2558    ;           PUSH    CX
A0A5 51         2559    ;           PUSH    DX
A0A6 52         2560    ;           PUSH    BP
A0A7 55         2561    ;           PUSH    SI
A0A8 56         2562    ;           PUSH    DI
A0A9 57         2563    ;
                2564    ;
                2565    ;           UPDATE BOX POSITION
                2566    ;
A0AA BB0000    E 2567    ;           MOV     BX,OFFSET FGND_REG_BUF
A0AD A01A9C    2568    ;           MOV     AL,BOX_XHOME
A0B0 8A261B9C  2569    ;           MOV     AH,BOX_YHOME
A0B4 02060000  E 2570    ;           ADD     AL,BOX_XPOS
A0BB 02260000  E 2571    ;           ADD     AH,BOX_YPOS
A0BC 8827      2572    ;           MOV     [BX],AH
A0BE 884701    2573    ;           MOV     [BX+1],AL
A0C1 C64702E5  2574    ;           MOV     BYTE PTR[BX+2],BOX
                2575    ;
                2576    ;           PRINT SCREEN MESSEGES
                2577    ;
A0C5 803E000000 E 2578    ;           CMP     TWO_PLAYER_FL,0           ;TWO PLAYERS?
A0CA 7509      2579    ;           JNE     TWO_PLYRS             ;YES- JUMP TO TWO_PLYRS
A0CC BE9B9A    2580    ;           MOV     SI,OFFSET HS_IP_MSG    ;NO- PRINT 1 PLAYER MESSEGE
A0CF EB0000    E 2581    ;           CALL    PRINT
A0D2 EB0F90    2582    ;           JMP     COMMON_MSG                ;PRINT THE COMMON MESSEGE
                2583    ;
                2584    ;           TWO PLAYERS, PRINT APPROPRIATE PLAYER # MESSEGE
                2585    ;
A0D5 A00000    E 2586    ;           TWO_PLYRS:  MOV     AL,PLAYER_ID

```

```

LOC OBJ          LINE    SOURCE
A0DB FEC0              2587          INC    AL
A0DA A26300          E    2588          MOV    BGND_REG+63H,AL
A0DD BEB69A              2589          MOV    SI,OFFSET HS_2P_MSG
A0E0 EB0000          E    2590          CALL   PRINT
                2591          ;
                2592          ;          PRINT COMMON MESSEGE
                2593          ;
A0E3 803E000000      E    2594          COMMON_MSG:  CMP    ULTRA_HSE_FL,0
A0EB 7506              2595          JNE    ULTRA13
A0EA BEBD99              2596          MOV    SI,OFFSET HS_MSG
A0ED EB0490              2597          JMP    NOT_ULTRA13
A0F0 BEE299              2598          ULTRA13:   MOV    SI,OFFSET ULTRA_HS_MSG
                2599          ;
A0F3 EB0000          E    2600          NOT_ULTRA13: CALL   PRINT
A0F6 BE259A              2601          MOV    SI,OFFSET HS_COMMON_MSG
A0F9 EB0000          E    2602          CALL   PRINT
A0FC BE0000          E    2603          MOV    SI,OFFSET NEW_INITS
A0FF EB0000          E    2604          CALL   PRINT
                2605          ;
                2606          ;          RESTORE REGISTERS
                2607          ;
A102 5F              2608          POP    DI
A103 5E              2609          POP    SI
A104 5D              2610          POP    BP
A105 5A              2611          POP    DX
A106 59              2612          POP    CX
A107 58              2613          POP    BX
A108 58              2614          POP    AX
A109 C3              2615          RET
                2616          HS_INIT_PRINT  ENDP
                2617          ;
                2618          ;
                2619          ;
                2620          ;::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
                2621          ;
                2622          ;
A10A              2623          SCORE_BUMPED  PROC
A10A 803E000000      E    2624          CMP    TWO_PLAYER_FL,0          ;TWO PLAYERS?
A10F 7502              2625          JNE    SB1                      ;YES
A111 FB              2626          CLC                              ;NO
A112 C3              2627          RET
                2628
A113 803E000000      E    2629          SB1:   CMP    HS_FL,0          ;ON FIRST PLAYER?
A11B 7402              2630          JE     SB2                      ;YES
A11A FB              2631          CLC                              ;NO
A11B C3              2632          RET
                2633
A11C BE0100          E    2634          SB2:   MOV    SI,OFFSET SCORE7_I+1      ;GET OTHER PLYRS SCORE
A11F BF0000          E    2635          MOV    DI,OFFSET SCORE6
                2636
A122 81FF0000      E    2637          SB3:   CMP    DI,OFFSET SCORE0          ;END OF STRING?
A126 771F              2638          JA     SB6                      ;IF BEYOND, OVER
                2639
A128 803C00          2640          CMP    BYTE PTR[SI],0          ;LEADING ZERO?
A12B 7509              2641          JNE    SB4                      ;NO

```

```

LOC OBJ          LINE    SOURCE
A12D 803D00      2642          CMP     BYTE PTR[DI],0          ;LEADING ZERO?
A130 7515        2643          JNE     SB6                      ;NO
A132 46          2644    SB3A:  INC     SI
A133 47          2645          INC     DI
A134 EBEC        2646          JMP     SHORT SB3
                2647
A136 803D00      2648    SB4:  CMP     BYTE PTR[DI],0          ;LEADING 0?
A139 7502        2649          JNE     SB5                      ;NO
A13B F9          2650          STC
A13C C3          2651          RET                                ;INGORE PLYR
                2652
A13D 8A05        2653    SB5:  MOV     AL,[DI]                  ;GET A DIGIT
A13F 3A04        2654          CMP     AL,[SI]                  ;CURRENT PLYR HIGHER?
A141 7704        2655          JA      SB6                      ;YES
A143 74ED        2656          JE      SB3A                     ;IF SAME,GOTO NXT DIGIT
A145 F9          2657          STC                                ;NO
A146 C3          2658          RET
                2659
A147 FB          2660    SB6:  CLC
A14B C3          2661          RET
                2662    SCORE_BUMPED  ENDP
                2663
                2664
                2665 ;
                2666 ;HI SCORE RESET ::::::::::::::::::::::::::::::::::::::::::::
                2667 ;
                2668 ;
                2669 ;
                2670 ;
                2671 ;          RESET HIGH SCORE TABLE.
                2672 ;          DEPENDING ON KEEP_FIVE_FL,OR BAD CHECKSUM, RESET ENTIRE TABLE
                2673 ;          OR RETAIN THE TOP FIVE SCORES
                2674 ;
                2675 ;          ASSUMES:          KEEP_FIVE_FL=0 RESET ENTIRE TABLE
                2676 ;                               <>0 RETAIN TOP 5 SCORES
                2677 ;
                2678 ;          USES:          BP,SI,CX,AX
                2679 ;
                2680 ;          RETURNS:       RESET HSE TABLE
                2681 ;
                2682 ;          VARIABLES USED: KEEP_FIVE_FL
                2683 ;                               MEM_VALID_FL
                2684 ;
                2685 ;          DATA TABLES USED:
                2686 ;                               HSE
                2687 ;                               RESET_TABLE
                2688 ;
                2689 ;          CALLS:        CHECK_SUM
                2690 ;
                2691 ;
A149          2692    HI_SCORE_RESET PROC    NEAR
A149 C606000000  E  2693          MOV     FLASH_FL,0
A14E 33ED        2694          XOR     BP,BP
A150 33F6        2695          XOR     SI,SI
A152 833E000000  E  2696          CMP     ULTRA,0

```

LOC	OBJ	LINE	SOURCE
A157	740E	2697	JE ULTRA_OK
A159	813E00002601	E 2698	CMP ULTRA,ULTRA_START
A15F	7406	2699	JE ULTRA_OK
A161	C70600002601	E 2700	MOV ULTRA,ULTRA_START
A167	032E0000	E 2701	ULTRA_OK: ADD BP,ULTRA
A16B	B91500	2702	MOV CX,LENGTH_HSE
		2703	;
A16E	803E000000	E 2704	CMP MEM_VALID_FL,0
A173	741F	2705	JE RESET_ALL
A175	A00000	E 2706	MOV AL,ULTRA_HSE_FL
A17B	98	2707	CBW
A179	40	2708	INC AX
A17A	40	2709	INC AX
A17B	8BDB	2710	MOV BX,AX
A17D	88B70000	E 2711	MOV AX,CHKSUM[BX]
A181	EBD300	2712	CALL CHECK_SUM
A184	38B70000	E 2713	CMP AX,CHKSUM[BX]
A188	750A	2714	JNE RESET_ALL
		2715	;
A18A	803E000000	E 2716	HSR_OK: CMP KEEP_FIVE_FL,0
A18F	7403	2717	JE RESET_ALL
A191	83E905	2718	SUB CX,5
A194	49	2719	RESET_ALL: DEC CX
A195	C6860000FD	E 2720	RESET_LP: MOV HSE[BP].LOC[0],NEWP
A19A	C6860300F9	E 2721	MOV HSE[BP].SCORE[0],CRGT
A19F	C6860400F9	E 2722	MOV HSE[BP].SCORE[1],CRGT
A1A4	C6860500F9	E 2723	MOV HSE[BP].SCORE[2],CRGT
A1A9	C6860A00F9	E 2724	MOV HSE[BP].SCORE[7],CRGT
A1AE	BAB4D998	2725	MOV AL,RESET_TABLE[SI]
A1B2	88B60100	E 2726	MOV HSE[BP].LOC[1],AL
A1B6	8AB4DA98	2727	MOV AL,RESET_TABLE[SI+1]
A1BA	88B60200	E 2728	MOV HSE[BP].LOC[2],AL
A1BE	8AB4DB98	2729	MOV AL,RESET_TABLE[SI+2]
A1C2	88B60600	E 2730	MOV HSE[BP].SCORE[3],AL
A1C6	8AB4DC98	2731	MOV AL,RESET_TABLE[SI+3]
A1CA	88B60700	E 2732	MOV HSE[BP].SCORE[4],AL
A1CE	8AB4DD98	2733	MOV AL,RESET_TABLE[SI+4]
A1D2	88B60800	E 2734	MOV HSE[BP].SCORE[5],AL
A1D6	8AB4DE98	2735	MOV AL,RESET_TABLE[SI+5]
A1DA	88B60900	E 2736	MOV HSE[BP].SCORE[6],AL
A1DE	8AB4DF98	2737	MOV AL,RESET_TABLE[SI+6]
A1E2	88B60B00	E 2738	MOV HSE[BP].INITIAL[0],AL
A1E6	8AB4E098	2739	MOV AL,RESET_TABLE[SI+7]
A1EA	88B60C00	E 2740	MOV HSE[BP].INITIAL[1],AL
A1EE	8AB4E198	2741	MOV AL,RESET_TABLE[SI+8]
A1F2	88B60D00	E 2742	MOV HSE[BP].INITIAL[2],AL
A1F6	83C609	2743	ADD SI,ENTRY_LENGTH
A1F9	83C50E	2744	ADD BP,HSE_UNIT LENG
A1FC	E297	2745	LOOP RESET_LP
		2746	;
A1FE	E85600	2747	END_OF_LOOP: CALL CHECK_SUM ;COMPUTE NEW CHECKSUM
A201	C6060000FF	E 2748	MOV MEM_VALID_FL,-1
A206	C3	2749	RET
		2750	HI_SCORE_RESET ENDP
		2751	;

```

LOC OBJ          LINE    SOURCE
                2752      ;
                2753      ;
                2754      ;BLNKS TO ZEROS ::::::::::::::::::::::::::::::::::::
                2755      ;
                2756      ;
                2757      ;
                2758      ;           CONVERTS LEADING BLANKS TO ZEROES
                2759      ;
                2760      ;           ASSUMES:           NOTHING
                2761      ;
                2762      ;           USES:             BP,SI
                2763      ;
                2764      ;           RETURNS:          HSE WITH ALL LEADING BLANKS ZEROED
                2765      ;
                2766      ;           VARIABLES USED: NONE
                2767      ;
                2768      ;           DATA TABLES USED:
                2769      ;                               HSE
                2770      ;
                2771      ;           CALLS:             NONE
                2772      ;
                2773      ;
                2774      ;
A207            2775      BLNKS_TO_ZEROS PROC   NEAR
A207 33ED            2776      XOR    BP,BP
A209 032E0000      E      2777      ADD    BP,ULTRA
A20D 33F6            2778      BZ_NXT: XOR    SI,SI
A20F 80BA0300F9    E      2779      MORE_BLANKS: CMP   HSE[BP].SCORE[SI],CRGT
A214 7508            2780      JNE   NO_BLANKS
A216 C682030000    E      2781      MOV   HSE[BP].SCORE[SI],0
A21B 46             2782      INC   SI
A21C EBF1            2783      JMP   MORE_BLANKS
                2784      ;
A21E 83C50E        2785      NO_BLANKS: ADD   BP,HSE_UNIT LENG
A221 8B3E0000      E      2786      MOV   DI,ULTRA
A225 81C70A01        2787      ADD   DI,NUM_ENTRYS*HSE_UNIT LENG
A229 3BEF            2788      CMP   BP,DI
A22B 7EE0            2789      JLE   BZ_NXT
A22D C3             2790      RET
                2791      BLNKS_TO_ZEROS ENDP
                2792      ;
                2793      ;
                2794      ;
                2795      ;ZEROS TO BLNKS ::::::::::::::::::::::::::::::::::::
                2796      ;
                2797      ;
                2798      ;
                2799      ;           CHANGE ALL LEADING ZEROES BACK TO BLANKS IN HSE
                2800      ;
                2801      ;           ASSUMES:           NOTHING
                2802      ;
                2803      ;           USES:             BP,SI
                2804      ;
                2805      ;           RETURNS:          HSE WITH LEADING ZEROES BLANKED
                2806      ;

```

```

LOC OBJ          LINE    SOURCE
                2807    ;          VARIABLES USED: NONE
                2808    ;
                2809    ;          DATA TABLES USED:
                2810    ;                      HSE
                2811    ;
                2812    ;          CALLS:          NONE
                2813    ;
                2814    ;
                2815    ;
A22E            2816    ZEROS_TO_BLNKS  PROC    NEAR
A22E 55         2817    PUSH    BP
A22F 33ED      2818    XOR    BP,BP
A231 032E0000  E      2819    ADD    BP,ULTRA
A235 33F6      2820    ZB_NXT:  XOR    SI,SI
A237 80BA030000 E      2821    MORE_ZEROS:  CMP    HSE[BP].SCORE[SI],0
A23C 7508      2822    JNE    NO_ZEROS
A23E C6B20300F9 E      2823    MOV    HSE[BP].SCORE[SI],CRGT
A243 46        2824    INC    SI
A244 EBF1      2825    JMP    MORE_ZEROS
                2826    ;
A246 83C50E   2827    NO_ZEROS:  ADD    BP,HSE_UNIT LENG
A249 8B3E0000  E      2828    MOV    DI,ULTRA
A24D 81C70A01  2829    ADD    DI,NUM_ENTRYS*HSE_UNIT LENG
A251 3BEF      2830    CMP    BP,DI
A253 7EE0      2831    JLE    ZB_NXT
A255 5D        2832    POP    BP
A256 C3        2833    RET
                2834    ZEROS_TO_BLNKS  ENDP
                2835    ;
                2836    ;
                2837    ;
                2838    ;CHECK SUM ::::::::::::::::::::::::::::::::::::::::::::
                2839    ;
                2840    ;
                2841    ;
                2842    ;          THIS ROUTINE COMPUTES A CHECK SUM FOR THE HSE TABLE
                2843    ;
                2844    ;
                2845    ;          ASSUMES:          NOTHING
                2846    ;
                2847    ;          USES:          ORIGINAL CONTENTS SAVED-AX,CX,SI
                2848    ;
                2849    ;          RETURNS:         THE CHECK SUM FOR HSE
                2850    ;
                2851    ;          VARIABLES USED:  CHKSUM
                2852    ;
                2853    ;          DATA TABLES USED:
                2854    ;                      HSE
                2855    ;
                2856    ;          CALLS:          NONE
                2857    ;
                2858    ;
                2859    ;
A257            2860    CHECK_SUM    PROC    NEAR
                2861    ;          SAVE REGISTERS USED

```





```

LOC OBJ          LINE    SOURCE
                2917    ;
                2918    ;
                2919    ;           VARIABLES USED: STACK_BOTTOM
                2920    ;           CTRL_BYTE
                2921    ;           NEIL_CTR2
                2922    ;
                2923    ;           DATA TABLES USED:
                2924    ;           NONE
                2925    ;
                2926    ;           CALLS:
                2927    ;           ATT_GAME_SIM
                2928    ;           ATT_INST
                2929    ;           ATT_HI_SCR
                2930    ;           ATT_LOGO
                2931    ;
A27E            2932    ATTRACT   PROC   NEAR
                2933    ;
                2934    ;           SET FOREGROUND DOMINANT
A27E 80260000FE E 2935    AND     CTRL_BYTE,0FEH
A2B3 C60600003C E 2936    MOV     NEIL_CTR2,60 ;INITIALIZE FLASH MESSEGE COUNTER
                2937    ;
                2938    ;           RESET STACK POINTER AND SEGMENT REGISTERS
A2B8 EABDA20000 2939    ATTRACT_LP: JMP    FAR PTR ATT1
A2B0 BC0000      E 2940    ATT1:  MOV    SP,OFFSET STACK_BOTTOM
A290 33C0        2941    XOR    AX,AX
A292 BED0        2942    MOV    SS,AX
A294 BED8        2943    MOV    DS,AX
A296 BEC0        2944    MOV    ES,AX
A298 50          2945    PUSH  AX
A299 9D          2946    POPF
                2947
A29A EB71FA      2948    CALL  TRIPLE_CHECK ;CHECK TRIPLICATE AND CORRECT
                2949
A29D C606000000 E 2950    MOV    ULTRA_HSE_FL,0
A2A2 C70600000000 E 2951    MOV    ULTRA,0
A2A8 E82A00      2952    CALL  ATT_HI_SCR
A2AB C6060000FE E 2953    MOV    ULTRA_HSE_FL,-2
A2B0 C70600002601 E 2954    MOV    ULTRA,ULTRA_START
A2B6 EB1C00      2955    CALL  ATT_HI_SCR
A2B9 EB1F01      2956    CALL  ATT_LOGO
A2BC E89100      2957    CALL  ATT_INST
A2BF FE060000    E 2958    INC    ATT_LP_CTR
A2C3 803E00000A E 2959    CMP    ATT_LP_CTR,10
A2C8 7505        2960    JNE   GAME_SIM
A2CA C606000000 E 2961    MOV    FLASH_FL,0
A2CF E84B00      2962    GAME_SIM: CALL  ATT_GAME_SIM
A2D2 EBB4        2963    JMP    ATTRACT_LP
A2D4 C3          2964    RET
                2965    ATTRACT   ENDP
                2966    ;
                2967    ;
                2968    ;
                2969    ;ATT HI SCR ::::::::::::::::::::::::::::::::::::::::::::::::::::
                2970    ;
                2971    ;

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```

LOC OBJ          LINE    SOURCE
                2972    ;
                2973    ;      DISPLAY THE HIGH SCORE TABLE
                2974    ;
                2975    ;
                2976    ;      ASSUMES:      NONE
                2977    ;
                2978    ;      USES:        NONE
                2979    ;
                2980    ;      RETURNS:     NONE
                2981    ;
                2982    ;      VARIABLES USED: JOYSTICK
                2983    ;                          NEIL_CTR
                2984    ;
                2985    ;      DATA TABLES USED:
                2986    ;                          NONE
                2987    ;
                2988    ;      CALLS:      HI_SCORE_OUTPUT
                2989    ;                          WAIT_FOR_NMI
                2990    ;                          DISPLAY_CREDITS
                2991    ;                          ATT_GO_TO_GAME
                2992    ;
                2993    ;
A2D5            2994    ATT_HI_SCR  PROC    NEAR
                2995    ;
                2996    ;      CLEAR FOREGROUND AND BACKGROUND BUFFERS
                2997    ;
A2D5 E85102     2998    CALL    CLR_FGND_BUF
A2D8 EB0000     E      2999    CALL    CLR_BGND_PART
A2D8 C70600005802 E      3000    MOV     NEIL_CTR,ATT_HS_TIME    ;INITIALIZE LOOP TIMER
A2E1 EBC402     3001    CALL    HI_SCORE_OUTPUT
A2E4 EB0000     E      3002    CALL    WAIT_FOR_NMI
                3003    ;
A2E7 F606000060 E      3004    ATT_HS_LP: TEST   JOYSTICK,BOTH_PLAYER_MASK    ;PLAYER BUTTON HIT?
A2EC 7403       3005    JZ     ATT_HS1                    ;NO- JUMP
A2EE EB4902     3006    CALL   ATT_GO_TO_GAME            ;YES-
                3007    ;
A2F1 E8B402     3008    ATT_HS1: CALL   HI_SCORE_OUTPUT          ;DISPLAY HI SCORE TABLE
A2F4 EBC201     3009    CALL   DISPLAY_CREDITS          ;DISPLAY CREDITS AND START MSG
A2F7 EB0000     E      3010    CALL   WAIT_FOR_NMI
A2FA FF0E0000   E      3011    DEC    NEIL_CTR
A2FE 741C       3012    JZ     ATT_HS_END
                3013
A300 813E00004802 E      3014    CMP    NEIL_CTR,ATT_HS_TIME-16
A306 7208       3015    JB     ATT_HS2
A308 BE0000     E      3016    MOV    SI,OFFSET INI_COLOR_REG_BUF
A30B EB6C04     3017    CALL   FADE_ALL
A30E EBD7       3018    JMP    ATT_HS_LP
A310 833E000010 E      3019    ATT_HS2: CMP    NEIL_CTR,16
A315 77D0       3020    JA     ATT_HS_LP
A317 EB4C04     3021    CALL   FADE_BLK
A31A EBCB       3022    JMP    ATT_HS_LP
                3023
                3024    ;
A31C C3         3025    ATT_HS_END: RET
                3026    ATT_HI_SCR  ENDP

```

```

LOC OBJ          LINE    SOURCE
                3027    ;
                3028    ;
                3029    ;
                3030    ;ATT GAME SIM ::::::::::::::::::::::::::::::::::::::::::::
                3031    ;
                3032    ;
                3033    ;
                3034    ;           GAME SIMULATION
                3035    ;           THIS PROCEDURE WILL GENERATE SIMULATION OF THE GAME
                3036    ;
                3037    ;
                3038    ;
                3039    ;           ASSUMES:
                3040    ;
                3041    ;           USES:           NONE
                3042    ;
                3043    ;           RETURNS:        NONE
                3044    ;
                3045    ;           VARIABLES USED: JOYSTICK
                3046    ;
                3047    ;           DATA TABLES USED:
                3048    ;                       NONE
                3049    ;
                3050    ;           CALLS:           ATT_GO_TO_GAME
                3051    ;                       ATT_GS_INPUT
                3052    ;                       INIT_FRAME
                3053    ;                       MAGNA_ACTION
                3054    ;                       TRAVEL_BULLET
                3055    ;                       KRYPTON_ACTION
                3056    ;                       PACKET_ACTION
                3057    ;                       TRIGGER_BULLER
                3058    ;                       DISPLAY_CREDITS
                3059    ;                       WAIT_FOR_NMI
                3060    ;
A31D            3061    ATT_GAME_SIM  PROC   NEAR
                3062    ;
A31D E8B403     3063    CALL    ATT_GS_INIT    ;INITIALIZE FOR GAME SIMULATION
                3064    ;
A320 F606000060 E 3065    ATT_GS_LP:  TEST   JOYSTICK,BOTH_PLAYER_MASK    ;PLAYER BUTTON HIT?
A325 7403       3066    JZ     ATT_GS1        ;NO
                3067    ;
A327 E81002     3068    CALL    ATT_GO_TO_GAME    ;YES
                3069    ;
                3070    ;           GAME SIMULATION LOOP
                3071    ;
A32A E8E603     3072    ATT_GS1:  CALL    ATT_GS_INPUT
A32D E80000     E 3073    CALL    INIT_FRAME
A330 E80000     E 3074    CALL    MAGNA_ACTION
A333 E80000     E 3075    CALL    TRAVEL_BULLET
A336 E80000     E 3076    CALL    KRYPTON_ACTION
A339 E80000     E 3077    CALL    COMET_ACTION
A33C E80000     E 3078    CALL    PACKET_ACTION
A33F E80000     E 3079    CALL    TRIGGER_BULLET
A342 E80000     E 3080    CALL    HUMAN_ACTION
A345 E80000     E 3081    CALL    COLOR_CHANGER

```

```

LOC OBJ          LINE    SOURCE
A348 EB6E01      3082          CALL    DISPLAY_CREDITS
A348 EB0000      E 3083          CALL    WAIT_FOR_NMI
                3084
A34E EBD0        3085          JMP     ATT_SS_LP
                3086
                3087
                3088      ATT_GAME_SIM  ENDP
                3089      ;
                3090      ;
                3091      ;
                3092      ;ATT INST ::::::::::::::::::::::::::::::::::::::::::::
                3093      ;
                3094      ;
                3095      ;
                3096      ;          PRINT OUT THE POINT VALUES FOR THE OBJECTS
                3097      ;          ALSO PRINT OUT THE NUMBER OF SHIPS AND
                3098      ;          BONUS SHIP INCREMENT
                3099      ;
                3100      ;
                3101      ;          ASSUMES:      NONE
                3102      ;
                3103      ;          USES:        SI
                3104      ;
                3105      ;          RETURNS:     NONE
                3106      ;
                3107      ;          VARIABLES USED: JOYSTICK
                3108      ;                          SSWO
                3109      ;                          NEIL_CTR
                3110      ;
                3111      ;          DATA TABLES USED:
                3112      ;                          PTS
                3113      ;                          PTS1
                3114      ;                          PTS2
                3115      ;                          PTS3
                3116      ;
                3117      ;          CALLS:      A_DISP_FG
                3118      ;                          PRINT
                3119      ;                          WAIT_FOR_NMI
                3120      ;                          ATT_GO_TO_GAME
                3121      ;                          DISPLAY_CREDITS
                3122      ;
                3123      ;
A350            3124      ATT_INST  PROC    NEAR
                3125      ;
                3126      ;          CLEAR FOREGROUND AND BACKGROUND BUFFERS
                3127      ;
                3128      ;
A350 EBD601      3128          CALL    CLR_FGND_BUF
A353 EB0000      E 3129          CALL    CLR_BGND_PART
                3130      ;
A356 EBF702      3131          CALL    A_DISP_FG      ;DISPLAY THE FOREGROUND OBJECTS
                3132
A359 C70600000000  E 3133          MOV     COLOR_SET_PTR,OFFSET COLOR_SET0 ;SET COLOR ZERO
                3134
A35F C70600009001  E 3135          MOV     NEIL_CTR,ATT_I_TIME      ;INITIALIZE LOOP TIMER
                3136

```

```

LOC OBJ          LINE    SOURCE
A365 E80000      E      3137  ATT_I_LP:  CALL  COLOR_CHANGER          ;COLOR ANIMATIONS
                               3138
A366 F606000060 E      3139      TEST  JOYSTICK,BOTH_PLAYER_MASK ;PLAYER BUTTON HIT?
A36D 7403        E      3140      JZ    ATT_I1                 ;NO
A36F EBC801      E      3141      CALL  ATT_GO_TO_GAME        ;YES
                               3142      ;
                               3143      ;      DISPLAY CORRECT BONUS VALUE AND # SHIPS
                               3144      ;
A372 BE0E9B      E      3145  ATT_I1:   MOV   SI,OFFSET PTS
A375 E80000      E      3146      CALL  PRINT
A37B F606000020 E      3147      TEST  SSWO,NUM_SHIP_MASK
A37D 7406        E      3148      JZ    ATT_AT3
                               3149      ;
A37F BEBC9B      E      3150      MOV   SI,OFFSET PTS1
A382 E80000      E      3151      CALL  PRINT
                               3152
A385 F606000002 E      3153  ATT_AT3:  TEST  SSWO,EXTRA_SHIP_MASK
A38A 7406        E      3154      JZ    ATT_I_ELP
                               3155
A38C BEC19B      E      3156      MOV   SI,OFFSET PTS2
A38F E80000      E      3157      CALL  PRINT
                               3158      ;
A392 E82401      E      3159  ATT_I_ELP: CALL  DISPLAY_CREDITS
A395 E80000      E      3160      CALL  WAIT_FOR_NMI
A39B FF0E0000    E      3161      DEC   NEIL_CTR
A39C 741C        E      3162      JZ    ATT_INST_END
                               3163
A39E 813E00008001 E      3164      CMP   NEIL_CTR,ATT_I_TIME-16
A3A4 7208        E      3165      JB   ATT_I2
A3A6 BE0000      E      3166      MOV   SI,OFFSET COLOR_GET0
A3A9 EBCE03      E      3167      CALL  FADE_ALL
A3AC ERB7        E      3168      JMP   ATT_I_LP
A3AE 833E000010 E      3169  ATT_I2:   CMP   NEIL_CTR,16
A3B3 77B0        E      3170      JA   ATT_I_LP
A3B5 EBAE03      E      3171      CALL  FADE_BLK
A3BB EBAB        E      3172      JMP   ATT_I_LP
                               3173
                               3174
                               3175
                               3176
A3BA C3          E      3177  ATT_INST_END: RET
                               3178  ATT_INST  ENDP
                               3179      ;
                               3180      ;
                               3181      ;
                               3182      ;ATT LOGO ::::::::::::::::::::::::::::::::::::::::::::
                               3183      ;
                               3184      ;
                               3185      ;
                               3186      ;      DISPLAY THE LOGO
                               3187      ;
                               3188      ;
                               3189      ;
                               3190      ;      ASSUMES:      NONE
                               3191      ;

```

```

LOC OBJ          LINE    SOURCE
                3192    ;          USES:      SI
                3193    ;
                3194    ;          RETURNS:   NONE
                3195    ;
                3196    ;          VARIABLES USED: JOYSTICK
                3197    ;                      NEIL_CTR
                3198    ;
                3199    ;          DATA TABLES USED:
                3200    ;                      LOGO
                3201    ;
                3202    ;          CALLS:      PRINT
                3203    ;                      WAIT_FOR_NMI
                3204    ;                      DISPLAY_CREDITS
                3205    ;                      ATT_GO_TO_GAME
                3206    ;                      CLR_BGND_PART
                3207
A3BB 0000        3208    LOGO_COLORS    DW      0000H
A3BD 700E        3209                DW      0E70H
A3BF 500D        3210                DW      0D50H
A3C1 F00F        3211                DW      0FF0H
A3C3 0000        3212                DW      0000H
A3C5 300F        3213                DW      0F30H
A3C7 8004        3214                DW      0480H
A3C9 7F06        3215                DW      067FH
A3CB 8E00        3216                DW      008EH
A3CD 6F00        3217                DW      006FH
A3CF 300C        3218                DW      0C30H
A3D1 100B        3219                DW      0B10H
A3D3 0D0A        3220                DW      0A0DH
A3D5 FF0C        3221                DW      0CFFH
A3D7 F00F        3222                DW      0FF0H
A3D9 720F        3223                DW      0F72H
                3224
                3225
                3226
                3227    ;
                3228    ;
A3DB            3229    ATT_LOGO      PROC    NEAR
                3230    ;
                3231    ;          CALL KAN'S SHIP INITIALIZATION ROUTINE
                3232
A3DB E80000      E      3233    CALL      RESET_SHOW
                3234
                3235    ;          CLEAR BACKGROUND BUFFER
A3DE E80000      E      3236    CALL      CLR_BGND_PART
A3E1 C70600005802 E      3237    MOV      NEIL_CTR,ATT_L_TIME    ;INITIALIZE LOOP TIMER
                3238    ;
A3E7 B0E0        3239    MOV      AL,LOGO_XHOME
A3E9 B4D0        3240    MOV      AH,LOGO_YHOME
A3EB A20000      E      3241    MOV      LOGO_XPOS,AL
A3EE 88260000    E      3242    MOV      LOGO_YPOS,AH
A3F2 BA0008        3243    MOV      DX,0800H
                3244    ;
A3F5 C606000007  E      3245    MOV      NEIL_X2,7
                3246    ;

```

LOC	OBJ	LINE	SOURCE
A3FA	F606000060	E 3247	ATT_L_LP: TEST JOYSTICK,BOTH_PLAYER_MASK ;PLAYER BUTTON HIT?
A3FF	7403	3248	JZ ATT_L1 ;NO
A401	EB3601	3249	CALL ATT_GO_TO_GAME ;YES
		3250	;
A404	803E000000	E 3251	ATT_L1: CMP NEIL_X2,0
A409	7519	3252	JNE ATT_L2
A40B	BBC2	3253	MOV AX,DX
A40D	87060000	E 3254	XCHG CREGB,AX
A411	87060000	E 3255	XCHG CREGA,AX
A415	87060000	E 3256	XCHG CREG2,AX
A419	87060000	E 3257	XCHG CREG1,AX
A41D	BBD0	3258	MOV DX,AX
A41F	C606000007	E 3259	MOV NEIL_X2,7
A424	FE0E0000	E 3260	ATT_L2: DEC NEIL_X2
A42B	803E000035	E 3261	CMP LOGO_YPOS,35H
A42D	7502	3262	JNE MOVE_UP
A42F	EB0F	3263	JMP SHORT NO_MOVE_UP
		3264	;
A431	EB4D00	3265	MOVE_UP: CALL DISP_LOGO
A434	A00000	E 3266	MOV AL,NEIL_X2
A437	00EB	3267	SHR AL,1
A439	7205	3268	JC NO_MOVE_UP
A43B	80060000FF	E 3269	ADD LOGO_YPOS,-1
		3270	;
A440	BED09A	3271	NO_MOVE_UP: MOV SI,OFFSET LOGO
A443	EB0000	E 3272	CALL PRINT
A446	EB0000	E 3273	CALL RUN_SHOW
A449	EB6D00	3274	CALL DISPLAY_CREDITS
A44C	EB0000	E 3275	CALL WAIT_FOR_NMI
A44F	FF0E0000	E 3276	DEC NEIL_CTR
A453	742B	3277	JZ ATT_LOGO_END
		3278	
		3279	
		3280	
A455	813E00004802	E 3281	CMP NEIL_CTR,ATT_L_TIME-16
A45B	720F	3282	JB ATT_L3
A45D	BEBBA3	3283	MOV SI,OFFSET LOGO_COLORS
A460	52	3284	PUSH DX
A461	EB1603	3285	CALL FADE_ALL
A464	5A	3286	POP DX
A465	C606000007	E 3287	MOV NEIL_X2,7
A46A	EB8E	3288	JMP ATT_L_LP
A46C	833E000010	E 3289	ATT_L3: CMP NEIL_CTR,16
A471	7787	3290	JA ATT_L_LP
A473	52	3291	PUSH DX
A474	EBEF02	3292	CALL FADE_BLK
A477	5A	3293	POP DX
A47B	C606000007	E 3294	MOV NEIL_X2,7
A47D	E97AFF	3295	JMP ATT_L_LP
		3296	
		3297	
		3298	
		3299	
		3300	;
A480	C3	3301	ATT_LOGO_END: RET

```

LOC OBJ          LINE    SOURCE
                3302    ATT_LOGO      ENDP
                3303    ;
                3304    ;
                3305    ;
                3306    ;::::::::::::::::::::::::::::::::::::::::::::::::::
                3307    ;
                3308    ;
A481            3309    DISP_LOGO      PROC    NEAR
A481 8D0000      E      3310    MOV     BP,OFFSET FBND_REG_BUF
A484 83E6        3311    MOV     BL,LOGO_START
A486 891A00      3312    MOV     CX,NUM_L_CHAR
A489 A00000      E      3313    MOV     AL,LOGO_XPOS
A48C 8A260000    E      3314    MOV     AH,LOGO_YPOS
                3315    ;
A490 894600      3316    DISP_LOGO_LP:  MOV     [BP],AX
A493 885E02      3317    MOV     [BP+2],BL
A496 80C410      3318    ADD     AH,16
A499 80C301      3319    ADD     BL,1
A49C 83C504      3320    ADD     BP,4
A49F 894600      3321    MOV     [BP],AX
A4A2 885E02      3322    MOV     [BP+2],BL
A4A5 80C4F0      3323    ADD     AH,-16
A4A8 04F0        3324    ADD     AL,-16
A4AA 80C301      3325    ADD     BL,1
A4AD 83C504      3326    ADD     BP,4
A4B0 83C1FE      3327    ADD     CX,-2
A4B3 83F900      3328    CMP     CX,0
A4B6 77DB        3329    JA     DISP_LOGO_LP
A4BB C3           3330    RET
                3331    DISP_LOGO      ENDP
                3332    ;
                3333    ;
                3334    ;DISPLAY CREDITS :::::::::::::::::::::::::::::::::::::::::::
                3335    ;
                3336    ;
                3337    ;
                3338    ;          DISPLAY THE # OF CREDITS
                3339    ;          AND FLASH START MESSEGE WHEN CREDITS EXIST
                3340    ;
                3341    ;
                3342    ;          ASSUMES:      GAME_CREDITS CONTAINS THE # OF CREDITS
                3343    ;
                3344    ;          USES:        ALL REGISTER CONTENTS SAVED AND RESTORED
                3345    ;
                3346    ;          RETURNS:     NONE
                3347    ;
                3348    ;          VARIABLES USED:  BGND_REG
                3349    ;          GAME_CREDIT
                3350    ;          NEIL_CTR2
                3351    ;
                3352    ;          DATA TABLES USED:
                3353    ;          START_MSG
                3354    ;          OFF_START_MSG
                3355    ;
                3356    ;          CALLS:      PRINT

```



```

LOC OBJ          LINE    SOURCE
                3357      ;
                3358      ;
A4B9            3359      DISPLAY_CREDITS PROC
                3360      ;          SAVE REGISTERS
A4B9 50         3361          PUSH   AX
A4BA 53         3362          PUSH   BX
A4BB 51         3363          PUSH   CX
A4BC 52         3364          PUSH   DX
A4BD 55         3365          PUSH   BP
A4BE 56         3366          PUSH   SI
A4BF 57         3367          PUSH   DI
                3368      ;
                3369      ;          CONVERT TO A FORM THAT CAN BE DISPLAYED
                3370      ;
A4C0 8D7D01     E 3371          MOV    BP,OFFSET BGND_REG+17DH
A4C3 A00000     E 3372          MOV    AL,GAME_CREDIT
A4C6 24F0       3373          AND    AL,0F0H
A4C8 7408       3374          JZ     ONES_DIGIT
A4CA D0E8       3375          SHR   AL,1
A4CC D0E8       3376          SHR   AL,1
A4CE D0E8       3377          SHR   AL,1
A4D0 D0E8       3378          SHR   AL,1
A4D2 884600     3379          MOV    [BP],AL          ;PUT TEN'S DIGIT IN BACKGROUND LOC
                3380      ;
A4D5 A00000     E 3381      ONES_DIGIT:  MOV    AL,GAME_CREDIT
A4DB 240F       3382          AND    AL,0FH
A4DA 83ED20     3383          SUB    BP,20H
A4DD 884600     3384          MOV    [BP],AL          ;PUT 1'S DIGIT IN BACKGROUND LOC
                3385      ;
A4E0 BEC69B     3386          MOV    SI,OFFSET CREDITS_MSG ;DISPLAY MESSEGE
A4E3 EB0000     E 3387          CALL  PRINT
                3388      ;
A4E6 803E000000 E 3389          CMP    GAME_CREDIT,0 ;ANY CREDITS?
A4EB 7F0E       3390          JG    FLASH_MSG ;YES- FLASH MESSEGE
A4ED A00000     E 3391          MOV    AL,SSWO
A4F0 2414       3392          AND    AL,COIN_VALUE_MASK
A4F2 3C14       3393          CMP    AL,COIN_VALUE_MASK
A4F4 7405       3394          JE    FLASH_MSG
                3395
A4F6 C60600001E E 3396          MOV    NEIL_CTR2,30
A4FB FE0E0000   E 3397      FLASH_MSG:  DEC    NEIL_CTR2
A4FF 803E00001E E 3398          CMP    NEIL_CTR2,30
A504 7E09       3399          JLE   NO_START_MSG
A506 BD19B      3400          MOV    SI,OFFSET START_MSG
A509 EB0000     E 3401          CALL  PRINT
A50C EB1390     3402          JMP    DC_END
A50F BEF09B     3403      NO_START_MSG: MOV    SI,OFFSET OFF_START_MSG
A512 EB0000     E 3404          CALL  PRINT
A515 803E000000 E 3405          CMP    NEIL_CTR2,0
A51A 7F05       3406          JG    DC_END
A51C C60600003C E 3407          MOV    NEIL_CTR2,60
                3408      ;
                3409      ;          RESTORE REGISTERS
A521 5F         3410      DC_END:   POP   DI
A522 5E         3411          POP   SI

```

```

LOC OBJ          LINE    SOURCE
A523 5D          3412          POP    BP
A524 5A          3413          POP    DX
A525 59          3414          POP    CX
A526 58          3415          POP    BX
A527 58          3416          POP    AX
A528 C3          3417          RET
                 3418      DISPLAY_CREDITS ENDP
                 3419      ;
                 3420      ;CLR FGND_BUF ::::::::::::::::::::::::::::::::::::::::::::
                 3421      ;
                 3422      ;
                 3423      ;
                 3424      ;          ASSUMES:          NONE
                 3425      ;
                 3426      ;          USES:          BP,CX
                 3427      ;
                 3428      ;          RETURNS:          CLEARED FOREGROUND BUFFER
                 3429      ;
                 3430      ;          VARIABLES USED: FGND_REG_BUF
                 3431      ;
                 3432      ;          DATA TABLES USED:
                 3433      ;                                NONE
                 3434      ;
                 3435      ;          CALLS:          NONE
                 3436      ;
                 3437      ;
A529            3438      CLR_FGND_BUF  PROC
A529 BD0000     E 3439          MOV    BP,OFFSET FGND_REG_BUF
A52C B97C00     3440          MOV    CX,OFBH/2
A52F C746000000 3441      CLR_LP:   MOV    WORD PTR[BP],0
A534 83C502     3442          ADD    BP,2
A537 E2F6       3443          LOOP  CLR_LP
A539 C3         3444          RET
                 3445      CLR_FGND_BUF  ENDP
                 3446      ;
                 3447      ;
                 3448      ;
                 3449      ;ATT GO TO GAME ::::::::::::::::::::::::::::::::::::::::::::
                 3450      ;
                 3451      ;
                 3452      ;
                 3453      ;          THIS ROUTINE IS CALLED WHEN EITHER OF THE
                 3454      ;          PLAYER BUTTONS IS HIT. IT CHECKS FOR ONE OR TWO PLAYER,
                 3455      ;          ADJUSTS THE CREDITS AND JUMPS TO GAME_PLAY
                 3456      ;
                 3457      ;          WHEN A PLAYER BUTTON IS HIT AND THE CORRECT NUMBER OF CREDITS
                 3458      ;          EXIST THEN A NOIRMAL RETURN IS NOT EXECUCED. AT GAME_PLAY
                 3459      ;          THE STACK REGISTER IS RESET
                 3460      ;
                 3461      ;
                 3462      ;          ASSUMES:          GAME_CREDIT CONTAINS THE # OF CREDITS
                 3463      ;
                 3464      ;          USES:          AX
                 3465      ;
                 3466      ;          RETURNS:          ADJUSTED GAME_CREDIT VALUE

```

```

LOC OBJ          LINE    SOURCE
                3467      ;
                3468      ;
                3469      ;          VARIABLES USED: GAME_CREDIT
                3470      ;          GAME_CREDITX
                3471      ;          JOYSTICK
                3472      ;          TWO_PLAYER_FL
                3473      ;          PLAY_TIME_FL
                3474      ;          STAR_DUST_FL
                3475      ;
                3476      ;          DATA TABLES USED:
                3477      ;          NONE
                3478      ;
                3479      ;          CALLS:          NONE
                3480      ;
A53A             3481      ATT_GO_TO_GAME PROC   NEAR
                3482      ;
                3483      ;          CHECK FOR CREDIT ZAP, IF ZAPPED GO TO COLD_START
                3484      ;
A53A A00000      E       3485      MOV     AL,GAME_CREDIT
A53D 3A060000    E       3486      CMP     AL,GAME_CREDITX
A541 7403        E       3487      JE      ATT_GTGO
A543 E90000      E       3488      JMP     COLD_START
                3489      ;
                3490      ;
A546 A00000      E       3491      ATT_GTGO:  MOV     AL,SSWO
A549 2414        E       3492      AND     AL,COIN_VALUE_MASK
A54B 3C14        E       3493      CMP     AL,COIN_VALUE_MASK
A54D 7517        E       3494      JNE     ATT_GTGOB
A54F F606000020  E       3495      TEST    JOYSTICK,START_ONE_MASK ;ONE PLAYER?
A554 7408        E       3496      JZ      ATT_GTGOA ;NO_2 PLYR
A556 C606000000  E       3497      MOV     TWO_PLAYER_FL,0 ;SET FOR 1 PLYR
A55B EB4790      E       3498      JMP     ATT_GTGS
A55E C606000001  E       3499      ATT_GTGOA: MOV    TWO_PLAYER_FL,1 ;SET FOR 2 PLYR
A563 EB3F90      E       3500      JMP     ATT_GTGS
                3501      ;
                3502      ;          IF NO CREDITS- RETURN, IGNORING THE FACT THAT THE BUTTON
                3503      ;          WAS HIT
                3504      ;
A566 803E000000  E       3505      ATT_GTGOB: CMP     GAME_CREDIT,0
A56B 7701        E       3506      JA      ATT_GTG1
A56D C3           E       3507      RET
                3508      ;
A56E F606000020  E       3509      ATT_GTG1: TEST    JOYSTICK,START_ONE_MASK ;1 PLYR BUTTON?
A573 740A        E       3510      JZ      ATT_GTG2 ;NO
                3511      ;
                3512      ;          ONE PLAYER
                3513      ;
A575 C606000000  E       3514      MOV     TWO_PLAYER_FL,0 ;SET FLAG FOR 1 PLAYER
A57A B401        E       3515      MOV     AH,1
A57C EB1090      E       3516      JMP     ATT_GTG4
                3517      ;
                3518      ;          2 PLYR BUTTON HIT
A57F 803E000002  E       3519      ATT_GTG2: CMP     GAME_CREDIT,2 ;2 OR MORE CREDITS?
A584 7301        E       3520      JAE     ATT_GTG3 ;YES
A586 C3           E       3521      RET     ;NO

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```

LOC OBJ          LINE    SOURCE
                3522    ;
                3523    ;           TWO PLAYERS
                3524    ;
A587 C606000001  E      3525    ATT_GT63:   MOV     TWO_PLAYER_FL,1
A58C B402                3526    MOV     AH,2
                3527    ;
A58E A00000      E      3528    ATT_GT64:   MOV     AL,GAME_CREDIT
A591 2AC4                3529    SUB     AL,AH
A593 2F          3530    DAS
A594 A20000      E      3531    MOV     GAME_CREDIT,AL
A597 A20000      E      3532    MOV     GAME_CREDITX,AL
A59A C6060000FF  E      3533    MOV     PLAY_TIME_FL,-1
A59F C6060000FF  E      3534    MOV     STAR_DUST_FL,-1
                3535    ;
                3536    ;           GO TO GAME PLAY
A5A4 E90000      E      3537    ATT_GT65:   JMP     GAME_PLAY
                3538    ;
A5A7 C3          3539    RET
                3540    ATT_GO_TO_GAME ENDP
                3541    ;
                3542    ;
                3543    ;
                3544    ;HI SCORE OUTPUT ::::::::::::::::::::::::::::::::::::::::::::
                3545    ;
                3546    ;
                3547    ;
                3548    ;           PRINT OUT THE HIGH SCORE TABLE
                3549    ;
                3550    ;
                3551    ;           ASSUMES:      NOTHING
                3552    ;
                3553    ;           USES:        SI,DI,AX
                3554    ;
                3555    ;           RETURNS:     NONE
                3556    ;
                3557    ;           VARIABLES USED: CHKSUM
                3558    ;                               MEM_VALID_FL
                3559    ;
                3560    ;           DATA TABLES USED:
                3561    ;                               HI_SCORE_TABLE
                3562    ;                               HSE
                3563    ;
                3564    ;           CALLS:      CHECK_SUM
                3565    ;                               PRINT
                3566    ;                               HI_SCORE_RESET
                3567    ;
                3568    ;
A5A8                3569    HI_SCORE_OUTPUT PROC   NEAR
                3570    ;
                3571    ;           COMPUTE NEW CHECKSUM
A5AB A00000      E      3572    MOV     AL,ULTRA_HSE_FL
A5AB 98          3573    CBW
A5AC 40          3574    INC     AX
A5AD 40          3575    INC     AX
A5AE 8BDB       3576    MOV     BX,AX

```

LOC	OBJ	LINE	SOURCE
A5B0	88B70000	E 3577	MOV AX,CHKSUM[BX]
A5B4	E8A0FC	3578	CALL CHECK_SUM
A5B7	38B70000	E 3579	CMP AX,CHKSUM[BX] ;CHECKSUM OK?
A5BB	7408	3580	JE HSD_OK ;YES
		3581	;
		3582	;
		3583	CHECKSUM BAD- RESET HI SCORE TABLE
		3584	;
A5B0	C606000000	E 3584	HSD_NOT_OK: MOV MEM_VALID_FL,0
A5C2	E8B4FB	3585	CALL HI_SCORE_RESET
		3586	;
A5C5	803E000000	E 3587	HSD_OK: CMP ULTRA_HSE_FL,0
A5CA	7514	3588	JNE ULTRA11
		3589	;
A5CC	BE4098	3590	MOV SI,OFFSET HS_TABLE
A5CF	E80000	E 3591	CALL PRINT
A5D2	C6061801FE	E 3592	MOV HSE[20*HSE_UNIT_LEN].LOC[0],EOST
A5D7	BE0000	E 3593	MOV SI,OFFSET HSE
A5DA	E80000	E 3594	CALL PRINT
A5DD	EB1290	3595	JMP NOT_ULTRA11
		3596	;
A5E0	BE5F98	3597	ULTRA11: MOV SI,OFFSET ULTRA_HS_TABLE
A5E3	E80000	E 3598	CALL PRINT
A5E6	C6061801FE	E 3599	MOV ULTRA_HSE[20*HSE_UNIT_LEN].LOC[0],EOST
A5EB	BE0000	E 3600	MOV SI,OFFSET ULTRA_HSE
A5EE	E80000	E 3601	CALL PRINT
		3602	;
A5F1	BE9098	3603	NOT_ULTRA11: MOV SI,OFFSET CMMN_HS_TABLE
A5F4	E80000	E 3604	CALL PRINT
		3605	;
		3606	;
		3607	UPDATE CURRENT HIGHEST SCORE DISPLAYED ON TOP ROW
		3608	;
A5F7	8D360D01	E 3608	HI_TODAY: LEA SI,HSE[19*HSE_UNIT_LEN].SCORE
A5FB	BF4102	E 3609	MOV DI,OFFSET BGD_REG+SCORE_POSH
A5FE	B90700	3610	MOV CX,7
A601	FC	3611	CLD
A602	AC	3612	HI_DISP_LP: LODSB
A603	3C09	3613	CMP AL,9
A605	7602	3614	JBE SKIP
A607	B0FF	3615	MOV AL,BLNK
A609	8B05	3616	SKIP: MOV [DI],AL
A60B	83EF20	3617	SUB DI,32
A60E	E2F2	3618	LOOP HI_DISP_LP
		3619	;
A610	A00000	E 3620	MOV AL,NUM_FLASH
A613	A20000	E 3621	MOV NUM_FLASHING,AL
A616	803E000000	E 3622	CMP FLASH_FL,0
A61B	7432	3623	JE NO_FLASHING
A61D	8B360000	E 3624	MOV SI,NEIL_CTR
A621	D1EE	3625	SHR SI,1
A623	D1EE	3626	SHR SI,1
A625	D1EE	3627	SHR SI,1
A627	D1EE	3628	SHR SI,1
A629	D1EE	3629	SHR SI,1
A62B	D1EE	3630	SHR SI,1
A62D	7320	3631	JNC NO_FLASHING



```

LOC OBJ          LINE    SOURCE
                3687    ;
                3688    ;          DISPLAY ORBITING AND ATTACKING ELECTRONS
                3689    ;
                3690    ;
                3691    ;          ASSUMES:      BP IS AN OFFSET TO FGND_REG_BUF
                3692    ;
                3693    ;          USES:      BP
                3694    ;
                3695    ;          RETURNS:     NONE
                3696    ;
                3697    ;          VARIABLES USED: NONE
                3698    ;
                3699    ;          DATA TABLES USED:
                3700    ;                               FGND_REG_BUF
                3701    ;
                3702    ;          CALLS:      NONE
                3703    ;
                3704    ;
A660            3705    A_D_ELECS   PROC    NEAR
A660 C64600D2    3706            MOV    BYTE PTR[BP],210
A664 C6460150    3707            MOV    BYTE PTR[BP+1],80
A668 C6460246    3708            MOV    BYTE PTR[BP+2],DELECT
                3709    ;
A66C B3C504     3710            ADD    BP,4
A66F C64600D2    3711            MOV    BYTE PTR[BP],210
A673 C6460162    3712            MOV    BYTE PTR[BP+1],98
A677 C6460248    3713            MOV    BYTE PTR[BP+2],OFLYEL
A67B C3         3714            RET
                3715    A_D_ELECS   ENDP
                3716    ;
                3717    ;
                3718    ;
                3719    ;A D KSMALL ::::::::::::::::::::::::::::::::::::::::::::::::::::
                3720    ;
                3721    ;
                3722    ;
                3723    ;          DISPLAY SMALL KRYPTON
                3724    ;
                3725    ;
                3726    ;          ASSUMES:     NONE
                3727    ;
                3728    ;          USES:      AX,BL
                3729    ;
                3730    ;          RETURNS:     NONE
                3731    ;
                3732    ;          VARIABLES USED: NONE
                3733    ;
                3734    ;          DATA TABLES USED:
                3735    ;                               KS_DATA
                3736    ;
                3737    ;          CALLS      A_D_ONEK
                3738    ;
                3739    ;
A67C            3740    A_D_KSMALL  PROC    NEAR
                3741    ;

```

```

LOC  OBJ          LINE      SOURCE
                                     ;
                                     ;
                                     ;
A67C  B0DC          3742      ;
                                     ;
A67E  B476          3743      ;
                                     ;
A680  8A1E0200     E  3744      MOV     AL,220
A680  8A1E0200     E  3745      MOV     AH,118
A680  8A1E0200     E  3746      MOV     BL,KS_DATA[2]
A680  8A1E0200     E  3747      ;
A680  8A1E0200     E  3748      ;
A680  8A1E0200     E  3749      ;
                                     ;
A684  E83E00          3750      CALL    A_D_ONEK
A687  2C10            3751      SUB     AL,16
A689  E83900          3752      CALL    A_D_ONEK
A68C  C3              3753      RET
A68D  A_D_KSMALL     3754      ENDP
A68D  A_D_KSMALL     3755      ;
A68D  A_D_KSMALL     3756      ;
A68D  A_D_KSMALL     3757      ;
A68D  A_D_KMED      3758      ;A D KMED ::::::::::::::::::::::::::::::::::::::::::::
A68D  A_D_KMED      3759      ;
A68D  A_D_KMED      3760      ;
A68D  A_D_KMED      3761      ;
A68D  A_D_KMED      3762      ;
A68D  A_D_KMED      3763      ;
A68D  A_D_KMED      3764      ;
A68D  A_D_KMED      3765      ;
A68D  A_D_KMED      3766      ;
A68D  A_D_KMED      3767      ;
A68D  A_D_KMED      3768      ;
A68D  A_D_KMED      3769      ;
A68D  A_D_KMED      3770      ;
A68D  A_D_KMED      3771      ;
A68D  A_D_KMED      3772      ;
A68D  A_D_KMED      3773      ;
A68D  A_D_KMED      3774      ;
A68D  A_D_KMED      3775      ;
A68D  A_D_KMED      3776      ;
A68D  A_D_KMED      3777      ;
A68D  A_D_KMED      3778      ;
A68D  A_D_KMED      3779      A_D_KMED  PROC  NEAR
A68D  A_D_KMED      3780      ;
A68D  A_D_KMED      3781      ;
A68D  A_D_KMED      3782      ;
                                     ;
A68D  B0DC          3783      MOV     AL,220
A68F  B48E          3784      MOV     AH,142
A691  8A1E0200     E  3785      MOV     BL,KM_DATA[2]
A691  8A1E0200     E  3786      ;
A691  8A1E0200     E  3787      ;
A691  8A1E0200     E  3788      ;
                                     ;
A695  E82D00          3789      A_D_K:  CALL    A_D_ONEK
A698  2C10            3790      SUB     AL,16
A69A  E82800          3791      CALL    A_D_ONEK
A69D  80C410          3792      ADD     AH,16
A6A0  E82200          3793      CALL    A_D_ONEK
A6A3  0410            3794      ADD     AL,16
A6A5  E81D00          3795      CALL    A_D_ONEK
A6A5  E81D00          3796      ;

```





```

LOC OBJ          LINE    SOURCE
                3852    ;
                3853    ;          USES:          AX,BP,BL
                3854    ;
                3855    ;          RETURNS:       NEXT OSN
                3856    ;
                3857    ;          VARIABLES USED: NONE
                3858    ;
                3859    ;          DATA TABLES USED:
                3860    ;                               FGND_REG_BUF
                3861    ;
                3862    ;          CALLS:          NONE
                3863    ;
                3864    ;
A6C5            3865    A_D_ONEK    PROC    NEAR
A6C5 83C504     3866    ADD    BP,4
A6C8 884600     3867    MOV    [BP],AL
A6CB 886601     3868    MOV    [BP+1],AH
A6CE 885E02     3869    MOV    [BP+2],BL
A6D1 FEC3      3870    INC    BL
A6D3 C3        3871    RET
                3872    A_D_ONEK    ENDP
                3873    ;
                3874    ;
                3875    ;
                3876    ;
                3877    ;*****
                3878    ;
                3879    ;          KAN'S ROUTINES
                3880    ;
                3881    ;*****
                3882    ;
                3883    ;ATT BS INIT:*****
                3884    ;
                3885    ;
                3886    ;
                3887    ;          GAME SIMULATION INITIALIZATION
                3888    ;          THIS ROUTINE WILL DO ALL THE INITIALIZATION NECESSARY
                3889    ;
                3890    ;
                3891    ;
                3892    ;          ASSUMES:          NONE
                3893    ;
                3894    ;          USES:          NONE
                3895    ;
                3896    ;          RETURNS:       NONE
                3897    ;
                3898    ;          VARIABLES USED: CTRL_BYTE
                3899    ;                               RANDOM
                3900    ;                               TWO_PLAYER_FL
                3901    ;                               SAME_PLAYER_FL
                3902    ;                               ADV_ROUND_FL
                3903    ;                               SUMULATE_FL
                3904    ;                               RPT_PTR
                3905    ;                               ATTRACT_ROUND
                3906    ;                               NUM_SHIPS

```

```

LOC  QBJ          LINE    SOURCE
                                3907      ;           PANEL
                                3908      ;
                                3909      ;           DATA TABLES USED:
                                3910      ;           NONE
                                3911      ;
                                3912      ;           CALLS:           STAR_RESET
                                3913      ;           CLR_ACTIVE_VAR
                                3914      ;           SET_TARGET
                                3915      ;           ROUND_INIT
                                3916      ;           AB_RESET
                                3917      ;           AR_RESET
                                3918      ;
A6D4          3919      ATT_6S_INIT   PROC   NEAR
                                3920
                                3921
                                3922      ;           BGND_PRIORITY SET
                                3923
A6D4 80260000FE  E      3924      AND     CTRL_BYTE,0FEH
                                3925
                                3926      ;           SIMILAR TO GAME_INIT
                                3927
A6D9 EB0000     E      3928      CALL   STAR_RESET
                                3929
A6DC C6060000FF  E      3930      MOV    TWO_PLAYER_FL,-1
A6E1 C606000000  E      3931      MOV    KEEP_MPOS_FL,0
A6E6 C6060000FF  E      3932      MOV    SAME_PLAYER_FL,-1
A6EB C606000000  E      3933      MOV    ADV_ROUND_FL,0
A6F0 C6060000FF  E      3934      MOV    SIMULATE_FL,-1
                                3935
A6F5 EB0000     E      3936      CALL   CLR_ACTIVE_VAR
                                3937
A6FB C70600000000  E      3938      MOV    RPT_PTR,ATTRACT_ROUND
A6FE C606000005  E      3939      MOV    NUM_SHIPS,5
                                3940
A703 EB0000     E      3941      CALL   SET_TARGET
                                3942
A706 C7060000A103  E      3943      MOV    SCORE_ADR_A,OFFSET BGND_REG + SCORE_POS1
                                3944
A70C EB0000     E      3945      CALL   ROUND_INIT
                                3946
                                3947      ;           ===== THE FOLLOWING SECTION WILL BE REMOVED LATER =====
                                3948      ;
                                3949      ;
                                3950      ;           MOV    SIMU_ENTRY_FL,0
                                3951      ;
                                3952      ;           TEST   PANEL,TEST_STEP_MASK
                                3953      ;           JZ    RESET_REGEN
                                3954      ;
                                3955      ;           CALL   AB_RESET
                                3956      ;
                                3957      ;           MOV    SIMU_ENTRY_FL,-1
                                3958      ;
                                3959      ;
                                3960      ;           RET
                                3961      ;

```

```

LOC OBJ          LINE    SOURCE
                 3962    ;      ===== THE ABOVE SECTION WILL BE REMOVED LATER =====
                 3963
A70F E80F00     3964    RESET_REGEN:  CALL   AR_RESET
                 3965
A712 C3         3966                RET
                 3967
                 3968
                 3969    ATT_GS_INIT  ENDP
                 3970    ;
                 3971    ;
                 3972    ;
                 3973    ;ATT GS INPUT ::::::::::::::::::::::::::::::::::::::::::::
                 3974    ;
                 3975    ;
                 3976    ;
                 3977    ;          ASSUMES:      ATT_GS_INIT HAS BEEN CALLED
                 3978    ;
                 3979    ;          USES:        AL
                 3980    ;
                 3981    ;          RETURNS:     NONE
                 3982    ;
                 3983    ;          VARIABLES USED:  PANEL
                 3984    ;                                TABLE_FULL_FL
                 3985    ;                                JOUSTICK
                 3986    ;                                JS_VALUE
                 3987    ;                                TBALLY
                 3988    ;                                DIAL_VALUE
                 3989    ;                                TABLE_EMPTY_FL
                 3990    ;
                 3991    ;          DATA TABLES USED:
                 3992    ;                                NONE
                 3993    ;
                 3994    ;          CALLS:      ATTRACT_GEN
                 3995    ;                                ATTRACT_REGEN
                 3996    ;
A713           3997    ATT_GS_INPUT  PROC   NEAR
                 3998
                 3999    ;          GAME SIMULATION INPUT
                 4000
                 4001    ;          THIS ROUTINE WILL PROVIDE INPUT OF SIMULATED PLAYER.
                 4002
                 4003    ;          ===== FOR NOW, THIS ALSO SERVES AS TABLE GENERATOR
                 4004
                 4005    ;-----
                 4006
                 4007    ;          CMP     SIMU_ENTRY_FL,0
                 4008    ;          JZ     ATT_REGEN_INP
                 4009
                 4010    ;          ===== THIS PORTION OF THIS PROC IS ONLY FOR DEVELOPMENT
                 4011
                 4012    ;          CMP     TABLE_FULL_FL,0
                 4013    ;          JZ     INPUT_ATT2
                 4014    ;          JMP     ATTRACT_LP
                 4015    ;
                 4016    ;INPUT_ATT2:  MOV     AL,JOYSTICK

```

```

LOC OBJ          LINE    SOURCE
                4017      ;          AND    AL,1FH
                4018      ;          MOV    JS_VALUE,AL
                4019      ;
                4020      ;          MOV    AL,TBALLY
                4021      ;          AND    AL,0FH
                4022      ;          MOV    DIAL_VALUE,AL
                4023      ;
                4024      ;          CALL   ATTRACT_GEN
                4025      ;
                4026      ;          RET
                4027      ;
                4028      ;          THIS SECTION LOOK UP ATTRACT INPUT TABLE
                4029
A713 803E000000  E 4030  ATT_REGEN_INP:  CMP    TABLE_EMPTY_FL,0
A718 7403          4031          JZ     AR_INP2
A71A E96BF8          4032          JMP    ATTRACT_LP
                4033
A71D EB1300          4034  AR_INP2:    CALL   ATTRACT_REGEN
                4035
A720 C3            4036          RET
                4037
                4038
                4039  ATT_GS_INPUT  ENDP
                4040      ;
                4041      ;
                4042      ;::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
                4043      ;
                4044      ;          THESE ROUTINES ARE TO BE USED TO GENERATE
                4045      ;          THE GAME SIMULATION TABLE AND THEN DISCARDED.
                4046      ;
                4047      ;
                4048      ;AG RESET :::::::::::::::::::::::::::::::::::::::::::::::::::
                4049      ;
                4050      ;
                4051      ;
                4052      ;          ASSUMES:      NONE
                4053      ;
                4054      ;          USES:          NONE
                4055      ;
                4056      ;          RETURNS:     NONE
                4057      ;
                4058      ;          VARIABLES USED:  FIRST_DATUM_FL
                4059      ;          TABLE_FULL_FL
                4060      ;          ATT_TABLE_PTR
                4061      ;
                4062      ;          DATA TABLES USED:
                4063      ;          NONE
                4064      ;
                4065      ;          CALLS:      NONE
                4066      ;
                4067      ;AG_RESET  PROC    NEAR
                4068      ;          MOV    FIRST_DATUM_FL,1
                4069      ;          MOV    TABLE_FULL_FL,0
                4070      ;          MOV    ATT_TABLE_PTR,0
                4071      ;          RET

```

```

LOC  OBJ          LINE    SOURCE
                                ;AG_RESET      ENDP
4072      ;
4073      ;
4074      ;
4075      ;
4076      ;ATTRACT_GEN ::::::::::::::::::::::::::::::::::::
4077      ;
4078      ;
4079      ;
4080      ;          ASSUMES:      AG_RESET HAS BEEN CALLED
4081      ;          TABLE_DATUM CONTAINS DATA FOR TABLE
4082      ;
4083      ;          USES:          AX,BP
4084      ;
4085      ;          RETURNS:      UPDATED ATTRACT_TABLE
4086      ;
4087      ;          VARIABLES USED: TABLE_DATUM
4088      ;                               ATT_TABLE_PTR
4089      ;                               FIRST_DATUM_FL
4090      ;                               ATTRACT_TABLE_LEN
4091      ;                               TABLE_FULL_FL
4092      ;                               ATT_TABLE_TOP
4093      ;
4094      ;
4095      ;          DATA TABLES USED:
4096      ;                               ATTRACT_TABLE
4097      ;
4098      ;          CALLS:          NONE
4099      ;
4100      ;
4101      ;ATTRACT_GEN  PROC   NEAR
4102      ;              MOV    AX, TABLE_DATUM
4103      ;              MOV    BP, ATT_TABLE_PTR
4104      ;              CMP    FIRST_DATUM_FL, 0
4105      ;              JNE    FIRST_DATUM
4106      ;              CMP    WORD PTR ATTRACT_TABLE[BP+1], AX
4107      ;              JNE    NEW_DATA
4108      ;
4109      ;SAME_DATA:   INC    ATTRACT_TABLE[BP]
4110      ;
4111      ;              JNZ    GEN_END          ;IF NO OVERFLOW, OK
4112      ;
4113      ;              DEC    ATTRACT_TABLE[BP] ;IN CASE OF OVERFLOW
4114      ;              JMP    SHORT NEW_DATA  ;PUT IT IN THE NEW DATA AREA
4115      ;
4116      ;FIRST_DATUM: MOV    FIRST_DATUM_FL, 0
4117      ;              MOV    ATTRACT_TABLE[BP], 1
4118      ;              MOV    WORD PTR ATTRACT_TABLE[BP+1], AX
4119      ;              JMP    SHORT GEN_END   ;
4120      ;
4121      ;NEW_DATA:    ADD    BP, 3
4122      ;              CMP    BP, ATT_TABLE_LEN
4123      ;              JAE    TABLE_FULL    ;
4124      ;              MOV    ATTRACT_TABLE[BP], 1
4125      ;              MOV    WORD PTR ATTRACT_TABLE[BP+1], AX
4126      ;              JMP    SHORT GEN_END   ;

```

```

LOC OBJ          LINE    SOURCE
                4127    ;
                4128    ;TABLE_FULL:  INC    TABLE_FULL_FL
                4129    ;GEN_END:    MOV    ATT_TABLE_PTR,BP
                4130    ;
                4131    ;                MOV    ATT_TABLE_TOP,BP    ;UPDATE TABLE TOP VALUE
                4132    ;                RET
                4133    ;ATTRACT_GEN  ENDP
                4134    ;
                4135    ;
                4136    ;
                4137    ;AR RESET ::::::::::::::::::::::::::::::::::::::::::::
                4138    ;
                4139    ;
                4140    ;
                4141    ;                ASSUMES:    NONE
                4142    ;
                4143    ;                USES:    AL
                4144    ;
                4145    ;                RETURNS:    NONE
                4146    ;
                4147    ;                VARIABLES USED: TABLE_EMPTY_FL
                4148    ;                ATT_TABLE_PTR
                4149    ;                ATT_TABLE_CTR
                4150    ;
                4151    ;                DATA TABLES USED:
                4152    ;                ATTRACT_TABLE
                4153    ;
                4154    ;                CALLS:    NONE
                4155    ;
                4156    ;
A721          4157    AR_RESET    PROC    NEAR
A721 C606000000    E    4158    MOV    TABLE_EMPTY_FL,0
                4159
                4160
A726 C70600000000    E    4161    MOV    ATT_TABLE_PTR,0
A72C A00000          E    4162    MOV    AL,ATTRACT_TABLE[0]
A72F A20000          E    4163    MOV    ATT_TABLE_CTR,AL
A732 C3            4164    RET
                4165    AR_RESET    ENDP
                4166    ;
                4167    ;
                4168    ;
                4169    ;ATTRACT REGEN ::::::::::::::::::::::::::::::::::::::::::::
                4170    ;
                4171    ;
                4172    ;
                4173    ;                ASSUMES:    AR_RESET HAS BEEN CALLED
                4174    ;
                4175    ;                USES:    AX,BP
                4176    ;
                4177    ;                RETURNS:    NEXT TABLE ENTRY IN TABLE_DATUM
                4178    ;
                4179    ;                VARIABLES USED: ATT_TABLE_PTR
                4180    ;                ATT_TABLE_CTR
                4181    ;                ATT_TABLE_TOP

```

LOC	OBJ	LINE	SOURCE
		4182	;
		4183	TABLE_DATUM
		4184	TABLE_EMPTY_FL
		4185	;
		4186	DATA TABLES USED:
		4187	ATTRACT_TABLE
		4188	;
		4189	CALLS: NONE
		4190	;
A733		4191	ATTRACT_REGEN PROC NEAR
A733	8B2E0000	E 4192	MOV BP,ATT_TABLE_PTR
		4193	
		4194	
A737	803E000000	E 4195	CMP ATT_TABLE_CTR,0
A73C	7511	4196	JNE AR_SAME
		4197	
A73E	3B2E0000	E 4198	CMP BP,ATT_TABLE_TOP
A742	7319	4199	JAE TABLE_EMPTY ;COMPARISION CHANGED
		4200	;
A744	B3C503	4201	AR_NEW: ADD BP,3
A747	8A9E0000	E 4202	MOV BL,ATTRACT_TABLE[BP]
A74B	8B1E0000	E 4203	MOV ATT_TABLE_CTR,BL
A74F	8B860100	E 4204	AR_SAME: MOV AX,WORD PTR ATTRACT_TABLE[BP+1]
A753	A30000	E 4205	MOV TABLE_DATUM,AX
A756	FE0E0000	E 4206	DEC ATT_TABLE_CTR
A75A	EB0590	4207	JMP ARR_END
		4208	;
A75D	FE060000	E 4209	TABLE_EMPTY: INC TABLE_EMPTY_FL
A761	892E0000	E 4210	ARR_END: MOV ATT_TABLE_PTR,BP
A765	C3	4211	RET
		4212	ATTRACT_REGEN ENDP
		4213	;
		4214	;
		4215	;
		4216	;::
		4217	;
		4218	;
		4219	
		4220	
		4221	
A766		4222	FADE_BLK PROC
A766	51	4223	OUTER_LP: PUSH CX
A767	8D3E0000	E 4224	LEA DI,COLOR_REG_BUF
A76B	B91000	4225	MOV CX,16
A76E	BA0000	4226	FD_BLK_LP: MOV DX,0
A771	EB1D00	4227	CALL FADE
A774	47	4228	INC DI
A775	47	4229	INC DI
A776	E2F6	4230	LOOP FD_BLK_LP
A77B	59	4231	POP CX
A779	C3	4232	RET
		4233	FADE_BLK ENDP
		4234	
		4235	
A77A		4236	FADE_ALL PROC



LOC	OBJ	LINE	SOURCE		
A77A	51	4237		PUSH	CX
A77B	56	4238		PUSH	SI
A77C	8D3E0000	4239	E	LEA	DI,COLOR_REG_BUF
A780	B91000	4240		MOV	CX,16
A783	8B14	4241	FD_ALL_LP:	MOV	DX,[SI]
A785	EB0900	4242		CALL	FADE
A788	46	4243		INC	SI
A789	46	4244		INC	SI
A78A	47	4245		INC	DI
A78B	47	4246		INC	DI
A78C	E2F5	4247		LOOP	FD_ALL_LP
A78E	5E	4248		POP	SI
A78F	59	4249		POP	CX
A790	C3	4250		RET	
		4251	FADE_ALL	ENDP	
		4252			
		4253			
A791		4254	FADE	PROC	
A791	8B05	4255		MOV	AX,[DI]
A793	80E40F	4256		AND	AH,OFH
A796	80E60F	4257		AND	DH,OFH
A799	3BC2	4258		CMP	AX,DX
A79B	7502	4259		JNE	RED_TST
A79D	F9	4260		STC	
A79E	C3	4261		RET	
A79F	8ADA	4262	RED_TST:	MOV	BL,DL
A7A1	8AFB	4263		MOV	BH,AL
A7A3	81E3F0F0	4264		AND	BX,0F0F0H
A7A7	80E20F	4265		AND	DL,OFH
A7AA	240F	4266		AND	AL,OFH
A7AC	3AE6	4267		CMP	AH,DH
A7AE	740B	4268		JZ	GREEN_TST
A7B0	7204	4269		JB	RED_INC
A7B2	FEC8	4270		DEC	AH
A7B4	EB02	4271		JMP	SHORT GREEN_TST
A7B6	FEC4	4272	RED_INC:	INC	AH
A7B8	3AFB	4273	GREEN_TST:	CMP	BH,BL
A7BA	740A	4274		JZ	BLUE_TST
A7BC	7205	4275		JB	GREEN_INC
A7BE	80EF10	4276		SUB	BH,10H
A7C1	EB03	4277		JMP	SHORT BLUE_TST
A7C3	80C710	4278	GREEN_INC:	ADD	BH,10H
A7C6	3AC2	4279	BLUE_TST:	CMP	AL,DL
A7C8	740B	4280		JZ	FADE_OT
A7CA	7204	4281		JB	BLUE_INC
A7CC	FEC8	4282		DEC	AL
A7CE	EB02	4283		JMP	SHORT FADE_OT
A7D0	FEC0	4284	BLUE_INC:	INC	AL
A7D2	02C7	4285	FADE_OT:	ADD	AL,BH
A7D4	8905	4286		MOV	[DI],AX
A7D6	FB	4287		CLC	
A7D7	C3	4288		RET	
		4289	FADE	ENDP	
		4290			
		4291			

```

LOC OBJ          LINE    SOURCE
                4292
                4293
                4294
                4295
                4296
                4297
                4298 +1 $INCLUDE(:F1:MPURGE.S1)
=1 4299          ;          ===== TO BE INCLUDED FILE "MPURGE.S1" =====
=1 4300
=1 4301          ; 7.00 02/28/83          PRODUCTION VERSION GV-102-0
=1 4302          ; 5.51 02/15/83          NEW MSTRUC CAUSE FEW DELETES
=1 4303          ; 5.50 01/25/83          PURGE FILE REMADE FOR VERSION 08
=1 4304
=1 4305          ;          ----- PURGE OF EQU -----
=1 4306
=1 4307          PURGE   V1
=1 4308          PURGE   V2
=1 4309          PURGE   NUM_ROMS
=1 4310          PURGE   STORED_CHKSUM
=1 4311          PURGE   WLEN_FBND_REG
=1 4312          PURGE   BLEN_BBND_REG
=1 4313          PURGE   WLEN_COLOR_REG
=1 4314          PURGE   FRAME_TIME
=1 4315          PURGE   FRAME_TIMEL
=1 4316          PURGE   FRAME_TIMEH
=1 4317          PURGE   SCORE_POS1
=1 4318          PURGE   SCORE_POS2
=1 4319          PURGE   SCORE_POSH
=1 4320          PURGE   SHIP_POS1
=1 4321          PURGE   SHIP_POS2
=1 4322          PURGE   RND_POS1
=1 4323          PURGE   RND_POS2
=1 4324          PURGE   CTIME_DISP_POS
=1 4325          PURGE   BAD_ROM_POS
=1 4326          PURGE   INI_TIME_POS
=1 4327          PURGE   DOMINANT_MASK
=1 4328          PURGE   COCKTAIL_MASK
=1 4329          PURGE   ROUND_OPT_MASK
=1 4330          PURGE   ATT_SOUND_MASK
=1 4331          PURGE   COIN_VALUE_MASK
=1 4332          PURGE   COIN_MID_MASK
=1 4333          PURGE   NUM_SHIP_MASK
=1 4334          PURGE   EXTRA_SHIP_MASK
=1 4335          PURGE   DIFF_MASK
=1 4336          PURGE   DIFF_MID_MASK
=1 4337          PURGE   JSALL_MASK
=1 4338          PURGE   JSRT_MASK
=1 4339          PURGE   JSLT_MASK
=1 4340          PURGE   JSUP_MASK
=1 4341          PURGE   JSDN_MASK
=1 4342          PURGE   TRIGGER_MASK
=1 4343          PURGE   START_ONE_MASK
=1 4344          PURGE   START_TWO_MASK
=1 4345          PURGE   BOTH_PLAYER_MASK
=1 4346          PURGE   COIN_MASK

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LOC	OBJ	LINE	SOURCE
=1		4347	PURGE SLAM_MASK
=1		4348	PURGE TEST_ON_MASK
=1		4349	PURGE TEST_STEP_MASK
=1		4350	PURGE ROUND_THRES
=1		4351	PURGE DIFF_FTR_A
=1		4352	PURGE DIFF_FTR_B
=1		4353	PURGE HUMAN_START_ROUND
=1		4354	PURGE KILLER_PERD
=1		4355	PURGE CUTOFF_PERD
=1		4356	PURGE DT_KSPEED_PERD
=1		4357	PURGE DT_KMASS_PERD
=1		4358	PURGE KSPEED_ABS_MAX
=1		4359	PURGE TIMEOUT_PERD
=1		4360	PURGE NEW_DAY_PERD
=1		4361	PURGE MEXTRA_PERD
=1		4362	PURGE KRYPT_SAFE_PERD
=1		4363	PURGE SPASM_PERD
=1		4364	PURGE KRYPEXP_PERD
=1		4365	PURGE QELECEXP_PERD
=1		4366	PURGE FELECEXP_PERD
=1		4367	PURGE ETIME_1ST
=1		4368	PURGE COM_SPIN_PERD
=1		4369	PURGE COMETEXP_PERD
=1		4370	PURGE COMET_POINT_PERD
=1		4371	PURGE COMET_BONUSPERD
=1		4372	PURGE COMET_CLUE_PERD
=1		4373	PURGE GOVER_MSG_PERD
=1		4374	PURGE ONE_GOVER_PERD
=1		4375	PURGE READY_PERD
=1		4376	PURGE PERFECT_PERD
=1		4377	PURGE PERFECT_PERD2
=1		4378	PURGE PERF_SOUND_PERD
=1		4379	PURGE NUM_PERF_SOUND
=1		4380	PURGE HUMANSPEED_MASK
=1		4381	PURGE HPOINT_PERD
=1		4382	PURGE HUMAN_RECVPERD
=1		4383	PURGE HUMAN_CONTPERD
=1		4384	PURGE HEXP_PERD
=1		4385	PURGE HUMAN_INITPERD
=1		4386	PURGE HUMAN_INTERVAL
=1		4387	PURGE AGAIN_PERD
=1		4388	PURGE HMODE0_PERD
=1		4389	PURGE HMODE1_PERD
=1		4390	PURGE HMODE3_PERD
=1		4391	PURGE HMODE4_PERD
=1		4392	PURGE HMODE7_PERD
=1		4393	PURGE BONUS_HUMAN_PNT
=1		4394	PURGE MAX_CREDIT
=1		4395	PURGE SHIPS_PER_GAME
=1		4396	PURGE SHIPS_EASY_GAME
=1		4397	PURGE MAX_NUM_SHIPS
=1		4398	PURGE MAX_NUM_FLYEL
=1		4399	PURGE MAX_NUM_KRYPT
=1		4400	PURGE MAX_NUM_SEEDS
=1		4401	PURGE MAX_NUM_HUMANS

LOC	OBJ	LINE	SOURCE
=1		4402	PURGE NUM_BULLETS
=1		4403	PURGE NUM_MAGNAOBS
=1		4404	PURGE NUM_ELECTRONS
=1		4405	PURGE NUM_STARS
=1		4406	PURGE EXP_SPEED
=1		4407	PURGE SPIN_FRAMES
=1		4408	PURGE NUM_SPINS
=1		4409	PURGE SPIN_ANGLE
=1		4410	PURGE NUM_MXPIECES
=1		4411	PURGE MXOUT_POS
=1		4412	PURGE FILLH
=1		4413	PURGE FILLL
=1		4414	PURGE MAGNA_SX_SPEED
=1		4415	PURGE MAGNA_SY_SPEED
=1		4416	PURGE MAGNA_DX_SPEED
=1		4417	PURGE MAGNA_DY_SPEED
=1		4418	PURGE DIAL_THRES
=1		4419	PURGE MAX_BULLET_LIFE
=1		4420	PURGE MAX_BULLET_LIFE2
=1		4421	PURGE MIN_BULLET_LIFE
=1		4422	PURGE SHOTGUN_FACTOR
=1		4423	PURGE SHOTGUN_FACTOR2
=1		4424	PURGE BULLET_SPEED
=1		4425	PURGE MAD_FACTOR
=1		4426	PURGE MIN_KMASS
=1		4427	PURGE EJECT_MATCH
=1		4428	PURGE INF_XLIMIT0
=1		4429	PURGE INF_YLIMIT0
=1		4430	PURGE INF_XLIMIT1
=1		4431	PURGE INF_YLIMIT1
=1		4432	PURGE INF_XLIMIT2
=1		4433	PURGE INF_YLIMIT2
=1		4434	PURGE MAGNA_RLIMIT
=1		4435	PURGE MAGNA_LLIMIT
=1		4436	PURGE MAGNA_DLIMIT
=1		4437	PURGE MAGNA_ULIMIT
=1		4438	PURGE BULLET_RLIMIT
=1		4439	PURGE BULLET_LLIMIT
=1		4440	PURGE BULLET_DLIMIT
=1		4441	PURGE BULLET_ULIMIT
=1		4442	PURGE KRYPT_RLIMIT
=1		4443	PURGE KRYPT_LLIMIT
=1		4444	PURGE KRYPT_DLIMIT
=1		4445	PURGE KRYPT_ULIMIT
=1		4446	PURGE FLYEL_RLIMIT
=1		4447	PURGE FLYEL_LLIMIT
=1		4448	PURGE FLYEL_DLIMIT
=1		4449	PURGE FLYEL_ULIMIT
=1		4450	PURGE COMET_RLIMIT
=1		4451	PURGE COMET_LLIMIT
=1		4452	PURGE COMET_DLIMIT
=1		4453	PURGE COMET_ULIMIT
=1		4454	PURGE HUMAN_RLIMITH
=1		4455	PURGE HUMAN_LLIMITH
=1		4456	PURGE HUMAN_DLIMITH

LOC	OBJ	LINE	SOURCE
=1		4457	PURGE HUMAN_ULIMITH
=1		4458	PURGE HUMAN_RLIMIT
=1		4459	PURGE HUMAN_LLIMIT
=1		4460	PURGE HUMAN_DLIMIT
=1		4461	PURGE HUMAN_ULIMIT
=1		4462	PURGE MHXRANGE
=1		4463	PURGE MHYRANGE
=1		4464	PURGE HBXRANGE
=1		4465	PURGE HBYRANGE
=1		4466	PURGE ELECT_RANGE
=1		4467	PURGE COMET_RANGE
=1		4468	PURGE PB_XRANGE1
=1		4469	PURGE PB_YRANGE1
=1		4470	PURGE PB_XRANGE2
=1		4471	PURGE PB_YRANGE2
=1		4472	PURGE EB_XPRANGE
=1		4473	PURGE EB_XNRANGE
=1		4474	PURGE EB_YPRANGE
=1		4475	PURGE EB_YNRANGE
=1		4476	PURGE EFB_XPRANGE
=1		4477	PURGE EFB_XNRANGE
=1		4478	PURGE EFB_YPRANGE
=1		4479	PURGE EFB_YNRANGE
=1		4480	PURGE EFB_XPRANGE1
=1		4481	PURGE EFB_XNRANGE1
=1		4482	PURGE EFB_YPRANGE1
=1		4483	PURGE EFB_YNRANGE1
=1		4484	PURGE CB_XPRANGE
=1		4485	PURGE CB_XNRANGE
=1		4486	PURGE CB_YPRANGE
=1		4487	PURGE CB_YNRANGE
=1		4488	PURGE CB_XPRANGE1
=1		4489	PURGE CB_XNRANGE1
=1		4490	PURGE CB_YPRANGE1
=1		4491	PURGE CB_YNRANGE1
=1		4492	PURGE CANIM_PERD1
=1		4493	PURGE KEXP_COLOR
=1		4494	PURGE KEXP_DIFF
=1		4495	PURGE CANIM_PERD2
=1		4496	PURGE MEXP_COLOR
=1		4497	PURGE MEXP_DIFF
=1		4498	PURGE MRESET_XPOS
=1		4499	PURGE MRESET_YPOS
=1		4500	PURGE MAGNA_XHOME
=1		4501	PURGE MAGNA_YHOME
=1		4502	PURGE BULLET_XHOME
=1		4503	PURGE BULLET_YHOME
=1		4504	PURGE ELECT_XHOME
=1		4505	PURGE ELECT_YHOME
=1		4506	PURGE FLYEL_XHOME
=1		4507	PURGE FLYEL_YHOME
=1		4508	PURGE SEED_XHOME
=1		4509	PURGE SEED_YHOME
=1		4510	PURGE COMET_XHOME
=1		4511	PURGE COMET_YHOME

LOC	OBJ	LINE	SOURCE
=1		4512	PURGE HUMAN_XHOME
=1		4513	PURGE HUMAN_YHOME
=1		4514	PURGE MST_NORM
=1		4515	PURGE MST_EXP
=1		4516	PURGE EST_ORB
=1		4517	PURGE EST_ORBOUT
=1		4518	PURGE EST_BACK
=1		4519	PURGE EST_EXP
=1		4520	PURGE EST_INACT
=1		4521	PURGE KST_NOEJ
=1		4522	PURGE KST_OKEJ
=1		4523	PURGE KST_RDYEJ
=1		4524	PURGE KST_EXP
=1		4525	PURGE KST_INACT
=1		4526	PURGE KST_DEAD
=1		4527	PURGE QST_ACTIVE
=1		4528	PURGE QST_INACTIVE
=1		4529	PURGE KOSHIFTX
=1		4530	PURGE KOSHIFTY
=1		4531	PURGE KOSHIFTZ
=1		4532	PURGE ROM_TEST_CYCLES
=1		4533	PURGE RAM_TEST_CYCLES
=1		4534	PURGE ACTIVITY_LEGAL_MASK
=1		4535	PURGE CLR_VPN
=1		4536	PURGE MAGNA_SIZE
=1		4537	PURGE QMAGNA
=1		4538	PURGE NUM_OSLOTS
=1		4539	PURGE ESL0
=1		4540	PURGE ESL1
=1		4541	PURGE ESL2
=1		4542	PURGE ESL3
=1		4543	PURGE ESL4
=1		4544	PURGE ESL5
=1		4545	PURGE BACK_SLOT_LIMIT
=1		4546	PURGE BOX
=1		4547	PURGE QSEED
=1		4548	PURGE QBULLET
=1		4549	PURGE DELECT
=1		4550	PURGE OFLYEL
=1		4551	PURGE DELECTEXP
=1		4552	PURGE QCOMETA
=1		4553	PURGE QCOMETB
=1		4554	PURGE QCOMEXP1
=1		4555	PURGE QCOMEXP2
=1		4556	PURGE DHUMAN1A
=1		4557	PURGE DHUMAN1B
=1		4558	PURGE DHUMAN1C
=1		4559	PURGE DHUMAN2A
=1		4560	PURGE DHUMAN2B
=1		4561	PURGE DHUMAN2C
=1		4562	PURGE DHUMAN3A
=1		4563	PURGE DHUMAN3B
=1		4564	PURGE DHUMAN3C
=1		4565	PURGE DHUMAN4A
=1		4566	PURGE DHUMAN4B

LOC	OBJ	LINE	SOURCE
		=1 4567	PURGE DHUMAN4C
		=1 4568	PURGE DHEXP
		=1 4569	PURGE OP10
		=1 4570	PURGE OP50
		=1 4571	PURGE OP100
		=1 4572	PURGE OP200
		=1 4573	PURGE OP300
		=1 4574	PURGE OP400
		=1 4575	PURGE OP500
		=1 4576	PURGE OP600
		=1 4577	PURGE OP700
		=1 4578	PURGE OP800
		=1 4579	PURGE OP900
		=1 4580	PURGE OP1000
		=1 4581	PURGE BLACK
		=1 4582	PURGE RED
		=1 4583	PURGE ORANGE
		=1 4584	PURGE YELLOW
		=1 4585	PURGE LTYELLOW
		=1 4586	PURGE LTGREEN
		=1 4587	PURGE DKGREEN
		=1 4588	PURGE LTBLUE
		=1 4589	PURGE MDBLUE
		=1 4590	PURGE DKBLUE
		=1 4591	PURGE LTPURPLE
		=1 4592	PURGE MDPURPLE
		=1 4593	PURGE DKPURPLE
		=1 4594	PURGE LTGRAY
		=1 4595	PURGE A
		=1 4596	PURGE B
		=1 4597	PURGE C
		=1 4598	PURGE D
		=1 4599	PURGE E
		=1 4600	PURGE F
		=1 4601	PURGE G
		=1 4602	PURGE H
		=1 4603	PURGE I
		=1 4604	PURGE J
		=1 4605	PURGE K
		=1 4606	PURGE L
		=1 4607	PURGE M
		=1 4608	PURGE N
		=1 4609	PURGE O
		=1 4610	PURGE P
		=1 4611	PURGE Q
		=1 4612	PURGE R
		=1 4613	PURGE S
		=1 4614	PURGE T
		=1 4615	PURGE U
		=1 4616	PURGE V
		=1 4617	PURGE W
		=1 4618	PURGE X
		=1 4619	PURGE Y
		=1 4620	PURGE Z
		=1 4621	PURGE ACTIVE_CODE

LOC	OBJ	LINE	SOURCE
		=1 4622	PURGE SPACE
		=1 4623	PURGE BACKUP
		=1 4624	PURGE PERD
		=1 4625	PURGE APSD
		=1 4626	PURGE CPRT
		=1 4627	PURGE XCLM
		=1 4628	PURGE HBAR
		=1 4629	PURGE VBAR
		=1 4630	PURGE CHAR_SHIP
		=1 4631	PURGE R1
		=1 4632	PURGE R2
		=1 4633	PURGE R3
		=1 4634	PURGE R4
		=1 4635	PURGE R5
		=1 4636	PURGE R6
		=1 4637	PURGE R7
		=1 4638	PURGE R8
		=1 4639	PURGE R9
		=1 4640	PURGE R10
		=1 4641	PURGE R11
		=1 4642	PURGE R12
		=1 4643	PURGE R13
		=1 4644	PURGE R14
		=1 4645	PURGE R15
		=1 4646	PURGE R16
		=1 4647	PURGE R17
		=1 4648	PURGE R18
		=1 4649	PURGE R19
		=1 4650	PURGE R20
		=1 4651	PURGE BLNK
		=1 4652	PURGE EBST
		=1 4653	PURGE NEWP
		=1 4654	PURGE CUPP
		=1 4655	PURGE CLFT
		=1 4656	PURGE COWN
		=1 4657	PURGE CRGT
		=1 4658	PURGE SC_STOP
		=1 4659	PURGE SC_NOMUSIC
		=1 4660	PURGE SP_NOMUSIC
		=1 4661	PURGE ST_NOMUSIC
		=1 4662	PURGE SC_COIN
		=1 4663	PURGE SP_COIN
		=1 4664	PURGE ST_COIN
		=1 4665	PURGE SC_EXTSHIP
		=1 4666	PURGE SP_EXTSHIP
		=1 4667	PURGE ST_EXTSHIP
		=1 4668	PURGE SC_ROUND
		=1 4669	PURGE SP_ROUND
		=1 4670	PURGE ST_ROUND
		=1 4671	PURGE SC_MEXP
		=1 4672	PURGE SP_MEXP
		=1 4673	PURGE ST_MEXP
		=1 4674	PURGE SC_MSPIN
		=1 4675	PURGE SP_MSPIN
		=1 4676	PURGE ST_MSPIN



LOC	OBJ	LINE	SOURCE
		=1 4677	PURGE SC_COMET
		=1 4678	PURGE SP_COMET
		=1 4679	PURGE ST_COMET
		=1 4680	PURGE SC_KEXP
		=1 4681	PURGE SP_KEXP
		=1 4682	PURGE ST_KEXP
		=1 4683	PURGE SC_HENTER
		=1 4684	PURGE SP_HENTER
		=1 4685	PURGE ST_HENTER
		=1 4686	PURGE SC_HPICK
		=1 4687	PURGE SP_HPICK
		=1 4688	PURGE ST_HPICK
		=1 4689	PURGE SC_CEXP
		=1 4690	PURGE SP_CEXP
		=1 4691	PURGE ST_CEXP
		=1 4692	PURGE SC_FEXP
		=1 4693	PURGE SP_FEXP
		=1 4694	PURGE ST_FEXP
		=1 4695	PURGE SC_EEXP
		=1 4696	PURGE SP_EEXP
		=1 4697	PURGE ST_EEXP
		=1 4698	PURGE SC_BKHIT
		=1 4699	PURGE SP_BKHIT
		=1 4700	PURGE ST_BKHIT
		=1 4701	PURGE SC_EJECT
		=1 4702	PURGE SP_EJECT
		=1 4703	PURGE ST_EJECT
		=1 4704	PURGE SC_TRIGGER
		=1 4705	PURGE SP_TRIGGER
		=1 4706	PURGE ST_TRIGGER
		=1 4707	PURGE SC_BGND1
		=1 4708	PURGE SC_BGND2
		=1 4709	PURGE SC_BGND3
		=1 4710	PURGE SC_BGND4
		=1 4711	
		=1 4712	; ----- PURGE OF STRUC -----
		=1 4713	
		=1 4714	
		=1 4715	PURGE FGPAR
		=1 4716	PURGE VPN
		=1 4717	PURGE HPN
		=1 4718	PURGE OSN
		=1 4719	PURGE DUM
		=1 4720	PURGE BLEN_FGPAR
		=1 4721	PURGE ORBPAR
		=1 4722	PURGE SLOTN
		=1 4723	PURGE XDISP
		=1 4724	PURGE YDISP
		=1 4725	PURGE BLEN_ORBPAR
		=1 4726	PURGE MAGPAR
		=1 4727	PURGE MNEXT
		=1 4728	PURGE MLAST
		=1 4729	PURGE MSL0T
		=1 4730	PURGE MSIZE
		=1 4731	PURGE MSTAT

LOC	OBJ	LINE	SOURCE
		=1 4732	PURGE MVPN
		=1 4733	PURGE MHPN
		=1 4734	PURGE MOSN
		=1 4735	PURGE MTIMER
		=1 4736	PURGE MTIMER2
		=1 4737	PURGE MACTJMP
		=1 4738	PURGE MXPOS
		=1 4739	PURGE MYPOS
		=1 4740	PURGE MXVEL
		=1 4741	PURGE MYVEL
		=1 4742	PURGE MCTR
		=1 4743	PURGE BLEN_MAGPAR
		=1 4744	PURGE KRYPAR
		=1 4745	PURGE KNEXT
		=1 4746	PURGE KLAST
		=1 4747	PURGE KSLOT
		=1 4748	PURGE KSIZE
		=1 4749	PURGE KEMAX
		=1 4750	PURGE KEPTR
		=1 4751	PURGE KIPPTR
		=1 4752	PURGE KIXPTR
		=1 4753	PURGE KMRANG
		=1 4754	PURGE KORBIT
		=1 4755	PURGE KXPOS
		=1 4756	PURGE KYPOS
		=1 4757	PURGE KTIMER
		=1 4758	PURGE KISTEP
		=1 4759	PURGE KINTVL
		=1 4760	PURGE KSAFE
		=1 4761	PURGE KXVEL
		=1 4762	PURGE KYVEL
		=1 4763	PURGE KPACKFL
		=1 4764	PURGE KSTAT
		=1 4765	PURGE KFECTR
		=1 4766	PURGE KACTJMP
		=1 4767	PURGE KECTR
		=1 4768	PURGE KMASS
		=1 4769	PURGE KPPTR
		=1 4770	PURGE BLEN_KRYPAR
		=1 4771	PURGE BLEN_KZERO
		=1 4772	PURGE KPPAR
		=1 4773	PURGE KPXHOME
		=1 4774	PURGE KPYHOME
		=1 4775	PURGE KPOSN
		=1 4776	PURGE KPNUM
		=1 4777	PURGE KPBRANG
		=1 4778	PURGE KPSCORE
		=1 4779	PURGE BLEN_KPPAR
		=1 4780	PURGE ELPAR
		=1 4781	PURGE ENEXT
		=1 4782	PURGE ELAST
		=1 4783	PURGE ESLOT
		=1 4784	PURGE ESIZE
		=1 4785	PURGE ESTAT
		=1 4786	PURGE EVPN

LOC	OBJ	LINE	SOURCE
=1		4787	PURGE EHPN
=1		4788	PURGE EOSN
=1		4789	PURGE ETIMER
=1		4790	PURGE EORBPTR
=1		4791	PURGE EACTJMP
=1		4792	PURGE EXPOS
=1		4793	PURGE EYPOS
=1		4794	PURGE EXVEL
=1		4795	PURGE EYVEL
=1		4796	PURGE EXMPOS
=1		4797	PURGE EYMPOS
=1		4798	PURGE EMASS
=1		4799	PURGE BLEN_ELPAR
=1		4800	PURGE BULPAR
=1		4801	PURGE BXPOS
=1		4802	PURGE BYPOS
=1		4803	PURGE BXMPOS
=1		4804	PURGE BYMPOS
=1		4805	PURGE BXVEL
=1		4806	PURGE BYVEL
=1		4807	PURGE BSLOT
=1		4808	PURGE BSTAT
=1		4809	PURGE BTIMER
=1		4810	PURGE BLEN_BULPAR
=1		4811	PURGE STARP
=1		4812	PURGE BLEN_STARP
=1		4813	PURGE PACPAR
=1		4814	PURGE PNEXT
=1		4815	PURGE PLAST
=1		4816	PURGE PACKET
=1		4817	PURGE PSIZE
=1		4818	PURGE SEEDPAR
=1		4819	PURGE SXPOS
=1		4820	PURGE SYPOS
=1		4821	PURGE SXVEL
=1		4822	PURGE SYVEL
=1		4823	PURGE BLEN_SEEDPAR
=1		4824	PURGE RKP
=1		4825	PURGE RKSIZE
=1		4826	PURGE RKEMAX
=1		4827	PURGE RKEPTR
=1		4828	PURGE RKPTR
=1		4829	PURGE RKXPTR
=1		4830	PURGE RKMANG
=1		4831	PURGE RKORBIT
=1		4832	PURGE BLEN_RKP
=1		4833	PURGE RPTPAR
=1		4834	PURGE RGRACE_PERD
=1		4835	PURGE RKEJECT_PERD
=1		4836	PURGE RSPM_NOEJ_PERD
=1		4837	PURGE RRECOV_PERD
=1		4838	PURGE REJECT_MASK
=1		4839	PURGE RINF_SPEED_PTR
=1		4840	PURGE RKMSS_1ST
=1		4841	PURGE RKMSS_MAD

LOC	OBJ	LINE	SOURCE
		=1 4842	PURGE REMASS_1ST
		=1 4843	PURGE RMIN_EMASS
		=1 4844	PURGE RACCEL_MASK
		=1 4845	PURGE RNUM_KRYPTONS
		=1 4846	PURGE RKRYPT_T060
		=1 4847	PURGE RMAX_FLYEL
		=1 4848	PURGE RKSPEED_MAX
		=1 4849	PURGE RKSPEED_MIN
		=1 4850	PURGE RCOMET_GRACPERD
		=1 4851	PURGE RCOMET_RECVPERD
		=1 4852	PURGE RCOMET_PTR
		=1 4853	PURGE RCOMET_BPTR
		=1 4854	PURGE RFLYEL_LIMIT
		=1 4855	PURGE R8GND_SOUND
		=1 4856	PURGE RCOLOR_SET_PTR
		=1 4857	PURGE RNUM_HUMANS
		=1 4858	PURGE RHUMAN_PNTOBJ
		=1 4859	PURGE RHUMAN_SCORE
		=1 4860	PURGE BLEN_RTPAR
		=1 4861	PURGE CTPAR
		=1 4862	PURGE ICPOS
		=1 4863	PURGE IAVEL
		=1 4864	PURGE IBVEL
		=1 4865	PURGE CPPAR
		=1 4866	PURGE CMASSIST
		=1 4867	PURGE CMASSMIN
		=1 4868	PURGE CFRAME
		=1 4869	PURGE BLEN_CPPAR
		=1 4870	PURGE MXPPAR
		=1 4871	PURGE XXVEL
		=1 4872	PURGE XYVEL
		=1 4873	PURGE XXHOME
		=1 4874	PURGE XYHOME
		=1 4875	PURGE BLEN_MXPPAR
		=1 4876	PURGE MXDPAR
		=1 4877	PURGE XXPOS
		=1 4878	PURGE XYPOS
		=1 4879	PURGE BLEN_MXDPAR
		=1 4880	PURGE STATPAR
		=1 4881	PURGE STATCTR
		=1 4882	PURGE HIGHL
		=1 4883	PURGE HIGHH
		=1 4884	PURGE LOWL
		=1 4885	PURGE LOWH
		=1 4886	PURGE SUML
		=1 4887	PURGE SUMH
		=1 4888	PURGE NUMSUM
		=1 4889	PURGE CHECKER
		=1 4890	PURGE BLEN_DTABLE
		=1 4891	PURGE HUMANPAR
		=1 4892	PURGE HXPOS
		=1 4893	PURGE HYPOS
		=1 4894	PURGE HXVEL
		=1 4895	PURGE HYVEL
		=1 4896	PURGE HXACC

LOC	OBJ	LINE	SOURCE
		=1 4897	PURGE HYACC
		=1 4898	PURGE HACTJMP
		=1 4899	PURGE HPTR
		=1 4900	PURGE HTIMER
		=1 4901	PURGE HMODE
		=1 4902	PURGE HOSN
		=1 4903	PURGE HPERD
		=1 4904	PURGE BLEN_HUMANPAR
		=1 4905	PURGE HI_SCORE_ENTRY
		=1 4906	PURGE LOC
		=1 4907	PURGE LOCX1
		=1 4908	PURGE LOCX2
		=1 4909	PURGE SCORE
		=1 4910	PURGE SCOREX1
		=1 4911	PURGE SCOREX2
		=1 4912	PURGE SCOREX3
		=1 4913	PURGE SCOREX4
		=1 4914	PURGE SCOREX5
		=1 4915	PURGE SCOREX6
		=1 4916	PURGE SCOREX7
		=1 4917	PURGE INITIAL
		=1 4918	PURGE INITIALX1
		=1 4919	PURGE INITIALX2
		=1 4920	
		=1 4921	; ===== END OF FILE 'MPURGE.S1' =====
		=1 4922	
		4923	
		4924	
		4925	PURGE HSE_UNIT LENG
		4926	PURGE NUM_DIGITS
		4927	PURGE NUM_ENTRYS
		4928	PURGE FIRST_ENTRY
		4929	PURGE ENTRY_LENGTH
		4930	PURGE TIME_UP
		4931	PURGE LEFT_EDGE
		4932	PURGE RIGHT_EDGE
		4933	PURGE TOP_EDGE
		4934	PURGE BOTTOM_EDGE
		4935	PURGE HSE_LENGTH
		4936	PURGE LENGTH_HSE
		4937	PURGE ATT_HS_TIME
		4938	PURGE ATT_GS_TIME
		4939	PURGE ATT_I_TIME
		4940	PURGE ATT_L_TIME
		4941	PURGE ATT_TABLE_LEN
		4942	PURGE CHK_NOT_OK
		4943	PURGE CHK_OK
		4944	PURGE CMP_LP
		4945	PURGE NEXT_DIGIT
		4946	PURGE MORE_ENTRYS
		4947	PURGE POSSIBLE
		4948	PURGE NEW_HS
		4949	PURGE TWO_PLYR
		4950	PURGE IDO
		4951	PURGE ALL_DONE

LOC	OBJ	LINE	SOURCE
		4952	PURGE NXT_SHIFT
		4953	PURGE NO_SHIFT
		4954	PURGE INIT_INPUT_LP
		4955	PURGE NO_TRIGGER
		4956	PURGE MOV_VERT
		4957	PURGE MOV_RIGHT
		4958	PURGE MOV_LEFT
		4959	PURGE MOV_UP
		4960	PURGE MOV_DOWN
		4961	PURGE NO_MOV
		4962	PURGE DONE
		4963	PURGE SPEC_CHAR
		4964	PURGE SPCE
		4965	PURGE NOT_SPACE
		4966	PURGE RCKUP
		4967	PURGE INSERT_INITS
		4968	PURGE ALLIGN_BOX
		4969	PURGE TRIGGER_HELD
		4970	PURGE EXTRA_WAIT
		4971	PURGE TWO_PLYRS
		4972	PURGE COMMON_MSG
		4973	PURGE HSR_OK
		4974	PURGE RESET_ALL
		4975	PURGE RESET_LP
		4976	PURGE BZ_NXT
		4977	PURGE MORE_BLANKS
		4978	PURGE NO_BLANKS
		4979	PURGE ZB_NXT
		4980	PURGE MORE_ZEROS
		4981	PURGE CS_LP
		4982	PURGE ATT1
		4983	PURGE ATT_HS_LP
		4984	PURGE ATT_HS1
		4985	PURGE ATT_GS_LP
		4986	PURGE ATT_GS1
		4987	PURGE ATT_I_LP
		4988	PURGE ATT_I1
		4989	PURGE ATT_I_ELP
		4990	PURGE ATT_L_LP
		4991	PURGE ATT_L1
		4992	PURGE ONES_DIGIT
		4993	PURGE FLASH_MSG
		4994	PURGE NO_START_MSG
		4995	PURGE DC_END
		4996	PURGE CLR_LP
		4997	PURGE ATT_GT61
		4998	PURGE ATT_GT62
		4999	PURGE ATT_GT63
		5000	PURGE ATT_GT64
		5001	PURGE ATT_GT65
		5002	PURGE HSD_NOT_OK
		5003	PURGE HSD_OK
		5004	PURGE A_D_K
		5005	PURGE AR_INP2
		5006	PURGE AR_NEW

LOC	OBJ	LINE	SOURCE
		5007	PURGE AR_SAME
		5008	
		5009	
----		5010	ALLSEG ENDS
		5011	END

## XREF SYMBOL TABLE LISTING

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NAME          TYPE      VALUE  ATTRIBUTES, XREFS

??SEG . . . . . SEGMENT      SIZE=0000H PARA PUBLIC
A . . . . . --PURGED--      893# 1666 1671 1671 1671 1672 1685 1693 1696 1702 1704 1707 1708 1712 1713 1713
                               1714 1716 1719 1719 1722 1722 1723 1723 1727 1742 1742 1746 1746 1747 1753 1757
                               1758 1763 1763 1765 1765 1767 1767 1769 1769 1781 4595P
A_D_ELECS . . . . . L NEAR  A660H  ALLSEG  3675 3705# 3715
A_D_K . . . . . --PURGED--      3789# 5004P
A_D_KLARGE. . . . . L NEAR  A6A9H  ALLSEG  3678 3823# 3837
A_D_KMED. . . . . L NEAR  A68DH  ALLSEG  3677 3779# 3798
A_D_KSMALL. . . . . L NEAR  A67CH  ALLSEG  3676 3740# 3754
A_D_DNEK. . . . . L NEAR  A6C5H  ALLSEG  3750 3752 3789 3791 3793 3795 3828 3830 3832 3834 3865# 3872
A_DISP_FG . . . . . L NEAR  A650H  ALLSEG  3131 3673# 3680
ACTIVE_CODE . . . . . --PURGED--      922# 4621P
ACTIVITY_FL . . . . . V BYTE  0000H  EXTRN  1539# 2007
ACTIVITY_LEGAL_MASK --PURGED--      769# 4534P
ADV_ROUND_FL. . . . . V BYTE  0000H  EXTRN  1540# 3933
AGAIN_PERD. . . . . --PURGED--      535# 4387P
ALL_DONE. . . . . --PURGED--      1988 1990 2006# 4951P
ALIGN_BOX. . . . . --PURGED--      2468 2487 2500# 4968P
ALLSEG. . . . . SEGMENT      SIZE=A7D8H PARA ABS  143# 145 145 145 145 5010
APSD. . . . . --PURGED--      927# 1752 4625P
AR_INF2 . . . . . --PURGED--      4031 4034# 5005P
AR_NEW. . . . . --PURGED--      4201# 5006P
AR_RESET. . . . . L NEAR  A721H  ALLSEG  PUBLIC 1526 3964 4157# 4165
AR_SAME . . . . . --PURGED--      4196 4204# 5007P
ARR_END . . . . . L NEAR  A761H  ALLSEG  4207 4210#
ATT_AT3 . . . . . L NEAR  A385H  ALLSEG  3148 3153#
ATT_GAME_SIM. . . . . L NEAR  A31DH  ALLSEG  2962 3061# 3088
ATT_GO_TO_GAME. . . . . L NEAR  A53AH  ALLSEG  3006 3068 3141 3249 3481# 3540
ATT_GS_INIT . . . . . L NEAR  A6D4H  ALLSEG  3063 3919# 3969
ATT_GS_INPUT. . . . . L NEAR  A713H  ALLSEG  3072 3997# 4039
ATT_GS_LP . . . . . --PURGED--      3065# 3085 4985P
ATT_GS_TIME . . . . . --PURGED--      1819# 4938P
ATT_GS1 . . . . . --PURGED--      3066 3072# 4986P
ATT_GT60. . . . . L NEAR  A546H  ALLSEG  3487 3491#
ATT_GT60A . . . . . L NEAR  A55EH  ALLSEG  3496 3499#
ATT_GT60B . . . . . L NEAR  A566H  ALLSEG  3494 3505#
ATT_GT61. . . . . --PURGED--      3506 3509# 4997P
ATT_GT62. . . . . --PURGED--      3510 3519# 4998P
ATT_GT63. . . . . --PURGED--      3520 3525# 4999P
ATT_GT64. . . . . --PURGED--      3516 3528# 5000P
ATT_GT65. . . . . --PURGED--      3498 3500 3537# 5001P
ATT_HI_SCR. . . . . L NEAR  A2D5H  ALLSEG  2952 2955 2994# 3026
ATT_HS_END. . . . . L NEAR  A31CH  ALLSEG  3012 3025#
ATT_HS_LP . . . . . --PURGED--      3004# 3018 3020 3022 4983P
ATT_HS_TIME . . . . . --PURGED--      1818# 3000 3014 4937P
ATT_HS1 . . . . . --PURGED--      3005 3008# 4984P
ATT_HS2 . . . . . L NEAR  A310H  ALLSEG  3015 3019#
ATT_I_ELP . . . . . --PURGED--      3154 3159# 4989P
ATT_I_LP. . . . . --PURGED--      3137# 3168 3170 3172 4987P
ATT_I_TIME. . . . . --PURGED--      1820# 3135 3164 4939P
ATT_I1. . . . . --PURGED--      3140 3145# 4988P

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NAME	TYPE	VALUE	ATTRIBUTES, XREFS
ATT_I2. . . . .	L NEAR	A3AEH	ALLSEG 3165 3169#
ATT_INST. . . . .	L NEAR	A350H	ALLSEG 2957 3124# 3178
ATT_INST_END. . . . .	L NEAR	A3BAH	ALLSEG 3162 3177#
ATT_L_LP. . . . .	--PURGED--		3247# 3288 3290 3295 4990P
ATT_L_TIME. . . . .	--PURGED--		1821# 3237 3281 4940P
ATT_L1. . . . .	--PURGED--		3248 3251# 4991P
ATT_L2. . . . .	L NEAR	A424H	ALLSEG 3252 3260#
ATT_L3. . . . .	L NEAR	A46CH	ALLSEG 3282 3289#
ATT_LOGO. . . . .	L NEAR	A3DBH	ALLSEG 2956 3229# 3302
ATT_LOGO_END. . . . .	L NEAR	A480H	ALLSEG 3277 3301#
ATT_LP_CTR. . . . .	V BYTE	0000H	EXTRN 1543# 1893 2958 2959
ATT_REGEN_INP. . . . .	L NEAR	A713H	ALLSEG 4030#
ATT_SOUND_MASK. . . . .	--PURGED--		434# 4330P
ATT_TABLE_CTR. . . . .	V BYTE	0000H	EXTRN 1544# 4163 4195 4203 4206
ATT_TABLE_LEN. . . . .	--PURGED--		1823# 4941P
ATT_TABLE_PTR. . . . .	V WORD	0000H	EXTRN 1545# 4161 4192 4210
ATT_TABLE_TOP. . . . .	V WORD	0000H	EXTRN 1546# 4198
ATT1. . . . .	--PURGED--		2939 2940# 4982P
ATTRACT. . . . .	L NEAR	A27EH	ALLSEG PUBLIC 1527 2932# 2965
ATTRACT_LP. . . . .	L NEAR	A28BH	ALLSEG PUBLIC 1528 2939# 2963 4032
ATTRACT_REGEN. . . . .	L NEAR	A733H	ALLSEG PUBLIC 1529 4034 4191# 4212
ATTRACT_ROUND. . . . .	V ABS	0000H	EXTRN 1541# 3938
ATTRACT_TABLE. . . . .	V BYTE	0000H	EXTRN 1542# 4162 4202 4204
B. . . . .	--PURGED--		894# 1685 1691 1700 1700 1705 1707 1727 1751 1759 1761 1782 1782 4596P
BACK_SLOT_LIMIT. . . . .	--PURGED--		801# 4545P
BACKUP. . . . .	--PURGED--		925# 1686 1734 2465 4623P
BAD_ROM_POS. . . . .	--PURGED--		421# 4325P
BCKUP. . . . .	--PURGED--		2467# 4966P
BGND_REG. . . . .	V BYTE	0000H	EXTRN 1548# 2588 3371 3609 3943
BLACK. . . . .	--PURGED--		865# 4581P
BLANK_OUT. . . . .	L NEAR	9F4EH	ALLSEG 2332 2335#
BLN_BGND_REG. . . . .	--PURGED--		390# 4312P
BLN_BULPAR. . . . .	--PURGED--		1307# 4810P
BLN_CPPAR. . . . .	--PURGED--		1424# 4869P
BLN_DTABLE. . . . .	--PURGED--		1467# 4890P
BLN_ELPAR. . . . .	--PURGED--		1288# 4799P
BLN_FGPAR. . . . .	--PURGED--		1148# 4720P
BLN_HUMANPAR. . . . .	--PURGED--		1491# 4904P
BLN_KPPAR. . . . .	--PURGED--		1243# 4779P
BLN_KRYPAR. . . . .	--PURGED--		1226# 4770P
BLN_KZERO. . . . .	--PURGED--		1227# 4771P
BLN_MAGPAR. . . . .	--PURGED--		1188# 4743P
BLN_MXDPAR. . . . .	--PURGED--		1448# 4879P
BLN_MXPPAR. . . . .	--PURGED--		1437# 4875P
BLN_ORBPAR. . . . .	--PURGED--		1162# 4725P
BLN_RKPAR. . . . .	--PURGED--		1362# 4832P
BLN_RTPAR. . . . .	--PURGED--		1400# 4860P
BLN_SEEDPAR. . . . .	--PURGED--		1346# 4823P
BLN_STARPAR. . . . .	--PURGED--		1322# 4812P
BLNK. . . . .	--PURGED--		959# 1741 1741 1741 1741 1743 1743 1743 1743 1785 1785 1785 1785 1785 1785 1786 1786 1786 1786 1786 1786 1786 1786 1786 1787 1787 1787 1787 1787 1787 1787 1787 1788 1788 1788 1790 1790 1790 1790 1790 1790 1790 1790 1790 1790 2471 2482 3615 4651P
BLNKS_TO_ZEROS. . . . .	L NEAR	A207H	ALLSEG 1923 2775# 2791
BLUE_INC. . . . .	L NEAR	A7D0H	ALLSEG 4281 4284#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
BLUE_TST. . . . .	L NEAR	A7C6H	ALLSEG 4274 4277 4279#
BONUS_HUMAN_PNT . .	--PURGED--		544# 4393P
BOTH_PLAYER_MASK. .	--PURGED--		463# 2349 3004 3065 3139 3247 4345P
BOTTOM_EDGE . . . .	--PURGED--		1811# 2322 2382 2488 2495 4934P
BOX . . . . .	--PURGED--		803# 2333 2574 4546P
BOX_XHOME . . . . .	V BYTE	9C1AH	ALLSEG 1792# 2568
BOX_XPOS. . . . .	V BYTE	0000H	EXTRN 1549# 2322 2377 2379 2382 2384 2438 2441 2488 2495 2500 2503 2570
BOX_YHOME . . . . .	V BYTE	9C1BH	ALLSEG 1793# 2569
BOX_YPOS. . . . .	V BYTE	0000H	EXTRN 1550# 2323 2367 2369 2372 2374 2445 2449 2489 2496 2504 2507 2571
BSLOT . . . . .	--PURGED--		1301# 4807P
BSTAT . . . . .	--PURGED--		1302# 4808P
BTIMER. . . . .	--PURGED--		1303# 4809P
BULLET_DLIMIT . . .	--PURGED--		616# 4440P
BULLET_LLIMIT . . .	--PURGED--		615# 4439P
BULLET_RLIMIT . . .	--PURGED--		614# 4438P
BULLET_SPEED. . . .	--PURGED--		590# 4424P
BULLET_ULIMIT . . .	--PURGED--		617# 4441P
BULLET_XHOME. . . .	--PURGED--		713# 4502P
BULLET_YHOME. . . .	--PURGED--		714# 4503P
BULPAR. . . . .	--PURGED--		1292 1305# 4800P
BXMPOS. . . . .	--PURGED--		1296# 4803P
BXPOS . . . . .	--PURGED--		1294# 4801P
BXVEL . . . . .	--PURGED--		1299# 4805P
BYMPOS. . . . .	--PURGED--		1297# 4804P
BYPOS . . . . .	--PURGED--		1295# 4802P
BYVEL . . . . .	--PURGED--		1300# 4806P
BZ_NXT. . . . .	--PURGED--		2778# 2789 4976P
C . . . . .	--PURGED--		895# 1666 1671 1671 1685 1701 1705 1714 1716 1722 1722 1727 1735 1738 1742 1746 1750 1752 1763 1778 4597P
CANIM_PERD1 . . . .	--PURGED--		694# 4492P
CANIM_PERD2 . . . .	--PURGED--		698# 4495P
CB_XNRANGE. . . . .	--PURGED--		680# 4485P
CB_XNRANGE1 . . . .	--PURGED--		685# 4489P
CB_XPRANGE. . . . .	--PURGED--		679# 4484P
CB_XPRANGE1 . . . .	--PURGED--		684# 4488P
CB_YNRANGE. . . . .	--PURGED--		682# 4487P
CB_YNRANGE1 . . . .	--PURGED--		687# 4491P
CB_YPRANGE. . . . .	--PURGED--		681# 4486P
CB_YPRANGE1 . . . .	--PURGED--		686# 4490P
CDWN. . . . .	--PURGED--		964# 1677 1677 1677 1678 1678 1678 1678 1678 1679 1680 1680 1680 1681 1681 1681 1681 1681 1682 4656P
CF1 . . . . .	L NEAR	9D90H	ALLSEG 2100 2102#
CF3 . . . . .	L NEAR	9DA1H	ALLSEG 2109#
CF4 . . . . .	L NEAR	9DACH	ALLSEG 2111 2113#
CFRAME. . . . .	--PURGED--		1420# 4868P
CHAR_SHIP . . . . .	--PURGED--		932# 4630P
CHECK_FLASHING. . .	L NEAR	9D86H	ALLSEG 2008 2098# 2165
CHECK_SUM . . . . .	L NEAR	A257H	ALLSEG 1914 1973 2712 2747 2860# 2890 3578
CHECKER . . . . .	--PURGED--		1463# 4889P
CHK_FLSH_END. . . .	L NEAR	9E3DH	ALLSEG 2101 2112 2121 2126 2128 2130 2133 2142 2146 2164#
CHK_NOT_OK. . . . .	--PURGED--		1920# 4942P
CHK_OK. . . . .	--PURGED--		1916 1923# 4943P
CHKSUM. . . . .	V WORD	0000H	EXTRN 1557# 1913 1915 2024 2067 2711 2713 2882 3577 3579
CHKSUMA . . . . .	V WORD	0000H	EXTRN 1558# 2031 2068
CHKSUMB . . . . .	V WORD	0000H	EXTRN 1559# 2038 2069

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
CLFT. . . . .	--PURGED--	963#	4655P
CLR_ACTIVE_VAR. . .	L NEAR	0000H	EXTRN 1555# 3936
CLR_BGND_PART . . .	L NEAR	0000H	EXTRN 1560# 1899 2999 3129 3236
CLR_FGND_BUF. . . .	L NEAR	A529H	ALLSEG 1898 2998 3128 3438# 3445
CLR_LP. . . . .	--PURGED--	3441#	3443 4996P
CLR_VPN . . . . .	--PURGED--	779#	4535P
CMASSIST. . . . .	--PURGED--	1418#	4866P
CMASSMIN. . . . .	--PURGED--	1419#	4867P
CMMN_HS_TABLE . . .	V BYTE	9890H	ALLSEG 1677# 3603
CMP_LP. . . . .	--PURGED--	1934#	1944 4944P
COCKTAIL_MASK . . .	--PURGED--	427#	4328P
COIN_MASK . . . . .	--PURGED--	467#	4346P
COIN_MID_MASK . . .	--PURGED--	437#	4332P
COIN_VALUE_MASK . .	--PURGED--	436#	3392 3393 3492 3493 4331P
COLD_START. . . . .	L NEAR	0000H	EXTRN 1561# 3488
COLOR_CHANGER . . .	L NEAR	0000H	EXTRN 1552# 3081 3137
COLOR_REG_BUF . . .	V WORD	0000H	EXTRN 1562# 4224 4239
COLOR_SET_PTR . . .	V WORD	0000H	EXTRN 1553# 3133
COLOR_SET0. . . . .	V WORD	0000H	EXTRN 1554# 3133 3166
COM_SPIN_PERD . . .	--PURGED--	513#	4368P
COMET_ACTION. . . .	L NEAR	0000H	EXTRN 1563# 3077
COMET_BONUSPERD . .	--PURGED--	516#	4371P
COMET_CLUE_PERD . .	--PURGED--	517#	4372P
COMET_DLIMIT. . . .	--PURGED--	631#	4452P
COMET_LLIMIT. . . .	--PURGED--	630#	4451P
COMET_POINT_PERD. .	--PURGED--	515#	4370P
COMET_RANGE . . . .	--PURGED--	651#	4467P
COMET_RLIMIT. . . .	--PURGED--	629#	4450P
COMET_ULIMIT. . . .	--PURGED--	632#	4453P
COMET_XHOME . . . .	--PURGED--	725#	4510P
COMET_YHOME . . . .	--PURGED--	726#	4511P
COMETEXP_PERD . . .	--PURGED--	514#	4369P
COMMON_MSG. . . . .	--PURGED--	2582	2594# 4972P
CPPAR . . . . .	--PURGED--	1416	1422# 4865P
CPRT. . . . .	--PURGED--	928#	1750 4626P
CREDITS_MSG . . . .	V BYTE	9BC6H	ALLSEG 1778# 3386
CREG1 . . . . .	V WORD	0000H	EXTRN 1564# 3257
CREG2 . . . . .	V WORD	0000H	EXTRN 1565# 3256
CREG4 . . . . .	V WORD	0000H	EXTRN 1566#
CREGA . . . . .	V WORD	0000H	EXTRN 1567# 3255
CREGB . . . . .	V WORD	0000H	EXTRN 1568# 3254
CRGT. . . . .	--PURGED--	965#	1505 1506 1507 1512 1666 1671 1671 1672 1689 1690 1691 1692 1693 1694 1695 1696 1697 1706 1711 1712 1712 1712 1713 1714 1714 1714 1715 1715 1716 1716 1719 1719 1720 1721 1721 1722 1722 1723 1723 1727 1727 1727 1727 1728 1728 1729 1729 1729 1729 1730 1730 1731 1731 1731 1731 1732 1732 1733 1733 1733 1733 1734 1734 1735 1736 1736 1737 1738 1738 1746 1750 1750 1750 1752 1752 1753 1753 1757 1758 1758 1758 1759 1759 1760 1760 1761 1761 1762 1762 1762 1763 1764 1764 1765 1766 1766 1766 1766 1766 1767 1768 1768 1768 1768 1768 1768 1769 1770 1770 1781 1781 1782 1782 2234 2235 2236 2313 2314 2315 2462 2721 2722 2723 2724 2779 2823 4657P
CS_LP . . . . .	--PURGED--	2872#	2875 4981P
CTIME_DISP_POS. . .	--PURGED--	419#	4324P
CTPAR . . . . .	--PURGED--	1405	1412# 4861P
CTRL_BYTE . . . . .	V BYTE	0000H	EXTRN 1556# 2935 3924
CUPP. . . . .	--PURGED--	962#	4654P

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
CUTOFF_PERD . . . .	--PURGED--	492#	4355P
D . . . . .	--PURGED--	896#	1685 1691 1695 1695 1706 1713 1727 1751 1754 1765 1767 1769 1778 4598P
DC_END. . . . .	--PURGED--	3402	3406 3410# 4995P
DIAL_THRES. . . . .	--PURGED--	582#	4418P
DIAL_VALUE. . . . .	V BYTE	0000H	EXTRN 1570#
DIFF_FTR_A. . . . .	--PURGED--	485#	4351P
DIFF_FTR_B. . . . .	--PURGED--	486#	4352P
DIFF_MASK . . . . .	--PURGED--	443#	4335P
DIFF_MID_MASK . . . .	--PURGED--	444#	4336P
DISP_LOGO . . . . .	L NEAR	A481H	ALLSEG 3265 3309# 3331
DISP_LOGO_LP. . . . .	L NEAR	A490H	ALLSEG 3316# 3329
DISPLAY_CREDITS . . .	L NEAR	A489H	ALLSEG PUBLIC 1531 3009 3082 3159 3274 3359# 3418
DKBLUE. . . . .	--PURGED--	874#	4590P
DKGREEN . . . . .	--PURGED--	871#	4587P
DKPURPLE. . . . .	--PURGED--	877#	4593P
DOMINANT_MASK . . . .	--PURGED--	426#	4327P
DONE. . . . .	--PURGED--	2392	2394 2397# 4962P
DONT_ALIGN . . . . .	L NEAR	A077H	ALLSEG 2492 2497 2511#
DT_KMASS_PERD . . . .	--PURGED--	495#	4357P
DT_KSPEED_PERD. . . .	--PURGED--	494#	4356P
DUM . . . . .	--PURGED--	1144#	4719P
E . . . . .	--PURGED--	897#	1666 1672 1685 1699 1699 1706 1711 1712 1713 1713 1714 1715 1716 1720 1721 1721 1721 1722 1723 1728 1735 1736 1737 1738 1738 1747 1751 1754 1754 1754 1757 1758 1759 1759 1778 1781 1782 4599P
EACTIMP . . . . .	--PURGED--	1275#	4791P
EASY_COLOR. . . . .	NUMBER	0092H	476#
EB_XNRANGE. . . . .	--PURGED--	665#	4473P
EB_XPRANGE. . . . .	--PURGED--	664#	4472P
EB_YNRANGE. . . . .	--PURGED--	667#	4475P
EB_YPRANGE. . . . .	--PURGED--	666#	4474P
EFB_XNRANGE . . . . .	--PURGED--	670#	4477P
EFB_XNRANGE1. . . . .	--PURGED--	675#	4481P
EFB_XPRANGE . . . . .	--PURGED--	669#	4476P
EFB_XPRANGE1. . . . .	--PURGED--	674#	4480P
EFB_YNRANGE . . . . .	--PURGED--	672#	4479P
EFB_YNRANGE1. . . . .	--PURGED--	677#	4483P
EFB_YPRANGE . . . . .	--PURGED--	671#	4478P
EFB_YPRANGE1. . . . .	--PURGED--	676#	4482P
EHPN. . . . .	--PURGED--	1271#	4787P
EJECT_MATCH . . . . .	--PURGED--	595#	4427P
ELAST . . . . .	--PURGED--	1265#	4782P
ELECT_RANGE . . . . .	--PURGED--	650#	4466P
ELECT_XHOME . . . . .	--PURGED--	716#	4504P
ELECT_YHOME . . . . .	--PURGED--	717#	4505P
ELPAR . . . . .	--PURGED--	1262	1286# 4780P
EMASS . . . . .	--PURGED--	1284#	4798P
END_OF_LOOP . . . . .	L NEAR	A1FEH	ALLSEG 2747#
ENEXT . . . . .	--PURGED--	1264#	4781P
ENTER_INITIAL . . . .	L NEAR	9FCEH	ALLSEG 2351 2432# 2528
ENTRY_LENGTH. . . . .	--PURGED--	1803#	2743 4929P
EOBPTR . . . . .	--PURGED--	1274#	4790P
EOSN. . . . .	--PURGED--	1272#	4788P
EOST. . . . .	--PURGED--	960#	1668 1674 1682 1716 1723 1738 1743 1747 1754 1770 1773 1775 1778 1782 1788 2261 2316 3592 3599 4652P
ESIZE . . . . .	--PURGED--	1267#	4784P

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
ESL0.	--PURGED--	789#	4539P
ESL1.	--PURGED--	790#	4540P
ESL2.	--PURGED--	791#	4541P
ESL3.	--PURGED--	793#	4542P
ESL4.	--PURGED--	794#	4543P
ESL5.	--PURGED--	795#	4544P
ESL6.	NUMBER	0024H	796#
ESL7.	NUMBER	0028H	797#
ESLB.	NUMBER	002CH	798#
ESLOT	--PURGED--	1266#	4783P
EST_BACK.	--PURGED--	742#	4518P
EST_EXP	--PURGED--	743#	4519P
EST_INACT	--PURGED--	744#	4520P
EST_ORB	--PURGED--	740#	4516P
EST_ORBOUT.	--PURGED--	741#	4517P
ESTAT	--PURGED--	1268#	4785P
ETIME_1ST	--PURGED--	511#	4367P
ETIMER.	--PURGED--	1273#	4789P
EVPN.	--PURGED--	1270#	4786P
EYMPQS.	--PURGED--	1282#	4796P
EXP_SPEED	--PURGED--	567#	4406P
EXPOS	--PURGED--	1277#	4792P
EXTRA_SHIP_MASK	--PURGED--	441#	3153 4334P
EXTRA_WAIT.	--PURGED--	2521#	2524 4970P
EXVEL	--PURGED--	1279#	4794P
EYMPQS.	--PURGED--	1283#	4797P
EYPOS	--PURGED--	1278#	4793P
EYVEL	--PURGED--	1280#	4795P
F	--PURGED--	898#	1672 1672 1685 1689 1711 1711 1712 1715 1721 1723 1723 1728 4600P
F1.	L NEAR	A644H	ALLSEG 3638 3640#
FADE.	L NEAR	A791H	ALLSEG 4227 4242 4254# 4289
FADE_ALL.	L NEAR	A77AH	ALLSEG 3017 3167 3285 4236# 4251
FADE_BLK.	L NEAR	A766H	ALLSEG 3021 3171 3292 4222# 4233
FADE_OT	L NEAR	A7D2H	ALLSEG 4280 4283 4285#
FD_ALL_LP	L NEAR	A783H	ALLSEG 4241# 4247
FD_BLK_LP	L NEAR	A76EH	ALLSEG 4226# 4230
FELECEXP_PERD	--PURGED--	510#	4366P
FGND_REG_BUF.	V BYTE	0000H	EXTRN 1572# 2329 2567 3310 3439 3674
FGPAR	--PURGED--	1139	1146# 4715P
FILLH	--PURGED--	574#	4412P
FILLL	--PURGED--	575#	4413P
FIRST_DATUM_FL.	V BYTE	0000H	EXTRN 1573#
FIRST_ENTRY	--PURGED--	1802#	1963 2203 4928P
FLASH_FL.	V BYTE	0000H	EXTRN 1574# 1896 2266 2693 2961 3622
FLASH_LEN	NUMBER	000BH	1825# 2258
FLASH_MSG	--PURGED--	3390	3394 3397# 4993P
FLASH_OFF	V BYTE	9C0FH	ALLSEG 1790# 2257
FLASH_ON.	V BYTE	0000H	EXTRN 1575# 1894 2102 3632
FLASH_ON_PTR.	V WORD	0000H	EXTRN 1576# 1895 2103 2105 2251 2267 3633 3635 3640
FLYEL_DLIMIT.	--PURGED--	626#	4448P
FLYEL_LLIMIT.	--PURGED--	625#	4447P
FLYEL_RLIMIT.	--PURGED--	624#	4446P
FLYEL_ULIMIT.	--PURGED--	627#	4449P
FLYEL_XHOME	--PURGED--	719#	4506P
FLYEL_YHOME	--PURGED--	720#	4507P

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
FRAME_TIME . . . . .	--PURGED--	403#	4314P
FRAME_TIMEH . . . . .	--PURGED--	405#	4316P
FRAME_TIMEL . . . . .	--PURGED--	404#	4315P
G . . . . .	--PURGED--	899#	1671 1685 1719 1722 1728 1737 1737 1742 1746 1750 1751 1753 1763 1782 4601P
GAME_CREDIT . . . . .	V BYTE	0000H	EXTRN 1578# 3372 3381 3389 3485 3505 3519 3528 3531
GAME_CREDITX . . . . .	V BYTE	0000H	EXTRN 1579# 3486 3532
GAME_PLAY . . . . .	L NEAR	0000H	EXTRN 1580# 3537
GAME_SIM . . . . .	L NEAR	A2CFH	ALLSEG 2960 2962#
GET_OUT . . . . .	L NEAR	A052H	ALLSEG 2461 2476 2494#
GET_SUM . . . . .	L NEAR	9D78H	ALLSEG 2023 2030 2037 2066 2078# 2093
GET_SUM_LP . . . . .	L NEAR	9D7FH	ALLSEG 2087# 2089
GOVER_MSG_PERD . . . . .	--PURGED--	519#	4373P
GREEN_INC . . . . .	L NEAR	A7C3H	ALLSEG 4275 4278#
GREEN_TST . . . . .	L NEAR	A7B8H	ALLSEG 4268 4271 4273#
H . . . . .	--PURGED--	900#	1671 1685 1712 1715 1720 1722 1723 1729 1737 1750 1753 1758 1758 1759 1769 4602P
HACTJMP . . . . .	--PURGED--	1480#	4898P
HARD_COLOR . . . . .	NUMBER	028DH	477#
HBAR . . . . .	--PURGED--	930#	1667 1667 1667 1667 1667 1667 1667 1667 1668 1668 1668 1668 1672 1672 1672 1672 1673 1673 1673 1673 1673 1673 1673 1673 1673 1674 1674 1674 1674 1674 1674 1674 1726 1726 1726 4628P
HBXRANGE . . . . .	--PURGED--	647#	4464P
HBYRANGE . . . . .	--PURGED--	648#	4465P
HEXP_PERD . . . . .	--PURGED--	531#	4384P
HI_DISP_LP . . . . .	L NEAR	A602H	ALLSEG 3612# 3618
HI_SCORE_CHANGE . . . . .	L NEAR	9E3EH	ALLSEG 1970 2198# 2269
HI_SCORE_ENTRY . . . . .	--PURGED--	1500	1517# 1584 1585 1586 1653 4905P
HI_SCORE_OUTPUT . . . . .	L NEAR	A5A8H	ALLSEG PUBLIC 1534 3001 3008 3569# 3645
HI_SCORE_RESET . . . . .	L NEAR	A149H	ALLSEG PUBLIC 1535 1921 2046 2692# 2750 3585
HI_TODAY . . . . .	L NEAR	A5F7H	ALLSEG 3608#
HIGH_SCORE . . . . .	L NEAR	9C1CH	ALLSEG PUBLIC 1533 1885# 2012
HIGHH . . . . .	--PURGED--	1457#	4883P
HIGHL . . . . .	--PURGED--	1456#	4882P
HMODE . . . . .	--PURGED--	1484#	4901P
HMODE0_PERD . . . . .	--PURGED--	538#	4388P
HMODE1_PERD . . . . .	--PURGED--	539#	4389P
HMODE3_PERD . . . . .	--PURGED--	540#	4390P
HMODE4_PERD . . . . .	--PURGED--	541#	4391P
HMODE7_PERD . . . . .	--PURGED--	542#	4392P
HOSN . . . . .	--PURGED--	1485#	4902P
HPERD . . . . .	--PURGED--	1486#	4903P
HPN . . . . .	--PURGED--	1142#	4717P
HPOINT_PERD . . . . .	--PURGED--	528#	4381P
HPTR . . . . .	--PURGED--	1481#	4899P
HS_1P_MSG . . . . .	V BYTE	9A9BH	ALLSEG 1741# 2580
HS_2P_MSG . . . . .	V BYTE	9AB6H	ALLSEG 1746# 2589
HS_COMMON_MSG . . . . .	V BYTE	9A25H	ALLSEG 1726# 2601
HS_FL . . . . .	V BYTE	0000H	EXTRN 1582# 1891 1989 1994 2629
HS_INIT_PRINT . . . . .	L NEAR	A0A3H	ALLSEG 2326 2513 2522 2553# 2616
HS_MSG . . . . .	V BYTE	998DH	ALLSEG 1711# 2596
HS_PLYR_NUM . . . . .	V BYTE	0000H	EXTRN 1583#
HS_TABLE . . . . .	V BYTE	9840H	ALLSEG 1666# 3590
HSE . . . . .	V 14	0000H	EXTRN 1584# 1935 2119 2140 2153 2161 2211 2212 2216 2217 2226 2234 2235 2236 2243 2245 2247 2253 2478 2720 2721 2722 2723 2724 2726 2728 2730 2732 2734 2736 2738 2740 2742 2779 2781 2821 2823 2867 3592 3593 3608

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
HSE_LENGTH. . . . .	--PURGED--	1814#	2052 2057 2062 2084 2869 4935P
HSE_UNIT LENG . . . .	--PURGED--	1799#	1951 1954 1966 2110 2118 2127 2129 2129 2132 2139 2145 2145 2152 2155 2160 2162 2211 2216 2221 2267 2744 2785 2787 2827 2829 3592 3599 3608 3640 4925P
HSEA. . . . .	V 14 0000H	EXTRN 1585#	2029 2056
HSEB. . . . .	V 14 0000H	EXTRN 1586#	2036 2061
HSD_NOT_OK. . . . .	--PURGED--	3584#	5002P
HSD_OK. . . . .	--PURGED--	3580	3587# 5003P
HSR_OK. . . . .	--PURGED--	2716#	4973P
HTIMER. . . . .	--PURGED--	1483#	4900P
HUMAN_ACTION. . . . .	L NEAR 0000H	EXTRN 1587#	3080
HUMAN_CONTPERD. . . .	--PURGED--	530#	4383P
HUMAN_DLIMIT. . . . .	--PURGED--	641#	4460P
HUMAN_DLIMITH . . . .	--PURGED--	636#	4456P
HUMAN_INITPERD. . . .	--PURGED--	532#	4385P
HUMAN_INTERVAL. . . .	--PURGED--	533#	4386P
HUMAN_LLIMIT. . . . .	--PURGED--	640#	4459P
HUMAN_LLIMITH . . . .	--PURGED--	635#	4455P
HUMAN_RECVPERD. . . .	--PURGED--	529#	4382P
HUMAN_RLIMIT. . . . .	--PURGED--	639#	4458P
HUMAN_RLIMITH . . . .	--PURGED--	634#	4454P
HUMAN_START_ROUND . .	--PURGED--	489#	4353P
HUMAN_ULIMIT. . . . .	--PURGED--	642#	4461P
HUMAN_ULIMITH . . . .	--PURGED--	637#	4457P
HUMAN_XHOME . . . . .	--PURGED--	728#	4512P
HUMAN_YHOME . . . . .	--PURGED--	729#	4513P
HUMANPAR. . . . .	--PURGED--	1471	1489# 4891P
HUMANSPEED_MASK . . .	--PURGED--	527#	4380P
HXACC . . . . .	--PURGED--	1478#	4896P
HXPOS . . . . .	--PURGED--	1473#	4892P
HXVEL . . . . .	--PURGED--	1475#	4894P
HYACC . . . . .	--PURGED--	1479#	4897P
HYPOS . . . . .	--PURGED--	1474#	4893P
HYVEL . . . . .	--PURGED--	1476#	4895P
I . . . . .	--PURGED--	901#	1671 1685 1715 1721 1721 1722 1729 1735 1737 1737 1742 1746 1750 1751 1753 1757 1758 1759 1761 1761 1763 1778 1782 4603P
IAVEL . . . . .	--PURGED--	1408#	4863P
IB_XRANGE1. . . . .	NUMBER 0380H	653#	
IB_XRANGE2. . . . .	NUMBER 0100H	655#	
IB_YRANGE1. . . . .	NUMBER 0480H	654#	
IB_YRANGE2. . . . .	NUMBER 0180H	656#	
IBVEL . . . . .	--PURGED--	1409#	4864P
ICPOS . . . . .	--PURGED--	1407#	4862P
ID0 . . . . .	--PURGED--	1997	1999# 4950P
INF_XLIMIT0 . . . . .	--PURGED--	600#	4428P
INF_XLIMIT1 . . . . .	--PURGED--	603#	4430P
INF_XLIMIT2 . . . . .	--PURGED--	606#	4432P
INF_YLIMIT0 . . . . .	--PURGED--	601#	4429P
INF_YLIMIT1 . . . . .	--PURGED--	604#	4431P
INF_YLIMIT2 . . . . .	--PURGED--	607#	4433P
INI_COLOR_REG_BUF . .	V WORD 0000H	EXTRN 1589#	3016
INI_TIME_POS. . . . .	--PURGED--	422#	4326P
INIT_COUNT. . . . .	V BYTE 0000H	EXTRN 1590#	2312 2331 2337 2455 2460 2467 2469 2475 2479 2484 2486
INIT_FRAME. . . . .	L NEAR 0000H	EXTRN 1591#	3073
INIT_INPUT_LP . . . .	--PURGED--	2326#	2395 4954P
INITIAL . . . . .	--PURGED--	1513#	2216 2217 2234 2235 2236 2243 2245 2247 2478 2738 2740 2742 4917P

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
INITIAL_TABLE . . . .	V BYTE	9880H	ALLSEG 1685# 2454
INITIALS_INPUT . . .	L NEAR	9EEFH	ALLSEG 2238 2305# 2398
INITIALX1 . . . . .	--PURGED--		1514# 4918P
INITIALX2 . . . . .	--PURGED--		1515# 4919P
INSERT_INITS. . . .	--PURGED--		2463 2466 2475# 4967P
IXXXX . . . . .	V WORD	0006H	S FIELD 1410#
J . . . . .	--PURGED--		902# 1685 1697 1701 1729 1735 4604P
JOYSTICK. . . . .	V BYTE	0000H	EXTRN 1593# 2348 2516 3004 3065 3139 3247 3495 3509
JS_VALUE. . . . .	V BYTE	0000H	EXTRN 1594#
JSALL_MASK. . . . .	--PURGED--		453# 4337P
JSDN_MASK . . . . .	--PURGED--		457# 2363 4341P
JSLT_MASK . . . . .	--PURGED--		455# 2359 4339P
JSRT_MASK . . . . .	--PURGED--		454# 2357 4338P
JSUP_MASK . . . . .	--PURGED--		456# 2361 4340P
K . . . . .	--PURGED--		903# 1685 1704 1705 1708 1713 1719 1729 1735 1763 1769 4605P
KACTJMP . . . . .	--PURGED--		1219# 4766P
KECTR . . . . .	--PURGED--		1220# 4767P
KEEP_FIVE_FL. . . .	V BYTE	0000H	EXTRN 1600# 2044 2716
KEEP_MPOS_FL. . . .	V BYTE	0000H	EXTRN 1601# 3931
KEMAX . . . . .	--PURGED--		1198# 4749P
KEPTR . . . . .	--PURGED--		1200# 4750P
KEXP_COLOR. . . . .	--PURGED--		695# 4493P
KEXP_DIFF . . . . .	--PURGED--		696# 4494P
KFECTR. . . . .	--PURGED--		1217# 4765P
KIBRANG . . . . .	V BYTE	0004H	S FIELD 1253#
KILLER_PERD . . . .	--PURGED--		491# 4354P
KINTVL. . . . .	--PURGED--		1210# 4759P
KINUM . . . . .	V BYTE	0003H	S FIELD 1252#
KIOSN . . . . .	V BYTE	0002H	S FIELD 1251#
KIPAR . . . . .	STRUC		SIZE=0007H #FIELDS=7 1247 1257#
KIPPTR. . . . .	--PURGED--		1201# 4751P
KISTEP. . . . .	--PURGED--		1209# 4758P
KIXHOME . . . . .	V BYTE	0000H	S FIELD 1249#
KIXLIMIT. . . . .	V BYTE	0005H	S FIELD 1254#
KIXPTR. . . . .	--PURGED--		1202# 4752P
KIYHOME . . . . .	V BYTE	0001H	S FIELD 1250#
KIYLIMIT. . . . .	V BYTE	0006H	S FIELD 1255#
KL_DATA . . . . .	V BYTE	0000H	EXTRN 1599# 3826
KLAST . . . . .	--PURGED--		1195# 4746P
KM_DATA . . . . .	V BYTE	0000H	EXTRN 1598# 3785
KMASS . . . . .	--PURGED--		1221# 4768P
KMRANG. . . . .	--PURGED--		1203# 4753P
KNEXT . . . . .	--PURGED--		1194# 4745P
KORBIT. . . . .	--PURGED--		1204# 4754P
KOSHIFTX. . . . .	--PURGED--		756# 4529P
KOSHIFTY. . . . .	--PURGED--		757# 4530P
KOSHIFTZ. . . . .	--PURGED--		758# 4531P
KPACKFL . . . . .	--PURGED--		1215# 4763P
KPBRANG . . . . .	--PURGED--		1238# 4777P
KPNUM . . . . .	--PURGED--		1237# 4776P
KPOSN . . . . .	--PURGED--		1236# 4775P
KPPAR . . . . .	--PURGED--		1232 1241# 4772P
KPPTR . . . . .	--PURGED--		1222# 4769P
KPSCORE . . . . .	--PURGED--		1239# 4778P
KPXHOME . . . . .	--PURGED--		1234# 4773P



NAME	TYPE	VALUE	ATTRIBUTES, XREFS
KPYHOME . . . . .	--PURGED--	1235#	4774P
KRYPAR. . . . .	--PURGED--	1192 1224#	4744P
KRYPEXP_PERD. . . . .	--PURGED--	508#	4364P
KRYPT_DLIMIT. . . . .	--PURGED--	621#	4444P
KRYPT_LLIMIT. . . . .	--PURGED--	620#	4443P
KRYPT_RLIMIT. . . . .	--PURGED--	619#	4442P
KRYPT_SAFE_PERD . . . . .	--PURGED--	506#	4362P
KRYPT_ULIMIT. . . . .	--PURGED--	622#	4445P
KRYPTON_ACTION. . . . .	L NEAR	0000H	EXTRN 1596# 3076
KS_DATA . . . . .	V BYTE	0000H	EXTRN 1597# 3746
KSAFE . . . . .	--PURGED--	1212#	4760P
KSIZE . . . . .	--PURGED--	1197#	4748P
K SLOT . . . . .	--PURGED--	1196#	4747P
KSPEED_ABS_MAX. . . . .	--PURGED--	496#	4358P
KST_DEAD. . . . .	--PURGED--	751#	4526P
KST_EXP . . . . .	--PURGED--	749#	4524P
KST_INACT . . . . .	--PURGED--	750#	4525P
KST_NOEJ. . . . .	--PURGED--	746#	4521P
KST_OKEJ. . . . .	--PURGED--	747#	4522P
KST_RDYEJ . . . . .	--PURGED--	748#	4523P
KSTAT . . . . .	--PURGED--	1216#	4764P
KTIMER. . . . .	--PURGED--	1208#	4757P
KXPOS . . . . .	--PURGED--	1206#	4755P
KXVEL . . . . .	--PURGED--	1213#	4761P
KYPOS . . . . .	--PURGED--	1207#	4756P
KYVEL . . . . .	--PURGED--	1214#	4762P
L . . . . .	--PURGED--	904#	1666 1671 1671 1671 1685 1697 1699 1714 1715 1716 1721 1722 1723 1723 1730 1738 1742 1746 1747 1751 1753 1753 1757 1765 4606P
LAST. . . . .	L NEAR	9DC1H	ALLSEG 2117 2120#
LAST1 . . . . .	L NEAR	9DFEH	ALLSEG 2138 2141#
LAST2 . . . . .	L NEAR	9E22H	ALLSEG 2151 2154#
LAST3 . . . . .	L NEAR	9E3AH	ALLSEG 2159 2162#
LEFT_EDGE . . . . .	--PURGED--	1808#	2372 4931P
LENGTH_HSE. . . . .	--PURGED--	1815#	2702 4936P
LOC . . . . .	--PURGED--	1502#	2119 2140 2153 2161 2253 2720 2726 2728 3592 3599 4906P
LOCX1 . . . . .	--PURGED--	1503#	4907P
LOCX2 . . . . .	--PURGED--	1504#	4908P
LOGO. . . . .	V BYTE	9AD0H	ALLSEG 1750# 3271
LOGO_COLORS . . . . .	V WORD	A3BBH	ALLSEG 3208# 3283
LOGO_START. . . . .	NUMBER	00E6H	1828# 3311
LOGO_XHOME. . . . .	NUMBER	00E0H	1830# 3239
LOGO_XPOS . . . . .	V BYTE	0000H	EXTRN 1603# 3241 3313
LOGO_YHOME. . . . .	NUMBER	00D0H	1831# 3240
LOGO_YPOS . . . . .	V BYTE	0000H	EXTRN 1604# 3242 3261 3269 3314
LOWH. . . . .	--PURGED--	1459#	4885P
LOWL. . . . .	--PURGED--	1458#	4884P
LTBLUE. . . . .	--PURGED--	872#	4588P
LTGRAY. . . . .	--PURGED--	878#	4594P
LTGREEN . . . . .	--PURGED--	870#	4586P
LTPURPLE. . . . .	--PURGED--	875#	4591P
LYELLOW. . . . .	--PURGED--	869#	4585P
M . . . . .	--PURGED--	905#	1672 1685 1692 1696 1698 1698 1701 1703 1719 1723 1730 1736 1761 1763 1765 1767 1767 1769 4607P
MACTJMP . . . . .	--PURGED--	1178#	4737P
MAD_FACTOR. . . . .	--PURGED--	592#	4425P

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
MAGNA_ACTION. . . .	L NEAR	0000H	EXTRN 1607# 3074
MAGNA_DLIMIT. . . .	--PURGED--		611# 4436P
MAGNA_DX_SPEED. . .	--PURGED--		579# 4416P
MAGNA_DY_SPEED. . .	--PURGED--		580# 4417P
MAGNA_LLIMIT. . . .	--PURGED--		610# 4435P
MAGNA_RLIMIT. . . .	--PURGED--		609# 4434P
MAGNA_SIZE. . . . .	--PURGED--		781# 4536P
MAGNA_SX_SPEED. . .	--PURGED--		577# 4414P
MAGNA_SY_SPEED. . .	--PURGED--		578# 4415P
MAGNA_ULIMIT. . . .	--PURGED--		612# 4437P
MAGNA_XHOME . . . .	--PURGED--		710# 4500P
MAGNA_YHOME . . . .	--PURGED--		711# 4501P
MAGPAR. . . . .	--PURGED--		1166 1186# 4726P
MAX_BULLET_LIFE . .	--PURGED--		584# 4419P
MAX_BULLET_LIFE2. .	--PURGED--		585# 4420P
MAX_CREDIT. . . . .	--PURGED--		552# 4394P
MAX_FLASH . . . . .	NUMBER	0005H	1826#
MAX_NUM_FLYEL . . .	--PURGED--		557# 4398P
MAX_NUM_HUMANS. . .	--PURGED--		560# 4401P
MAX_NUM_KRYPT . . .	--PURGED--		558# 4399P
MAX_NUM_SEEDS . . .	--PURGED--		559# 4400P
MAX_NUM_SHIPS . . .	--PURGED--		556# 4397P
MAX_TIME. . . . .	NUMBER	0960H	1805# 2310
MCTR. . . . .	--PURGED--		1184# 4742P
MDBLUE. . . . .	--PURGED--		873# 4589P
MDPURPLE. . . . .	--PURGED--		876# 4592P
MEM_VALID_FL. . . .	V BYTE	0000H	EXTRN 1606# 1920 2704 2748 3584
MEXP_COLOR. . . . .	--PURGED--		699# 4496P
MEXP_DIFF . . . . .	--PURGED--		700# 4497P
MEXTRA_PERD . . . .	--PURGED--		504# 4361P
MHPN. . . . .	--PURGED--		1174# 4733P
MHXRANGE. . . . .	--PURGED--		644# 4462P
MHYRANGE. . . . .	--PURGED--		645# 4463P
MIN_BULLET_LIFE . .	--PURGED--		586# 4421P
MIN_KMASS . . . . .	--PURGED--		593# 4426P
MLAST . . . . .	--PURGED--		1169# 4728P
MNEXT . . . . .	--PURGED--		1168# 4727P
MORE_BLANKS . . . .	--PURGED--		2779# 2783 4977P
MORE_ENTRIES . . . .	--PURGED--		1937 1950# 4946P
MORE_ZEROS. . . . .	--PURGED--		2821# 2825 4980P
MOSN. . . . .	--PURGED--		1175# 4734P
MOV_DOWN. . . . .	--PURGED--		2364 2382# 4960P
MOV_LEFT. . . . .	--PURGED--		2360 2372# 4958P
MOV_RIGHT . . . . .	--PURGED--		2358 2367# 4957P
MOV_UP. . . . .	--PURGED--		2362 2377# 4959P
MOV_VERT. . . . .	--PURGED--		2361# 2370 2375 4956P
MOVE_BOX. . . . .	L NEAR	A03FH	ALLSEG 2483 2486#
MOVE_UP . . . . .	L NEAR	A431H	ALLSEG 3262 3265#
MRESET_XPOS . . . .	--PURGED--		707# 4498P
MRESET_YPOS . . . .	--PURGED--		708# 4499P
MSIZE . . . . .	--PURGED--		1171# 4730P
MSLOT . . . . .	--PURGED--		1170# 4729P
MST_EXP . . . . .	--PURGED--		738# 4515P
MST_NORM. . . . .	--PURGED--		737# 4514P
MSTAT . . . . .	--PURGED--		1172# 4731P

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
MTIMER. . . . .	--PURGED--	1176#	4735P
MTIMER2 . . . . .	--PURGED--	1177#	4736P
MVPN. . . . .	--PURGED--	1173#	4732P
MXDPAR. . . . .	--PURGED--	1441 1446#	4876P
MXOUT_POS . . . . .	--PURGED--	572#	4411P
MXPOS . . . . .	--PURGED--	1180#	4738P
MXPPAR. . . . .	--PURGED--	1428 1435#	4870P
MXVEL . . . . .	--PURGED--	1182#	4740P
MYPOS . . . . .	--PURGED--	1181#	4739P
MYVEL . . . . .	--PURGED--	1183#	4741P
N . . . . .	--PURGED--	906# 1685 1702 1702 1707 1708 1714 1719 1719 1721 1730 1742 1742 1746 1746 1757 1759 1761 1761 1763 1763 1765 1767 1769 1782 1782 4608P	
NEIL_CTR. . . . .	V WORD	0000H	EXTRN 1609# 2511 2514 2520 2523 3000 3011 3014 3019 3135 3161 3164 3169 3237 3276 3281 3289 3624
NEIL_CTR2 . . . . .	V BYTE	0000H	EXTRN 1610# 2936 3396 3397 3398 3405 3407
NEIL_CTR3 . . . . .	V WORD	0000H	EXTRN 1611# 2310 2393
NEIL_X1 . . . . .	V BYTE	0000H	EXTRN 1612# 1902 2232 2308
NEIL_X2 . . . . .	V BYTE	0000H	EXTRN 1613# 3245 3251 3259 3260 3266 3287 3294
NEW_DAY_PERD. . . . .	--PURGED--	501#	4360P
NEW_HS. . . . .	--PURGED--	1953 1970#	4948P
NEW_INITS . . . . .	V BYTE	0000H	EXTRN 1614# 2242 2244 2246 2313 2314 2315 2316 2317 2318 2319 2477 2603
NEWFP. . . . .	--PURGED--	961# 1502 1666 1667 1671 1672 1677 1680 1711 1713 1715 1719 1720 1722 1726 1727 1729 1731 1733 1735 1737 1741 1746 1750 1751 1753 1757 1758 1759 1761 1763 1765 1767 1769 1773 1775 1778 1781 1785 2252 2317 2720 4653P	
NEXT_DIGIT. . . . .	--PURGED--	1941#	4945P
NEXT_ENTRY. . . . .	L NEAR	9C78H	ALLSEG 1929# 1955
NEXT_FLASH. . . . .	L NEAR	A635H	ALLSEG 3635# 3642
NEXT_PLYR . . . . .	L NEAR	9C39H	ALLSEG 1898# 2004
NEXT_TABLE. . . . .	L NEAR	9C52H	ALLSEG 1908# 1979
NO_BLANKS . . . . .	--PURGED--	2780 2785#	4978P
NO_FLASHING . . . . .	L NEAR	A64FH	ALLSEG 3623 3631 3644#
NO_MOV. . . . .	--PURGED--	2352 2365 2368 2373 2378 2380 2383 2386#	4961P
NO_MOVE_UP. . . . .	L NEAR	A440H	ALLSEG 3263 3268 3271#
NO_SHIFT. . . . .	--PURGED--	2207 2225#	4953P
NO_START_MSG. . . . .	--PURGED--	3399 3403#	4994P
NO_TRIGGER. . . . .	--PURGED--	2350 2357#	4955P
NO_ZEROS. . . . .	L NEAR	A246H	ALLSEG 2822 2827#
NOT_LAST. . . . .	L NEAR	9D8AH	ALLSEG 2115 2118#
NOT_LAST1 . . . . .	L NEAR	9DF7H	ALLSEG 2136 2139#
NOT_LAST2 . . . . .	L NEAR	9E1BH	ALLSEG 2149 2152#
NOT_LAST3 . . . . .	L NEAR	9E33H	ALLSEG 2157 2160#
NOT_ON_ULTRA. . . . .	L NEAR	9EFBH	ALLSEG 2307 2310#
NOT_SPACE . . . . .	--PURGED--	2459 2465#	4965P
NOT_ULTRA11 . . . . .	L NEAR	A5F1H	ALLSEG 3595 3603#
NOT_ULTRA13 . . . . .	L NEAR	A0F3H	ALLSEG 2597 2600#
NOW_ALL_DONE. . . . .	L NEAR	9D0AH	ALLSEG 2009#
NUM_BULLETS . . . . .	--PURGED--	562#	4402P
NUM_DIGITS. . . . .	--PURGED--	1800# 1941	4926P
NUM_ELECTRONS . . . . .	--PURGED--	564#	4404P
NUM_ENTRYS. . . . .	--PURGED--	1801# 1951 2787 2829	4927P
NUM_FLASH . . . . .	V BYTE	0000H	EXTRN 1615# 1892 2099 2106 2123 2265 3620
NUM_FLASHING. . . . .	V BYTE	0000H	EXTRN 1616# 3621 3641
NUM_L_CHAR. . . . .	NUMBER	001AH	1829# 3312
NUM_MAGNABRJS . . . . .	--PURGED--	563#	4403P
NUM_MXPICES. . . . .	--PURGED--	571#	4410P

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
NUM_OSLOTS. . . . .	--PURGED--	785#	4538P
NUM_PERF_SOUND. . . . .	--PURGED--	525#	4379P
NUM_ROMS. . . . .	--PURGED--	385#	4309P
NUM_SHIP_MASK . . . . .	--PURGED--	439#	3147 4333P
NUM_SHIPS . . . . .	V BYTE	0000H	EXTRN 1617# 3939
NUM_SPINS . . . . .	--PURGED--	569#	4408P
NUM_STARS . . . . .	--PURGED--	565#	4405P
NUMSUM. . . . .	--PURGED--	1462#	4888P
NXT_SHIFT . . . . .	--PURGED--	2205	2211# 2223 4952P
Q . . . . .	--PURGED--	907#	1666 1672 1686 1690 1692 1694 1694 1700 1711 1711 1712 1712 1714 1714 1715 1716 1719 1719 1720 1723 1731 1735 1736 1736 1738 1742 1742 1746 1746 1750 1751 1752 1757 1758 1759 1761 1761 1761 1763 1763 1765 1767 1769 1782 1782 4609P
OBULLET . . . . .	--PURGED--	807#	4548P
OCOMETA . . . . .	--PURGED--	814#	4552P
OCOMETB . . . . .	--PURGED--	815#	4553P
OCOMEXP1. . . . .	--PURGED--	817#	4554P
OCOMEXP2. . . . .	--PURGED--	818#	4555P
DELECEXP_PERD . . . . .	--PURGED--	509#	4365P
DELECT. . . . .	--PURGED--	809#	3708 4549P
DELECTEXP . . . . .	--PURGED--	812#	4551P
OFF_START_MSG . . . . .	V BYTE	9BFOH	ALLSEG 1785# 3403
DFLYEL. . . . .	--PURGED--	810#	3713 4550P
OHEXP . . . . .	--PURGED--	837#	4568P
OHUMAN1A. . . . .	--PURGED--	821#	4556P
OHUMAN1B. . . . .	--PURGED--	822#	4557P
OHUMAN1C. . . . .	--PURGED--	823#	4558P
OHUMAN2A. . . . .	--PURGED--	825#	4559P
OHUMAN2B. . . . .	--PURGED--	826#	4560P
OHUMAN2C. . . . .	--PURGED--	827#	4561P
OHUMAN3A. . . . .	--PURGED--	829#	4562P
OHUMAN3B. . . . .	--PURGED--	830#	4563P
OHUMAN3C. . . . .	--PURGED--	831#	4564P
OHUMAN4A. . . . .	--PURGED--	833#	4565P
OHUMAN4B. . . . .	--PURGED--	834#	4566P
OHUMAN4C. . . . .	--PURGED--	835#	4567P
OMAGNA. . . . .	--PURGED--	783#	4537P
ONE_GOVER_PERD. . . . .	--PURGED--	520#	4374P
ONES_DIGIT. . . . .	--PURGED--	3374	3381# 4992P
OP10. . . . .	--PURGED--	842#	4569P
OP100 . . . . .	--PURGED--	844#	4571P
OP1000. . . . .	--PURGED--	853#	4580P
OP200 . . . . .	--PURGED--	845#	4572P
OP300 . . . . .	--PURGED--	846#	1395 4573P
OP400 . . . . .	--PURGED--	847#	4574P
OP50. . . . .	--PURGED--	843#	4570P
OP500 . . . . .	--PURGED--	848#	4575P
OP600 . . . . .	--PURGED--	849#	4576P
OP700 . . . . .	--PURGED--	850#	4577P
OP800 . . . . .	--PURGED--	851#	4578P
OP900 . . . . .	--PURGED--	852#	4579P
ORANGE. . . . .	--PURGED--	867#	4583P
ORBPAP. . . . .	--PURGED--	1154	1160# 4721P
OSEED . . . . .	--PURGED--	805#	4547P
OSN . . . . .	--PURGED--	1143#	4718P
OUTER_LP. . . . .	L NEAR	A766H	ALLSEG 4223#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
P . . . . .	--PURGED--	908# 1686 1693 1694 1714 1731 1747 1750 1757 1758 1759 1760 1765 1769 1769 1781	4610P
PACKET . . . . .	--PURGED--	1330# 4816P	
PACKET_ACTION . . . .	L NEAR	0000H	EXTRN 1620# 307B
PACPAR . . . . .	--PURGED--	1326 1333# 4813P	
PANEL . . . . .	V BYTE	0000H	EXTRN 1621#
PB_XRANGE1 . . . . .	--PURGED--	658# 4468P	
PB_XRANGE2 . . . . .	--PURGED--	660# 4470P	
PB_YRANGE1 . . . . .	--PURGED--	659# 4469P	
PB_YRANGE2 . . . . .	--PURGED--	661# 4471P	
PERD . . . . .	--PURGED--	926# 1751 1752 4624P	
PERF_SOUND_PERD . . . .	--PURGED--	524# 4378P	
PERFECT_PERD . . . . .	--PURGED--	522# 4376P	
PERFECT_PERD2 . . . . .	--PURGED--	523# 4377P	
PLAST . . . . .	--PURGED--	1329# 4815P	
PLAY_TIME_FL . . . . .	V BYTE	0000H	EXTRN 1622# 3533
PLAYER_ID . . . . .	V BYTE	0000H	EXTRN 1619# 1996 1998 1999 2586
PNEXT . . . . .	--PURGED--	1328# 4814P	
POSIT . . . . .	L NEAR	9F52H	ALLSEG 2334 2336#
POSIT_CURSOR . . . . .	L NEAR	9F3BH	ALLSEG 2329#
POSSIBLE . . . . .	--PURGED--	1936 1942 1962# 4947P	
PRINT . . . . .	L NEAR	0000H	EXTRN 1623# 2581 2590 2600 2602 2604 3146 3151 3157 3272 3387 3401 3404 3591 3594 3598 3601 3604 3639
PSIZE . . . . .	--PURGED--	1331# 4817P	
PTS . . . . .	V BYTE	9B0EH	ALLSEG 1757# 3145
PTS1 . . . . .	V BYTE	9BBCH	ALLSEG 1773# 3150
PTS2 . . . . .	V BYTE	9BC1H	ALLSEG 1775# 3156
Q . . . . .	--PURGED--	909# 1686 1731 4611P	
QST_ACTIVE . . . . .	--PURGED--	753# 4527P	
QST_INACTIVE . . . . .	--PURGED--	754# 4528P	
R . . . . .	--PURGED--	910# 1666 1666 1685 1711 1711 1712 1712 1713 1713 1714 1716 1716 1719 1731 1737 1737 1742 1746 1747 1750 1753 1754 1754 1759 1761 1767 1769 1778 1781 1781 4612P	
R1 . . . . .	--PURGED--	934# 1677 4631P	
R10 . . . . .	--PURGED--	943# 1681 4640P	
R11 . . . . .	--PURGED--	944# 1678 4641P	
R12 . . . . .	--PURGED--	945# 1681 4642P	
R13 . . . . .	--PURGED--	946# 1678 4643P	
R14 . . . . .	--PURGED--	947# 1681 4644P	
R15 . . . . .	--PURGED--	948# 1678 4645P	
R16 . . . . .	--PURGED--	949# 1681 4646P	
R17 . . . . .	--PURGED--	950# 1678 4647P	
R18 . . . . .	--PURGED--	951# 1681 4648P	
R19 . . . . .	--PURGED--	952# 1679 4649P	
R2 . . . . .	--PURGED--	935# 1680 4632P	
R20 . . . . .	--PURGED--	953# 1682 4650P	
R3 . . . . .	--PURGED--	936# 1677 4633P	
R4 . . . . .	--PURGED--	937# 1680 4634P	
R5 . . . . .	--PURGED--	938# 1677 4635P	
R6 . . . . .	--PURGED--	939# 1680 4636P	
R7 . . . . .	--PURGED--	940# 1677 4637P	
R8 . . . . .	--PURGED--	941# 1680 4638P	
R9 . . . . .	--PURGED--	942# 1678 4639P	
RACCEL_MASK . . . . .	--PURGED--	1379# 4844P	
RAM_TEST_CYCLES . . . .	--PURGED--	765# 4533P	
RANDOM . . . . .	V WORD	0000H	EXTRN 1625#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
RBGND_SOUND . . . . .	--PURGED--	1392#	4855P
RCOLOR_SET_PTR. . . . .	--PURGED--	1393#	4856P
RCOMET_BPTR . . . . .	--PURGED--	1390#	4853P
RCOMET_GRACPERD . . . . .	--PURGED--	1386#	4850P
RCOMET_PTR. . . . .	--PURGED--	1388#	4852P
RCOMET_RECVPERD . . . . .	--PURGED--	1387#	4851P
READY_PERD. . . . .	--PURGED--	521#	4375P
RED . . . . .	--PURGED--	866#	4582P
RED_INC . . . . .	L NEAR	A7B6H	ALLSEG 4269 4272#
RED_TST . . . . .	L NEAR	A79FH	ALLSEG 4259 4262#
REJECT_MASK . . . . .	--PURGED--	1372#	4838P
REMASS_1ST. . . . .	--PURGED--	1377#	4842P
RESET_ALL . . . . .	--PURGED--	2705 2714 2717 2719#	4974P
RESET_LP. . . . .	--PURGED--	2720#	2745 4975P
RESET_REGEN . . . . .	L NEAR	A70FH	ALLSEG 3964#
RESET_SHOW. . . . .	L NEAR	0000H	EXTRN 1626# 3233
RESET_TABLE . . . . .	V BYTE	98D9H	ALLSEG 1689# 2725 2727 2729 2731 2733 2735 2737 2739 2741
RFLYEL_LIMIT. . . . .	--PURGED--	1391#	4854P
RGRACE_PERD . . . . .	--PURGED--	1368#	4834P
RHUMAN_PNTOBJ . . . . .	--PURGED--	1395#	4858P
RHUMAN_SCORE. . . . .	--PURGED--	1397#	4859P
RIGHT_EDGE. . . . .	--PURGED--	1809#	2367 4932P
RINF_SPEED_PTR. . . . .	--PURGED--	1373#	4839P
RKEJECT_PERD. . . . .	--PURGED--	1369#	4835P
RKEMAX. . . . .	--PURGED--	1354#	4826P
RKEPTR. . . . .	--PURGED--	1355#	4827P
RKNASS_1ST. . . . .	--PURGED--	1375#	4840P
RKNASS_MAD. . . . .	--PURGED--	1376#	4841P
RKMRANG . . . . .	--PURGED--	1358#	4830P
RKORBIT . . . . .	--PURGED--	1359#	4831P
RKPAR . . . . .	--PURGED--	1351 1361#	4824P
RKPPTR. . . . .	--PURGED--	1356#	4828P
RKRYPT_TOGO . . . . .	--PURGED--	1381#	4846P
RKSIZE. . . . .	--PURGED--	1353#	4825P
RKSPEED_MAX . . . . .	--PURGED--	1384#	4848P
RKSPEED_MIN . . . . .	--PURGED--	1385#	4849P
RKXPTR. . . . .	--PURGED--	1357#	4829P
RMAX_FLYEL. . . . .	--PURGED--	1382#	4847P
RMIN_EMASS. . . . .	--PURGED--	1378#	4843P
RND_POS1. . . . .	--PURGED--	416#	4322P
RND_POS2. . . . .	--PURGED--	417#	4323P
RNUM_HUMANS . . . . .	--PURGED--	1394#	4857P
RNUM_KRYPTONS . . . . .	--PURGED--	1380#	4845P
ROM_TEST_CYCLES . . . . .	--PURGED--	764#	4532P
ROUND_INIT. . . . .	L NEAR	0000H	EXTRN 1628# 3945
ROUND_OPT_MASK. . . . .	--PURGED--	432#	4329P
ROUND_THRES . . . . .	--PURGED--	473#	4350P
RPT_PTR . . . . .	V WORD	0000H	EXTRN 1629# 3938
RPTPAR. . . . .	--PURGED--	1366 1399#	4833P
RRECOV_PERD . . . . .	--PURGED--	1371#	4837P
RSPSM_NDEJ_PERD . . . . .	--PURGED--	1370#	4836P
RUN_SHOW. . . . .	L NEAR	0000H	EXTRN 1627# 3273
S . . . . .	--PURGED--	911#	1666 1666 1685 1689 1697 1711 1715 1716 1716 1720 1732 1735 1735 1738 1742 1746 1753 1754 1757 1758 1758 1759 1759 1760 1778 1781 1781 1781 4613P
SAME_INITS. . . . .	L NEAR	9EA2H	ALLSEG 2233 2242#

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
SAME_PLAYER_FL. . . .	V BYTE	0000H	EXTRN 1638# 3932
SB1 . . . . .	L NEAR	A113H	ALLSEG 2625 2629#
SB2 . . . . .	L NEAR	A11CH	ALLSEG 2630 2634#
SB3 . . . . .	L NEAR	A122H	ALLSEG 2637# 2646
SB3A. . . . .	L NEAR	A132H	ALLSEG 2644# 2656
SB4 . . . . .	L NEAR	A136H	ALLSEG 2641 2648#
SB5 . . . . .	L NEAR	A13DH	ALLSEG 2649 2653#
SB6 . . . . .	L NEAR	A147H	ALLSEG 2638 2643 2655 2660#
SC_BGND1. . . . .	--PURGED--	1043#	4707P
SC_BGND2. . . . .	--PURGED--	1044#	4708P
SC_BGND3. . . . .	--PURGED--	1045#	4709P
SC_BGND4. . . . .	--PURGED--	1046#	4710P
SC_BKHIT. . . . .	--PURGED--	1026#	4698P
SC_CEXP . . . . .	--PURGED--	1014#	4689P
SC_COIN . . . . .	--PURGED--	978#	4662P
SC_COMET. . . . .	--PURGED--	998#	4677P
SC_EEXP . . . . .	--PURGED--	1022#	4695P
SC_EJECT. . . . .	--PURGED--	1030#	4701P
SC_EXTSHIP. . . . .	--PURGED--	982#	4665P
SC_FEXP . . . . .	--PURGED--	1018#	4692P
SC_HENTER . . . . .	--PURGED--	1006#	4683P
SC_HPICK. . . . .	--PURGED--	1010#	4686P
SC_KEXP . . . . .	--PURGED--	1002#	4680P
SC_MEXP . . . . .	--PURGED--	990#	4671P
SC_MSPIN. . . . .	--PURGED--	994#	4674P
SC_NOMUSIC. . . . .	--PURGED--	974#	4659P
SC_ROUND. . . . .	--PURGED--	986#	4668P
SC_STOP . . . . .	--PURGED--	972#	4658P
SC_TRIGGER. . . . .	--PURGED--	1034#	4704P
SCHAR_TIMER . . . .	V BYTE	0000H	S FIELD 1314#
SCORE . . . . .	--PURGED--	1505#	1935 2211 2212 2226 2721 2722 2723 2724 2730 2732 2734 2736 2779 2781 2821 2823 3608 4909P
SCORE_ADR_A . . . .	V WORD	0000H	EXTRN 1640# 3943
SCORE_BUMPED. . . .	L NEAR	A10AH	ALLSEG 2206 2623# 2662
SCORE_POS1. . . . .	--PURGED--	409#	3943 4317P
SCORE_POS2. . . . .	--PURGED--	410#	4318P
SCORE_POSH. . . . .	--PURGED--	411#	3609 4319P
SCORE0. . . . .	V BYTE	0000H	EXTRN 1631# 2637
SCORE6. . . . .	V BYTE	0000H	EXTRN 1632# 1934 2001 2225 2635
SCORE7_I. . . . .	V BYTE	0000H	EXTRN 1633# 2000 2634
SCOREX1 . . . . .	--PURGED--	1506#	4910P
SCOREX2 . . . . .	--PURGED--	1507#	4911P
SCOREX3 . . . . .	--PURGED--	1508#	4912P
SCOREX4 . . . . .	--PURGED--	1509#	4913P
SCOREX5 . . . . .	--PURGED--	1510#	4914P
SCOREX6 . . . . .	--PURGED--	1511#	4915P
SCOREX7 . . . . .	--PURGED--	1512#	4916P
SECOND_TABLE. . . .	L NEAR	9CBOH	ALLSEG 1965 1972#
SEED_XHOME. . . . .	--PURGED--	722#	4508P
SEED_YHOME. . . . .	--PURGED--	723#	4509P
SEEDPAR . . . . .	--PURGED--	1337	1344# 4818P
SET_TARGET. . . . .	L NEAR	0000H	EXTRN 1639# 3941
SHIP_POS1 . . . . .	--PURGED--	413#	4320P
SHIP_POS2 . . . . .	--PURGED--	414#	4321P
SHIPS_EASY_GAME . .	--PURGED--	555#	4396P

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
SHIPS_PER_GAME. . .	--PURGED--	554#	4395P
SHOTGUN_FACTOR. . .	--PURGED--	588#	4422P
SHOTGUN_FACTOR2 . . .	--PURGED--	589#	4423P
SIMU_ENTRY_FL . . . .	V BYTE	0000H	EXTRN 1642#
SIMULATE_FL . . . . .	V BYTE	0000H	EXTRN 1641# 3934
SKIP. . . . .	L NEAR	A609H	ALLSEG 3614 3616#
SKIP_INITS. . . . .	L NEAR	9EB7H	ALLSEG 2240 2249#
SLAM_MASK . . . . .	--PURGED--	468#	4347P
SLOTN . . . . .	--PURGED--	1156#	4722P
SP_BKHIT. . . . .	--PURGED--	1027#	4699P
SP_CEXP . . . . .	--PURGED--	1015#	4690P
SP_COIN . . . . .	--PURGED--	979#	4663P
SP_COMET. . . . .	--PURGED--	999#	4678P
SP_EEXP . . . . .	--PURGED--	1023#	4696P
SP_EJECT. . . . .	--PURGED--	1031#	4702P
SP_EXTSHIP. . . . .	--PURGED--	983#	4666P
SP_FEXP . . . . .	--PURGED--	1019#	4693P
SP_HENTER . . . . .	--PURGED--	1007#	4684P
SP_HPICK. . . . .	--PURGED--	1011#	4687P
SP_KEXP . . . . .	--PURGED--	1003#	4681P
SP_MEXP . . . . .	--PURGED--	991#	4672P
SP_MSPIN. . . . .	--PURGED--	995#	4675P
SP_NOMUSIC. . . . .	--PURGED--	975#	4660P
SP_ROUND. . . . .	--PURGED--	987#	4669P
SP_TRIGGER. . . . .	--PURGED--	1035#	4705P
SPACE . . . . .	--PURGED--	924#	1686 1734 2458 4622P
SPASM_PERD. . . . .	--PURGED--	507#	4363P
SPCE. . . . .	--PURGED--	2460#	4964P
SPEC_CHAR . . . . .	--PURGED--	2458#	4963P
SPIN_ANGLE. . . . .	--PURGED--	570#	4409P
SPIN_FRAMES . . . . .	--PURGED--	568#	4407P
SPIX_TIMER. . . . .	V BYTE	0001H	S FIELD 1315#
SPIXEL_PTR. . . . .	V WORD	0004H	S FIELD 1317#
SPOSITION . . . . .	V WORD	0006H	S FIELD 1318#
SSWO. . . . .	V BYTE	0000H	EXTRN 1634# 3147 3153 3391 3491
ST_BKHIT. . . . .	--PURGED--	1028#	4700P
ST_CEXP . . . . .	--PURGED--	1016#	4691P
ST_COIN . . . . .	--PURGED--	980#	4664P
ST_COMET. . . . .	--PURGED--	1000#	4679P
ST_EEXP . . . . .	--PURGED--	1024#	4697P
ST_EJECT. . . . .	--PURGED--	1032#	4703P
ST_EXTSHIP. . . . .	--PURGED--	984#	4667P
ST_FEXP . . . . .	--PURGED--	1020#	4694P
ST_HENTER . . . . .	--PURGED--	1008#	4685P
ST_HPICK. . . . .	--PURGED--	1012#	4688P
ST_KEXP . . . . .	--PURGED--	1004#	4682P
ST_MEXP . . . . .	--PURGED--	992#	4673P
ST_MSPIN. . . . .	--PURGED--	996#	4676P
ST_NOMUSIC. . . . .	--PURGED--	976#	4661P
ST_ROUND. . . . .	--PURGED--	988#	4670P
ST_TRIGGER. . . . .	--PURGED--	1036#	4706P
STABLE_PTR. . . . .	V WORD	0002H	S FIELD 1316#
STACK_BOTTOM. . . . .	V WORD	0000H	EXTRN 1637# 2940
STAR_DUST_FL. . . . .	V BYTE	0000H	EXTRN 1636# 3534
STAR_RESET. . . . .	L NEAR	0000H	EXTRN 1635# 3928



NAME	TYPE	VALUE	ATTRIBUTES, XREFS
STARPAR . . . . .	--PURGED--	1312	1320# 4811P
START_MSG . . . . .	V BYTE	9B01H	ALLSEG 1781# 3400
START_ONE_MASK. . .	--PURGED--	461#	3495 3509 4343P
START_TWO_MASK. . .	--PURGED--	462#	4344P
STATCTR . . . . .	--PURGED--	1455#	4881P
STATPAR . . . . .	--PURGED--	1453	1465# 4880P
STD_COLOR . . . . .	NUMBER	0F72H	475#
STORED_CHKSUM . . .	--PURGED--	387#	4310P
SUMH. . . . .	--PURGED--	1461#	4887P
SUML. . . . .	--PURGED--	1460#	4886P
SXPOS . . . . .	--PURGED--	1339#	4819P
SXVEL . . . . .	--PURGED--	1341#	4821P
SYPOS . . . . .	--PURGED--	1340#	4820P
SYVEL . . . . .	--PURGED--	1342#	4822P
T . . . . .	--PURGED--	912#	1666 1671 1685 1690 1692 1695 1696 1711 1712 1713 1715 1716 1720 1721 1722 1722 1732 1735 1736 1737 1737 1738 1738 1742 1742 1746 1746 1750 1751 1751 1753 1757 1760 1761 1763 1763 1765 1769 1778 1781 1781 1782 1782 1782 4614P
TABLE_DATUM . . . .	V WORD	0000H	EXTRN 1650# 4205
TABLE_EMPTY . . . .	L NEAR	A75DH	ALLSEG 4199 4209#
TABLE_EMPTY_FL. . .	V BYTE	0000H	EXTRN 1645# 4030 415B 4209
TABLE_FULL_FL . . .	V BYTE	0000H	EXTRN 1644#
TBALLY. . . . .	V BYTE	0000H	EXTRN 1646#
TEST_ON_MASK. . . .	--PURGED--	469#	4348P
TEST_STEP_MASK. . .	--PURGED--	470#	4349P
TIME_UP . . . . .	--PURGED--	1804#	2391 2494 4930P
TIMEOUT_PERD. . . .	--PURGED--	500#	4359P
TOP_EDGE. . . . .	--PURGED--	1810#	2377 4933P
TRAVEL_BULLET . . .	L NEAR	0000H	EXTRN 1648# 3075
TRIGGER_BULLET. . .	L NEAR	0000H	EXTRN 1649# 3079
TRIGGER_HELD. . . .	--PURGED--	2512#	2517 4969P
TRIGGER_MASK. . . .	--PURGED--	459#	2349 2516 4342P
TRIPLE_CHECK. . . .	L NEAR	9D0EH	ALLSEG 1887 2006 2017# 2073 2948
TRIPLE_COPY . . . .	L NEAR	9D47H	ALLSEG 2025 2032 2039 2051#
TRIPLE_COPY2. . . .	L NEAR	9D4FH	ALLSEG 2047 2055#
TRY_3 . . . . .	L NEAR	9DC7H	ALLSEG 2107 2123#
TRY_4 . . . . .	L NEAR	9E04H	ALLSEG 2124 2144#
TWO_PLAYER_FL . . .	V BYTE	0000H	EXTRN 1647# 1987 2578 2624 3497 3499 3514 3525 3930
TWO_PLYR. . . . .	--PURGED--	1975	1987# 4949P
TWO_PLYRS . . . . .	--PURGED--	2579	2586# 4971P
U . . . . .	--PURGED--	913#	1666 1685 1698 1703 1711 1714 1716 1719 1732 1735 1742 1746 1757 1758 1759 1765 1782 4615P
ULTRA . . . . .	V WORD	0000H	EXTRN 1652# 1903 1925 1950 1962 1976 2043 2201 2202 2262 2696 2698 2700 2701 2777 2786 2819 2828 2868 2951 2954 3636
ULTRA_HS_MSG. . . .	V BYTE	99E2H	ALLSEG 1719# 2598
ULTRA_HS_TABLE. . .	V BYTE	9B5FH	ALLSEG 1671# 3597
ULTRA_HSE . . . . .	V 14	0000H	EXTRN 1653# 2022 2051 2055 2060 2065 3599 3600
ULTRA_HSE_FL. . . .	V BYTE	0000H	EXTRN 1654# 1904 1908 1974 1977 1978 2045 2306 2594 2706 2877 2950 2953 3572 3587
ULTRA_OK. . . . .	L NEAR	A167H	ALLSEG 2697 2699 2701#
ULTRA_START . . . .	NUMBER	0126H	1813# 1903 2043 2127 2148 2698 2700 2954
ULTRA11 . . . . .	L NEAR	A5E0H	ALLSEG 3588 3597#
ULTRA13 . . . . .	L NEAR	A0F0H	ALLSEG 2595 2598#
V . . . . .	--PURGED--	914#	1686 1733 1736 1754 1757 1758 1759 4616P
V1. . . . .	--PURGED--	377#	4307P
V2. . . . .	--PURGED--	378#	4308P
VBAR. . . . .	--PURGED--	931#	4629P

NAME	TYPE	VALUE	ATTRIBUTES, XREFS
VHARD_COLOR . . . .	NUMBER	0F31H	478#
VPN . . . . .	--PURGED--		1141# 4716P
W . . . . .	--PURGED--		915# 1686 1691 1712 1713 1721 1733 4617P
WAIT_FOR_NMI. . . .	L NEAR	0000H	EXTRN 1656# 1900 2324 2386 2512 2521 3002 3010 3083 3160 3275
WAIT_MORE . . . . .	L NEAR	A090H	ALLSEG 2515 2520#
WARM_START. . . . .	L NEAR	0000H	EXTRN 1657# 2009
WLEN_COLOR_REG. . .	--PURGED--		391# 4313P
WLEN_FGND_REG . . .	--PURGED--		389# 4311P
X . . . . .	--PURGED--		916# 1686 1689 1690 1733 4618P
XCLM. . . . .	--PURGED--		929# 4627P
XDISP . . . . .	--PURGED--		1157# 4723P
XXHOME. . . . .	--PURGED--		1432# 4873P
XXPOS . . . . .	--PURGED--		1443# 4877P
XXVEL . . . . .	--PURGED--		1430# 4871P
XYHOME. . . . .	--PURGED--		1433# 4874P
XYPOS . . . . .	--PURGED--		1444# 4878P
XYVEL . . . . .	--PURGED--		1431# 4872P
Y . . . . .	--PURGED--		917# 1686 1703 1704 1711 1712 1714 1719 1733 1735 1747 1750 1758 1759 1769 4619P
YDISP . . . . .	--PURGED--		1158# 4724P
YELLOW. . . . .	--PURGED--		868# 4584P
Z . . . . .	--PURGED--		918# 1686 1693 1734 1767 4620P
ZB_NXT. . . . .	--PURGED--		2820# 2831 4979P
ZEROS_TO_BLNKS. . .	L NEAR	A22EH	ALLSEG 1972 2249 2816# 2834

ASSEMBLY COMPLETE, NO ERRORS FOUND

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1
2           PAGE 60,132
3           TITLE MDS INSTALLATION 2.00
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9
10          0000          ALLSEG          SEGMENT PUBLIC 'CODE'
11
12                      ASSUME CS:ALLSEG, DS:ALLSEG, ES:ALLSEG, SS:ALLSEG
13
14
15          C INCLUDE          MSDINST2.PUB
16          C
17          C
18          C ; PUBLIC SYMBOL DECLARATIONS
19          C
20          C
21          C PUBLIC ASK_DRIVE
22          C PUBLIC ASK_DRIVE1
23          C PUBLIC ASK_DRIVE2
24          C PUBLIC ASK_DRIVE3
25          C PUBLIC ASK_DRIVE4
26          C PUBLIC ASK_DRIVE_ERR
27          C PUBLIC BAD_DEBUG
28          C PUBLIC CHECKSUM_ADJ
29          C PUBLIC DO_CHECKSUM
30          C PUBLIC DO_CHECKSUM_LP
31          C PUBLIC END_CHECKSUM
32          C PUBLIC ERROR_EXIT
33          C PUBLIC EXIT_INSTALL
34          C PUBLIC EXP_MAX
35          C PUBLIC EXP_SEG
36          C PUBLIC FILE_ERR_MSG ;PROC
37          C PUBLIC GET_HEX ;PROC
38          C PUBLIC GET_HEX_END
39          C PUBLIC GET_HEX_END2
40          C PUBLIC GET_HEX_ERR
41          C PUBLIC GET_HEX_LP
42          C PUBLIC GET_HEX_OK
43          C PUBLIC GET_INPUT ;PROC
44          C PUBLIC GET_INPUT1
45          C PUBLIC GET_INPUT_LP
46          C PUBLIC GET_INPUT_XT
47          C PUBLIC INBUF
48          C PUBLIC MACDEF_END
49          C PUBLIC MACNAM_MAX
50          C PUBLIC MAC_MAX
51          C PUBLIC MAC_SEG
52          C PUBLIC MAIN_BODY ;PROC
53          C PUBLIC MSD_LENGTH
54          C PUBLIC MSG_AUTO
55          C PUBLIC MSG_AUTO2
```

56	C	PUBLIC	MSG_BADDEBUG
57	C	PUBLIC	MSG_BADSELF
58	C	PUBLIC	MSG_BADVER
59	C	PUBLIC	MSG_BYE
60	C	PUBLIC	MSG_DEBUG
61	C	PUBLIC	MSG_DRIVE
62	C	PUBLIC	MSG_DRIVE_ERR
63	C	PUBLIC	MSG_FILE_ERR
64	C	PUBLIC	MSG_HEX_ERR
65	C	PUBLIC	MSG_MAC
66	C	PUBLIC	MSG_MSD
67	C	PUBLIC	MSG_NOCLOSE
68	C	PUBLIC	MSG_NODEBUG
69	C	PUBLIC	MSG_MODIR
70	C	PUBLIC	MSG_NOROOM
71	C	PUBLIC	MSG_SAVE
72	C	PUBLIC	MSG_SIGNON
73	C	PUBLIC	MSG_SYM
74	C	PUBLIC	MSG_SYM2
75	C	PUBLIC	MSG_WORK
76	C	PUBLIC	OPTION_AUTO
77	C	PUBLIC	OPTION_AUTO_LP
78	C	PUBLIC	OPTION_WORK
79	C	PUBLIC	OPT_AUTO2
80	C	PUBLIC	OPT_MAC2
81	C	PUBLIC	OPT_MAC3
82	C	PUBLIC	OPT_MAC4
83	C	PUBLIC	OPT_MAC_DEF
84	C	PUBLIC	OPT_MAC_LP
85	C	PUBLIC	OPT_SYM2
86	C	PUBLIC	OPT_SYM3
87	C	PUBLIC	OPT_SYM4
88	C	PUBLIC	OPT_SYM_DEF
89	C	PUBLIC	OPT_SYM_LP
90	C	PUBLIC	PATCH1
91	C	PUBLIC	PATCH10
92	C	PUBLIC	PATCH11
93	C	PUBLIC	PATCH12
94	C	PUBLIC	PATCH13
95	C	PUBLIC	PATCH14
96	C	PUBLIC	PATCH15
97	C	PUBLIC	PATCH16
98	C	PUBLIC	PATCH17
99	C	PUBLIC	PATCH18
100	C	PUBLIC	PATCH19A
101	C	PUBLIC	PATCH19B
102	C	PUBLIC	PATCH2
103	C	PUBLIC	PATCH20
104	C	PUBLIC	PATCH21
105	C	PUBLIC	PATCH22
106	C	PUBLIC	PATCH23
107	C	PUBLIC	PATCH3
108	C	PUBLIC	PATCH3B
109	C	PUBLIC	PATCH3C
110	C	PUBLIC	PATCH3D

```
111      C      PUBLIC  PATCH4
112      C      PUBLIC  PATCH5
113      C      PUBLIC  PATCH6
114      C      PUBLIC  PATCH7
115      C      PUBLIC  PATCH8A
116      C      PUBLIC  PATCH8B
117      C      PUBLIC  PATCH8C
118      C      PUBLIC  PATCH9
119      C      PUBLIC  PATCH99
120      C      PUBLIC  PATCH_DATA
121      C      PUBLIC  PATCH_DEBUG
122      C      PUBLIC  PATCH_DEBUG_LP
123      C      PUBLIC  PUTS                ;PROC
124      C      PUBLIC  READ_DEBUG
125      C      PUBLIC  READ_DEBUG2
126      C      PUBLIC  READ_DEBUG3
127      C      PUBLIC  REP_MAX
128      C      PUBLIC  REP_SEG
129      C      PUBLIC  SAVE_FILE
130      C      PUBLIC  SAVE_FILE1
131      C      PUBLIC  SAVE_FILE2
132      C      PUBLIC  SAVE_FILE3
133      C      PUBLIC  SAVE_FILE4
134      C      PUBLIC  SAVE_FILEX
135      C      PUBLIC  SAVE_FILE_ERR
136      C      PUBLIC  SCAN_FILE_NAME    ;PROC
137      C      PUBLIC  SCAN_FNAME2
138      C      PUBLIC  SCAN_FNAME3
139      C      PUBLIC  SCAN_FNAME4
140      C      PUBLIC  SCAN_FNAME_LP
141      C      PUBLIC  SELF_CHECKSUM
142      C      PUBLIC  SELF_CHK_LP
143      C      PUBLIC  SELF_CHK_OK
144      C      PUBLIC  SKIP_BLANK        ;PROC
145      C      PUBLIC  SKIP_BLANK2
146      C      PUBLIC  SKIP_BLANK_LP
147      C      PUBLIC  SKIP_BL_RET
148      C      PUBLIC  STACK_BOTTOM
149      C      PUBLIC  STR_DEBUGCOM
150      C      PUBLIC  STR_MSDCOM
151      C      PUBLIC  SYN_MAX
152      C      PUBLIC  SYN_SEG
153      C      PUBLIC  VERSION_CHK_OK
154      C      PUBLIC  WRITE_MSD
155      C      PUBLIC  WRITE_MSD2
156      C
157      C
158      C
159
```



```

215
216      012D B4 30      self_chk_ok:  mov    ah,30h
217      012F CD 21      int    21h                ;version number request
218      0131 3C 02      cmp    al,2                ;at least version 2.0
219      0133 73 05      jae    version_chk_ok
220      0135 BA 0DCB R   mov    dx,offset msg_badver
221      0138 EB EB      jmp    error_exit
222
223      013A BA 03F1 R   version_chk_ok: mov    dx,offset msg_signon
224      013D EB 0325 R   call   puts
225
226      0140 BA 063F R   ask_drive:   mov    dx,offset msg_drive
227      0143 EB 032A R   call   get_input
228      0146 73 05      jnc    ask_drive1          ;some input made
229      0148 8B FE      mov    di,si
230      014A EB 29 90      jmp    ask_drive3
231
232      ;          check if DEBUG.COM itself is entered
233
234      014D BE 063F R   ask_drive1:  mov    si,offset msg_drive
235      0150 EB 0379 R   call   scan_file_name
236      0153 73 0B      jnc    ask_drive2
237
238      0155 BA 0EBC R   ask_drive_err: mov    dx,offset msg_drive_err
239      0158 EB 0325 R   call   puts
240      015B EB E3      jmp    ask_drive
241
242      015D 56          ask_drive2:  push   si
243      015E 57          push   di                ;save it for now
244
245      015F BE 0FA1 R   mov    si,offset str_debugcom
246      0162 B9 0009      mov    cx,9
247      0165 F3/ A6      repe   cmps             ;match?
248      0167 5E          pop    si                ;don't care
249      0168 5F          pop    di                ;end ptr
250
251      0169 74 12      je     ask_drive4
252      016B 80 7D FF 5C  cmp    byte ptr [di-1],'\ ' ;last char '\ '?
253      016F 74 04      je     ask_drive3
254      0171 C6 05 5C      mov    byte ptr [di],'\ '
255      0174 47          inc    di
256      0175 BE 0FA1 R   ask_drive3:  mov    si,offset str_debugcom
257      0178 B9 000A      mov    cx,10
258      017B F3/ A4      rep    movsb             ;copy file name
259
260      017D BA 00C2 R   ask_drive4:  mov    dx,offset inbuf+2
261      0180 B8 3D00      mov    ax,3d00h          ;open to read
262      0183 CD 21      int    21h
263      0185 73 05      jnc    read_debug
264      0187 EB 03E9 R   call   file_err_msg
265      018A EB B4      jmp    ask_drive
266
267      018C 8B DB      read_debug:  mov    bx,ax              ;bx = file handle
268      018E 33 C9      xor    cx,cx
269      0190 8B D1      mov    dx,cx              ;cx:dx = 0:0

```

```

270      0192 88 4202      mov     ax,4202h      ;lseek
271      0195 CD 21      int     21h          ;get file size
272      0197 73 05      jnc     read_debug2
273      0199 EB 03E9 R   call    file_err_msg
274      019C EB A2      jmp     ask_drive
275
276      019E 0B D2      read_debug2: or     dx,dx          ;dx = 0?
277      01A0 75 41      jnz     bad_debug
278      01A2 3D 2E80     cmp     ax,debug_len ;ax is correct length?
279      01A5 75 3C      jne     bad_debug
280
281      01A7 33 C9      xor     cx,cx
282      01A9 8B D1      mov     dx,cx          ;cx:dx = 0:0
283      01AB 88 4200     mov     ax,4200h      ;lseek
284      01AE CD 21      int     21h          ;reset file point to top
285
286      01B0 B9 2E80     mov     axax,debug_len ;length to read
287      01B3 BA 119B R   mov     dx,offset debug_buf
288      01B6 B4 3F      mov     ah,3fh
289      01B8 CD 21      int     21h          ;read it
290
291      01BA 73 06      jnc     read_debug3
292      01BC EB 03E9 R   call    file_err_msg
293      01BF E9 0140 R   jmp     ask_drive
294
295      01C2 81 F9 2E80     read_debug3: cmp     cx,debug_len ;read exact length?
296      01C6 75 1B      jne     bad_debug
297      01C8 EB 22 90      jmp     patch_debug  ;<<<<<< for now, no checksum
298
299      01CB B4 3E      mov     ah,3eh
300      01CD CD 21      int     21h          ;close the file
301
302      01CF BE 119B R   do_checksum: mov     si,offset debug_buf
303      01D2 BA 0000     mov     dx,0
304      01D5 B4 00      mov     ah,0
305      01D7 FC      cld
306      01DB AC      do_checksum_lp: lodsb
307      01D9 03 D0      add     dx,ax
308      01DB E2 FB      loop   do_checksum_lp
309      01DD 81 FA 062F   cmp     dx,checksum_200
310      01E1 74 09      je     patch_debug
311
312      01E3 BA 0E52 R   bad_debug:  mov     dx,offset msg_baddebug
313      01E6 EB 0325 R   call    puts
314      01E9 E9 0140 R   jmp     ask_drive
315
316      01EC BE 103C R   patch_debug: mov     si,offset patch_data
317      01EF AD      patch_debug_lp: lodsw ;length of patch record
318      01F0 8B C8      mov     cx,ax
319      01F2 E3 0B      jcxz   option_auto ;if 0, all done
320      01F4 AD      lodsw ;addr of patch
321      01F5 8B FB      mov     di,ax
322      01F7 81 C7 109B R add     di,offset debug_buf - 100h ;patch start addr
323      01FB F3/ A4      rep     movsb
324      01FD EB F0      jmp     patch_debug_lp

```



```

325
326 01FF BA 0690 R      option_auto:  mov  dx,offset msg_auto
327 0202 EB 0325 R      call  puts
328 0205 BA 08BD R      option_auto_lp: mov dx,offset msg_auto2
329 0208 EB 032A R      call  get_input
330 020B 73 03          jnc  opt_auto2
331 020D EB 7F 90       save_filex:  jmp  save_file
332 0210 3C 59         opt_auto2:  cmp  al,'Y'
333 0212 74 F9         je   save_filex
334 0214 3C 4E         cmp  al,'N'
335 0216 74 02         je   option_work
336 0218 EB EB         jmp  option_auto_lp
337
338 021A BA 08F2 R      option_work:  mov  dx,offset msg_work
339 021D EB 0325 R      call  puts
340 0220 BA 082D R      opt_mac_lp:  mov  dx,offset msg_mac
341 0223 EB 032A R      call  get_input
342 0226 72 07         jc   opt_mac_def      ;if default
343 0228 EB 03A9 R      call  get_hex
344 022B 72 F3         jc   opt_mac_lp      ;if error
345 022D EB 03         jmp  short opt_mac2
346 022F BA 0100       opt_mac_def: mov  dx,def_mac_size
347 0232 81 FA 0080   opt_mac2:  cmp  dx,min_mac_size ;too small?
348 0236 73 03         jae  opt_mac3
349 0238 BA 0080       mov  dx,min_mac_size
350 023B 81 FA 1000   opt_mac3:  cmp  dx,max_mac_size
351 023F 76 03         jbe  opt_mac4
352 0241 BA 1000       mov  dx,max_mac_size
353 0244 4A          opt_mac4:  dec  dx
354 0245 D1 E2        shl  dx,1
355 0247 D1 E2        shl  dx,1
356 0249 D1 E2        shl  dx,1
357 024B D1 E2        shl  dx,1
358 024D 83 C2 0F     add  dx,15
359 0250 89 16 3FC9 R  mov  mac_max,dx
360
361 0254 BA 0B9D R      mov  dx,offset msg_sym
362 0257 EB 0325 R      call  puts
363 025A BA 0CBB R      opt_sym_lp:  mov  dx,offset msg_sym2
364 025D EB 032A R      call  get_input
365 0260 72 07         jc   opt_sym_def      ;if default
366 0262 EB 03A9 R      call  get_hex
367 0265 72 F3         jc   opt_sym_lp      ;if error
368 0267 EB 03         jmp  short opt_sym2
369 0269 BA 0400       opt_sym_def: mov  dx,def_sym_size
370 026C 81 FA 0080   opt_sym2:  cmp  dx,min_sym_size ;too small?
371 0270 73 03         jae  opt_sym3
372 0272 BA 0080       mov  dx,min_sym_size ;if so, adjust it
373 0275 81 FA 1000   opt_sym3:  cmp  dx,max_sym_size ;too large?
374 0279 76 03         jbe  opt_sym4
375 027B BA 1000       mov  dx,max_sym_size ;if so, adjust it
376 027E 4A          opt_sym4:  dec  dx
377 027F D1 E2        shl  dx,1
378 0281 D1 E2        shl  dx,1
379 0283 D1 E2        shl  dx,1

```

```

380      0285 D1 E2          shl     dx,1
381      0287 83 C2 0F      add     dx,15
382      028A 89 16 3FCF R  mov     sym_max,dx
383
384          ; save the file
385
386      028E BA 0D28 R      save_file:  mov     dx,offset msg_save
387      0291 EB 032A R      call    get_input
388      0294 73 05          jnc     save_file1      ;some input made
389      0296 8B FE          mov     di,si
390      0298 EB 29 90      jmp     save_file3
391
392          ;      check if DEBUG.COM itself is entered
393
394      029B BE 063F R      save_file1:  mov     si,offset msg_drive
395      029E EB 0379 R      call    scan_file_name
396      02A1 73 08          jnc     save_file2
397
398      02A3 BA 0EBC R      save_file_err:  mov     dx,offset msg_drive_err
399      02A6 EB 0325 R      call    puts
400      02A9 EB E3          jmp     save_file
401
402      02AB 56          save_file2:  push   si
403      02AC 57          push   di      ;save it for now
404
405      02AD BE 0FAB R      mov     si,offset str_msdcou
406      02B0 B9 0007      mov     cx,7
407      02B3 F3/ A6      repe   cmpsb      ;match?
408      02B5 5E          pop     si      ;don't care
409      02B6 5F          pop     di      ;end ptr
410      02B7 74 12          je     save_file4
411
412      02B9 80 7D FF 5C    cmp     byte ptr [di-1],'\ ' ;last char '\ '?
413      02BD 74 04          je     save_file3
414      02BF C6 05 5C      mov     byte ptr [di],'\ '
415      02C2 47          inc     di
416      02C3 BE 0FAB R      save_file3:  mov     si,offset str_msdcou
417      02C6 B9 0008      mov     cx,8
418      02C9 F3/ A4      rep     movsb      ;copy file name
419
420      02CB BA 00C2 R      save_file4:  mov     dx,offset inbuf+2
421      02CE BB 3C00          mov     ax,3c00h      ;create output file
422      02D1 33 C9          xor     cx,cx          ;attribute set
423      02D3 CD 21          int     21h
424      02D5 73 05          jnc     write_msg
425      02D7 EB 03E9 R      call    file_err_msg
426      02DA EB B2          jmp     save_file
427
428      02DC 8B D8          write_msg:  mov     bx,ax          ;file handle
429      02DE BA 119B R      mov     dx,offset debug_buf
430      02E1 8B 0E 1195 R  mov     cx,msg_length
431      02E5 B4 40          mov     ah,40h
432      02E7 CD 21          int     21h          ;write into file
433      02E9 3B 06 1195 R  cmp     ax,msg_length
434      02ED 74 1B          je     write_msg2

```

```

435
436             ; disk error on writing
437
438     02EF B4 10             mov     ah,10h
439     02F1 CD 21             int     21h             ;close this one
440     02F3 B4 13             mov     ah,13h
441     02F5 CD 21             int     21h             ;and delete this one
442     02F7 B4 3E             mov     ah,3eh         ;close this one
443     02F9 CD 21             int     21h
444     02FB BA 00C2 R         mov     dx,offset inbuf+2
445     02FE B4 41             mov     ah,41h         ;and delete this one
446     0300 CD 21             int     21h
447
448     0302 BA 0F03 R         mov     dx,offset msg_noroom
449     0305 EB 0325 R         call    puts
450     0308 EB 84             jmp     save_file
451
452     030A B4 3E             write_ms2:  mov     ah,3eh         ;close it
453     030C CD 21             int     21h
454     030E 73 09             jnc     exit_install   ;successful?
455     0310 BA 0F4A R         mov     dx,offset msg_noclose
456     0313 EB 0325 R         call    puts
457     0316 E9 028E R         jmp     save_file
458
459     0319 BA 0FB3 R         exit_install: mov    dx,offset msg_bye
460     031C EB 0325 R         call    puts
461     031F BB 4C00             mov     ax,4c00h
462     0322 CD 21             int     21h             ;all done
463     0324 CB             ret                 ;far return to the system
464
465             ;-----
466
467     0325             puts      proc      near
468
469     0325 B4 09             mov     ah,9
470     0327 CD 21             int     21h             ;message output
471     0329 C3             ret
472
473     032A             puts      endp
474
475             ;-----
476
477     032A             get_input  proc      near
478
479             ; input: dx: message pointer
480             ; output: di: pointing top of the buffer
481             ; si: pointing first solid char
482             ; al: first solid char
483             ; cx: total number of char entered (including blanks)
484             ; cf: cy: null string, nc: solid char entered
485             ; alters: ax,cx,dx,di,si
486
487     032A EB 0325 R         call    puts
488     032D BA 00C0 R         mov     dx,offset inbuf
489     0330 C6 06 00C0 R 20    mov     byte ptr inbuf,32

```

```

490      0335 B4 0A          mov     ah,0ah
491      0337 CD 21          int     21h                ;buffered console input
492
493      0339 B2 0A          mov     dl,10
494      033B B4 02          mov     ah,2
495      033D CD 21          int     21h                ;line feed after cr
496
497          ; uppercase conversion
498
499      033F 8A 0E 00C1 R    mov     cl,byte ptr inbuf+1
500      0343 B5 00          mov     ch,0                ;cx = number of char
501      0345 BF 00C2 R    mov     di,offset inbuf+2
502      0348 E3 15          jcxz   get_input_xt
503      034A 51            push   cx
504      034B 57            push   di
505      034C 8A 05          get_input_lp: mov     al,[di]
506      034E 24 7F          and     al,07fh
507      0350 3C 61          cmp     al,'a'
508      0352 72 06          jb     get_input1
509      0354 3C 7A          cmp     al,'z'
510      0356 77 02          ja     get_input1
511      0358 2C 20          sub     al,20h                ;convert to upper case
512      035A AA            get_input1:  stosb
513      035B E2 EF          loop   get_input_lp
514      035D 5F            pop     di
515      035E 59            pop     cx
516      035F 8B F7          get_input_xt: mov    si,di
517      0361 EB 01 90       jmp     skip_blank
518
519      0364          get_input   endp
520
521          ;-----
522
523      0364          skip_blank proc  near
524
525          ;     input  si:  input string pointer (terminated by 0dh)
526          ;     output si:  pointing first non-blank char
527          ;           al:  first non_blnk char
528          ;           cf:  cy= null string / nc= solid char returned
529          ;     alters al,si
530          ;
531
532      0364 8A 04          skip_blank_lp: mov    al,[si]
533      0366 3C 0D          cmp     al,0dh                ;is this the last char?
534      0368 74 0A          je     skip_bl_ret
535      036A 3C 20          cmp     al,20h                ;if blank, skip
536      036C 74 08          jz     skip_blank2
537      036E 3C 09          cmp     al,9                  ;if tab, skip also
538      0370 74 04          jz     skip_blank2
539      0372 F8            clc
540      0373 C3            ret
541          skip_bl_ret:  stc
542      0375 C3            ret
543          skip_blank2:  inc     si
544      0377 EB EB          jmp     skip_blank_lp

```

```

545
546      0379          skip_blank      endp
547
548          ;-----
549
550      0379          scan_file_name  proc      near
551
552          ;          find last element of path name and end
553          ;          detects bad path name
554
555          ;          input   si      input string ptr
556          ;          output  si      last position ptr (set 0)
557          ;          di      last element ptr
558          ;          cf      nc=ok, cy=error
559
560      0379  EB 0364 R          call      skip_blank
561      037C  8B FE          mov       di,si          ;remember first
562      037E  B9 0040          mov       cx,64          ;max length
563
564      0381  AC          scan_fname_lp: lodsb
565      0382  3C 5C          cmp      al,'\'          ;directory specified?
566      0384  74 10          je       scan_fname2     ;yes
567      0386  3C 20          cmp      al,20h          ;space reached?
568      0388  74 12          je       scan_fname3     ;space reached?
569      038A  3C 09          cmp      al,9            ;tab reached?
570      038C  74 0E          je       scan_fname3     ;tab reached?
571      038E  3C 0D          cmp      al,0dh          ;end reached?
572      0390  74 11          je       scan_fname4     ;end reached?
573      0392  E2 ED          loop    scan_fname_lp
574      0394  F9          stc
575      0395  C3          ret          ;error
576
577      0396  8B FE          scan_fname2:  mov      di,si          ;remember it
578      0398  E2 E7          loop    scan_fname_lp
579      039A  F9          stc
580      039B  C3          ret
581
582      039C  EB 0364 R          scan_fname3:  call    skip_blank
583      039F  72 02          jc      scan_fname4     ;if no more, ok
584      03A1  F9          stc
585      03A2  C3          ret
586
587      03A3  4E          scan_fname4:  dec     si
588      03A4  C6 04 00          mov     byte ptr [si],0 ;form ASCII string
589      03A7  FB          cld
590      03A8  C3          ret          ;no carry
591
592      03A9          scan_file_name  endp
593
594          ;-----
595
596      03A9          get_hex      proc      near
597
598          ;          input   si:      pointing input string
599          ;          output  dx:      value

```

```

600          ;          cf:      nc= ok, cy= error
601
602          03A9 B9 0004          mov     cx,4
603          03AC BA 0000          mov     dx,0
604          03AF AC          get_hex_lp: lodsb
605          03B0 3C 20          cmp     al,20h
606          03B2 74 26          je     get_hex_end
607          03B4 3C 09          cmp     al,9
608          03B6 74 22          je     get_hex_end
609          03B8 3C 0D          cmp     al,0dh
610          03BA 74 23          je     get_hex_end2
611          03BC 2C 30          sub     al,'0'
612          03BE 72 21          jb     get_hex_err
613          03C0 3C 0A          cmp     al,10
614          03C2 72 0A          jb     get_hex_ok
615          03C4 2C 07          sub     al,7
616          03C6 3C 0A          cmp     al,10
617          03C8 72 17          jb     get_hex_err
618          03CA 3C 0F          cmp     al,15
619          03CC 77 13          ja     get_hex_err
620          03CE D1 E2          get_hex_ok: shl     dx,1
621          03D0 D1 E2          shl     dx,1
622          03D2 D1 E2          shl     dx,1
623          03D4 D1 E2          shl     dx,1
624          03D6 02 D0          add     dl,al
625          03D8 E2 D5          loop   get_hex_lp
626          03DA EB 0364 R          get_hex_end: call   skip_blank
627          03DD 73 02          jnc    get_hex_err
628          03DF FB          get_hex_end2: ctc
629          03E0 C3          ret
630          03E1 BA 0F79 R          get_hex_err: mov     dx,offset msg_hex_err
631          03E4 EB 0325 R          call   puts
632          03E7 F9          stc
633          03E8 C3          ret
634
635          03E9          get_hex      endp
636
637          ;-----
638
639          03E9          file_err_msg  proc   near
640
641          03E9 BA 0ED6 R          mov     dx,offset msg_file_err
642          03EC B4 09          mov     ah,9
643          03EE CD 21          int     21h
644          03F0 C3          ret
645
646          03F1          file_err_msg  endp
647

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PAGE
;=====
msg_signon      db      13,10
db      13,10,'MYLSTAR SYMBOLIC DEBUGGING PROGRAM INSTALLER Ver 2.00'

db      13,10,'(C) Copyright Mylstar Electronics, Inc. 1984'

db      13,10
db      13,10,'To abort this program at any time, press Ctrl-Break.'

db      13,10
db      13,10,'You will be asked to enter installation parameters at various points'

db      13,10,'in this program. The default parameter to each answer is given inside'
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703      67 69 76 65 6E 20
704      69 6E 73 69 64 65
705      0523 0D 0A 62 72 61 63      db    13,10,'brackets. If you want the default parameter, press ENTER, otherwise'
706      6B 65 74 73 2E 20
707      49 66 20 79 6F 75
708      20 77 61 6E 74 20
709      74 68 65 20 64 65
710      66 61 75 6C 74 20
711      70 61 72 61 6D 65
712      74 65 72 2C 20 70
713      72 65 73 73 20 45
714      4E 54 45 52 2C 20
715      6F 74 68 65 72 77
716      69 73 65
717      0568 0D 0A 73 70 65 63      db    13,10,'specify a value and press ENTER.'
718      69 66 79 20 61 20
719      76 61 6C 75 65 20
720      61 6E 64 20 70 72
721      65 73 73 20 45 4E
722      54 45 52 2E
723      058A 0D 0A      db    13,10
724      058C 0D 0A      db    13,10
725      058E 0D 0A      db    13,10
726      0590 0D 0A 20 2A 2A 2A      db    13,10,' ***** LOAD DEBUG.COM *****
727      2A 2A 2A 2A 2A 2A
728      2A 2A 2A 2A 2A 2A
729      2A 2A 2A 2A 2A 2A
730      2A 2A 2A 2A 2A 2A
731      2A 2A 2A 20 4C 4F
732      41 44 20 44 45 42
733      55 47 2E 43 4F 4D
734      20 2A 2A 2A 2A 2A
735      2A 2A 2A 2A 2A 2A
736      2A 2A 2A 2A 2A 2A
737      2A 2A 2A 2A 2A 2A
738      2A 2A 2A 2A 2A 2A
739      2A
740      05DF 0D 0A      db    13,10
741      05E1 0D 0A 54 68 65 20      db    13,10,'The file DEBUG.COM of PC-DOS ver 2.0 or 2.1 is required to continue this'
742      66 69 6C 65 20 44
743      45 42 55 47 2E 43
744      4F 4D 20 6F 66 20
745      50 43 2D 44 4F 53
746      20 20 76 65 72 20
747      32 2E 30 20 6F 72
748      20 32 2E 31 20 69
749      73 20 72 65 71 75
750      69 72 65 64 20 74
751      6F 20 63 6F 6E 74
752      69 6E 75 65 20 74
753      68 69 73
754      062C 0D 0A 69 6E 73 74      db    13,10,'installation. $'
755      61 6C 6C 61 74 69
756      6F 6E 2E 20 24
```



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757 063D 0D 0A db 13,10
758 063F 0D 0A msg_drive db 13,10
759 0641 0D 0A 45 6E 74 65 db 13,10,'Enter directory name (path) to find "DEBUG.COM" file.'
760 72 20 64 69 72 65
761 63 74 6F 72 79 20
762 6E 61 6D 65 20 28
763 70 61 74 68 29 20
764 74 6F 20 66 69 6E
765 64 20 22 44 45 42
766 55 47 2E 43 4F 4D
767 22 20 66 69 6C 65
768 2E
769 0678 0D 0A 5B 63 75 72 db 13,10,['current directory] $'
770 72 65 6E 74 20 64
771 69 72 65 63 74 6F
772 72 79 5D 20 20 24
773
774 0690 0D 0A msg_auto db 13,10
775 0692 0D 0A 4D 59 4C 53 db 13,10,'MYLSTAR SYMBOLIC DEBUGGING PROGRAM (MSD) has several installation options'
776 54 41 52 20 53 59
777 4D 42 4F 4C 49 43
778 20 44 45 42 55 47
779 47 49 4E 47 20 50
780 52 4F 47 52 41 4D
781 20 28 4D 53 44 29
782 20 68 61 73 20 73
783 65 76 65 72 61 6C
784 20 69 6E 73 74 61
785 6C 6C 61 74 69 6F
786 6E 20 6F 70 74 69
787 6F 6E 73
788 06DD 0D 0A 73 6F 20 74 db 13,10,'so that it may be configured to best suit your needs and environment.'
789 68 61 74 20 69 74
790 20 6D 61 79 20 62
791 65 20 63 6F 6E 66
792 69 67 75 72 65 64
793 20 74 6F 20 62 65
794 73 74 20 73 75 69
795 74 20 79 6F 75 72
796 20 6E 65 65 64 73
797 20 61 6E 64 20 65
798 6E 76 69 72 6F 6E
799 6D 65 6E 74 2E
800 0724 0D 0A db 13,10
801 0726 0D 0A 41 75 74 6F db 13,10,'Automatic installation is recommended for first time users.'
802 6D 61 74 69 63 20
803 69 6E 73 74 61 6C
804 6C 61 74 69 6F 6E
805 20 69 73 20 72 65
806 63 6F 6D 6D 65 6E
807 64 65 64 20 66 6F
808 72 20 66 69 72 73
809 74 20 74 69 6D 65
810 20 75 73 65 72 73
811 2E
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812 0763 0D 0A 4F 6E 63 65 db 13,10,'Once you become more familiar with MSD, you may then choose to'
813 20 79 6F 75 20 62
814 65 63 6F 6D 65 20
815 6D 6F 72 65 20 66
816 61 6D 69 6C 69 61
817 72 20 77 69 74 68
818 20 4D 53 44 2C 20
819 79 6F 75 20 6D 61
820 79 20 74 68 65 6E
821 20 63 68 6F 6F 73
822 65 20 74 6F
823 07A3 0D 0A 72 65 2D 69 db 13,10,'re-install it specifying your own parameters.'
824 6E 73 74 61 6C 6C
825 20 69 74 20 73 70
826 65 63 69 66 69 6E
827 67 20 79 6F 75 72
828 20 6F 77 6E 20 70
829 61 72 61 6D 65 74
830 65 72 73 2E
831 07D1 0D 0A db 13,10
832 07D3 0D 0A 54 68 65 20 db 13,10,'The installation options are designed for systems with very limited'
833 69 6E 73 74 61 6C
834 6C 61 74 69 6F 6E
835 20 6F 70 74 69 6F
836 6E 73 20 61 72 65
837 20 64 65 73 69 67
838 6E 65 64 20 66 6F
839 72 20 73 79 73 74
840 65 6D 73 20 77 69
841 74 68 20 76 65 72
842 79 20 6C 69 6D 69
843 74 65 64
844 0818 0D 0A 6D 65 6D 6F db 13,10,'memory (less than 128K) or for programs which require a large number'
845 72 79 20 28 6C 65
846 73 73 20 74 68 61
847 6E 20 31 32 38 4B
848 29 20 6F 72 20 66
849 6F 72 20 70 72 6F
850 67 72 61 6D 73 20
851 77 68 69 63 68 20
852 72 65 71 75 69 72
853 65 20 61 20 6C 61
854 72 67 65 20 6E 75
855 6D 62 65 72
856 085E 0D 0A 6F 66 20 73 db 13,10,'of symbols and macros. Most users should not have to go through'
857 79 6D 62 6F 6C 73
858 20 61 6E 64 20 6D
859 61 63 72 6F 73 2E
860 20 20 4D 6F 73 74
861 20 75 73 65 72 73
862 20 73 68 6F 75 6C
863 64 20 6E 6F 74 20
864 68 61 76 65 20 74
865 6F 20 67 6F 20 74
866 68 72 6F 75 67 68
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867 08A0 0D 0A 74 6B 65 20      db 13,10,'the optional installation.$'  
868      6F 70 74 69 6F 6E  
869      61 6C 20 69 6E 73  
870      74 61 6C 6C 61 74  
871      69 6F 6E 2E 24  
872 08BD 0D 0A      msg_auto2 db 13,10  
873 08BF 0D 0A 44 6F 20 79      db 13,10,'Do you want automatic installation (Y/N)? [Y] $'  
874      6F 75 20 77 61 6E  
875      74 20 61 75 74 6F  
876      6D 61 74 69 63 20  
877      69 6E 73 74 61 6C  
878      6C 61 74 69 6F 6E  
879      20 28 59 2F 4E 29  
880      3F 20 20 5B 59 5D  
881      20 20 24  
882 08F2 0D 0A      msg_work db 13,10  
883 08F4 0D 0A 20 2A 2A 2A      db 13,10,'***** SET MSD WORK AREAS *****'  
      *  
884      2A 2A 2A 2A 2A 2A  
885      2A 2A 2A 2A 2A 2A  
886      2A 2A 2A 2A 2A 2A  
887      2A 2A 2A 2A 2A 2A  
888      20 53 45 54 20 4D  
889      53 44 20 57 4F 52  
890      4B 20 41 52 45 41  
891      53 20 2A 2A 2A 2A  
892      2A 2A 2A 2A 2A 2A  
893      2A 2A 2A 2A 2A 2A  
894      2A 2A 2A 2A 2A 2A  
895      2A 2A 2A 2A 2A 2A  
896      2A  
897 0943 0D 0A      db 13,10  
898 0945 0D 0A 4D 53 44 20      db 13,10,'MSD requires a work area for the macro text and the symbol table. It is'  
899      72 65 71 75 69 72  
900      65 73 20 61 20 77  
901      6F 72 6B 20 61 72  
902      65 61 20 66 6F 72  
903      20 74 6B 65 20 6D  
904      61 63 72 6F 20 74  
905      65 78 74 20 61 6E  
906      64 20 74 6B 65 20  
907      73 79 6D 62 6F 6C  
908      20 74 61 62 6C 65  
909      2E 20 49 74 20 69  
910      73  
911 098E 0D 0A 6C 6F 63 61      db 13,10,'located immediatly below the reserved memory area. The remaining memory is'  
912      74 65 64 20 69 6D  
913      6D 65 64 69 61 74  
914      6C 79 20 62 65 6C  
915      6F 77 20 74 6B 65  
916      20 72 65 73 65 72  
917      76 65 64 20 6D 65  
918      6D 6F 72 79 20 61  
919      72 65 61 2E 20 20  
920      54 6B 65 20 72 65
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921      6D 61 69 6E 69 6E
922      67 20 6D 65 6D 6F
923      72 79 20 69 73
924  09DB 0D 0A 61 6C 6C 6F      db    13,10,'allocated to the target program that you are going to be debugging.'
925      63 61 74 65 64 20
926      74 6F 20 74 68 65
927      20 74 61 72 67 65
928      74 20 70 72 6F 67
929      72 61 6D 20 74 68
930      61 74 20 79 6F 75
931      20 61 72 65 20 67
932      6F 69 6E 67 20 74
933      6F 20 62 65 20 64
934      65 62 75 67 67 69
935      6E 67 2E
936  0A20 0D 0A 59 6F 75 20      db    13,10,'You can expand the macro text area and the symbol table area from within MSD
937      63 61 6E 20 65 78
938      70 61 6E 64 20 74
939      68 65 20 6D 61 63
940      72 6F 20 74 65 78
941      74 20 61 72 65 61
942      20 61 6E 64 20 74
943      68 65 20 73 79 6D
944      62 6F 6C 20 74 61
945      62 6C 65 20 61 72
946      65 61 20 66 72 6F
947      6D 20 77 69 74 68
948      69 6E 20 4D 53 44
949      2C
950  0A6F 0D 0A 74 68 65 20      db    13,10,'the values you choose here become the default sizes used when MSD is invoked
951      76 61 6C 75 65 73
952      20 79 6F 75 20 63
953      68 6F 6F 73 65 20
954      68 65 72 65 20 62
955      65 63 6F 6D 65 20
956      74 68 65 20 64 65
957      66 61 75 6C 74 20
958      73 69 7A 65 73 20
959      75 73 65 64 20 77
960      68 65 6E 20 4D 53
961      44 20 69 73 20 69
962      6E 76 6F 6B 65 64
963      2E
964  0ABE 0D 0A      db    13,10
965  0AC0 0D 0A 54 68 65 20      db    13,10,'The macro text area requires 1K for a directory, plus one byte for each'
966      6D 61 63 72 6F 20
967      74 65 78 74 20 61
968      72 65 61 20 72 65
969      71 75 69 72 65 73
970      20 31 4B 20 66 6F
971      72 20 61 20 64 69
972      72 65 63 74 6F 72
973      79 2C 20 70 6C 75
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974      73 20 6F 6E 65 20
975      62 79 74 65 20 66
976      6F 72 20 65 61 63
977      68
978  0B09 0D 0A 63 68 61 72      db    13,10,'character of every macro defined.$'
979      61 63 74 65 72 20
980      6F 66 20 65 76 65
981      72 79 20 6D 61 63
982      72 6F 20 64 65 66
983      69 6E 65 64 2E 24
984
985  0B2D 0D 0A 0D 0A      msg_mac    db    13,10,13,10
986  0B31 0D 0A 45 6E 74 65      db    13,10,'Enter number of paragraphs (16 bytes) in hexadecimal digits (minimum 80) for
987      72 20 6E 75 6D 62
988      65 72 20 6F 66 20
989      70 61 72 61 67 72
990      61 70 68 73 20 28
991      31 36 20 62 79 74
992      65 73 29 20 69 6E
993      20 68 65 78 61 64
994      65 63 69 6D 61 6C
995      20 64 69 67 69 74
996      73 20 28 6D 69 6E
997      69 6D 75 6D 20 38
998      30 29 20 66 6F 72
999  0B7F 0D 0A 6D 61 63 72      db    13,10,'macro text buffer [0100] $'
1000     6F 20 74 65 78 74
1001     20 62 75 66 66 65
1002     72 20 20 5B 30 31
1003     30 30 5D 20 20 24
1004
1005  0B9D 0D 0A 0D 0A      msg_sym    db    13,10,13,10
1006  0BA1 0D 0A 54 68 65 20      db    13,10,'The symbol table area requires, 1K for hash table, plus'
1007     73 79 6D 62 6F 6C
1008     20 74 61 62 6C 65
1009     20 61 72 65 61 20
1010     72 65 71 75 69 72
1011     65 73 2C 20 31 4B
1012     20 66 6F 72 20 68
1013     61 73 68 20 74 61
1014     62 6C 65 2C 20 70
1015     6C 75 73
1016  0BDA 0D 0A 28 20 73 79      db    13,10,'( symbol length + 6 ) bytes for each symbol.'
1017     6D 62 6F 6C 20 6C
1018     65 6E 67 74 68 20
1019     2B 20 36 20 29 20
1020     62 79 74 65 73 20
1021     66 6F 72 20 65 61
1022     63 68 20 73 79 6D
1023     62 6F 6C 2E
1024  0C08 0D 0A 54 68 65 20      db    13,10,'The LINKER allows a maximum of 1024 public symbols.'
1025     4C 49 4E 4B 45 52
1026     20 61 6C 6C 6F 77
1027     73 20 61 20 6D 61

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1028      7B 69 6D 75 6D 20
1029      6F 66 20 31 30 32
1030      34 20 70 75 62 6C
1031      69 63 20 73 79 6D
1032      62 6F 6C 73 2E
1033  0C3D  0D 0A 55 6E 6C 65      db    13,10,'Unless you create a great number of additional symbols within MSD,'
1034      73 73 20 79 6F 75
1035      20 63 72 65 61 74
1036      65 20 61 20 67 72
1037      65 61 74 20 6E 75
1038      6D 62 65 72 20 6F
1039      66 20 61 64 64 69
1040      74 69 6F 6E 61 6C
1041      20 73 79 6D 62 6F
1042      6C 73 20 77 69 74
1043      68 69 6E 20 4D 53
1044      44 2C
1045  0C81  0D 0A 79 6F 75 20      db    13,10,'you should not need more than 16K (400H paragraphs).$'
1046      73 68 6F 75 6C 64
1047      20 6E 6F 74 20 6E
1048      65 65 64 20 6D 6F
1049      72 65 20 74 68 61
1050      6E 20 31 36 4B 20
1051      28 34 30 30 4B 20
1052      70 61 72 61 67 72
1053      61 70 68 73 29 2E
1054      24
1055
1056  0CB8  0D 0A 0D 0A      msg_sym2      db    13,10,13,10
1057  0CBC  0D 0A 45 6E 74 65      db    13,10,'Enter number of paragraphs (16 bytes) in hexadecimal digits (minimum 80) for
1058      72 20 6E 75 6D 62
1059      65 72 20 6F 66 20
1060      70 61 72 61 67 72
1061      61 70 68 73 20 28
1062      31 36 20 62 79 74
1063      65 73 29 20 69 6E
1064      20 68 65 78 61 64
1065      65 63 69 6D 61 6C
1066      20 64 69 67 69 74
1067      73 20 28 6D 69 6E
1068      69 6D 75 6D 20 38
1069      30 29 20 66 6F 72
1070  0D0A  0D 0A 53 79 6D 62      db    13,10,'Symbol table area [0400] $'
1071      6F 6C 20 74 61 62
1072      6C 65 20 61 72 65
1073      61 20 20 5B 30 34
1074      30 30 5D 20 20 24
1075
1076  0D28  0D 0A      msg_save      db    13,10
1077  0D2A  0D 0A 20 2A 2A 2A      db    13,10,' ***** CREATE MYLSTAR SYMBOLIC DEBUGGING PROGRAM *****
1078      2A 2A 2A 2A 2A 2A
1079      2A 2A 2A 2A 2A 2A
1080      20 43 52 45 41 54
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1081      45 20 4D 59 4C 53
1082      54 41 52 20 53 59
1083      4D 42 4F 4C 49 43
1084      20 44 45 42 55 47
1085      47 49 4E 47 20 50
1086      52 4F 47 52 41 4D
1087      20 2A 2A 2A 2A 2A
1088      2A 2A 2A 2A 2A 2A
1089      2A 2A 2A 2A 2A 2A
1090      2A
1091  0D79 0D 0A                db    13,10
1092  0D7B 0D 0A 45 6E 74 65    db    13,10,'Enter file name under which the executable .COM file is written.'
1093      72 20 66 69 6C 65
1094      20 6E 61 6D 65 20
1095      75 6E 64 65 72 20
1096      77 68 69 63 68 20
1097      74 68 65 20 65 78
1098      65 63 75 74 61 62
1099      6C 65 20 2E 43 4F
1100      4D 20 66 69 6C 65
1101      20 69 73 20 77 72
1102      69 74 74 65 6E 2E
1103  0DBD 0D 0A 5B 4D 53 44    db    13,10,['MSD.COM] $'
1104      2E 43 4F 4D 5D 20
1105      20 24
1106
1107  0DCB 0D 0A 50 43 2D 44    msg_badver db    13,10,'PC-DOS 2.0 or later version required.$'
1108      4F 53 20 32 2E 30
1109      20 6F 72 20 6C 61
1110      74 65 72 20 76 65
1111      72 73 69 6F 6E 20
1112      72 65 71 75 69 72
1113      65 64 2E 24
1114  0DF3 0D 0A 54 68 69 73    msg_badself db    13,10,'This MSDINST.COM file has been damaged'
1115      20 4D 53 44 49 4E
1116      53 54 2E 43 4F 4D
1117      20 66 69 6C 65 20
1118      68 61 73 20 62 65
1119      65 6E 20 64 61 6D
1120      61 67 65 64
1121  0E1B 0D 0A 47 65 74 20    db    13,10,'Get fresh copy from your back up disk and try again.$'
1122      66 72 65 73 68 20
1123      63 6F 70 79 20 66
1124      72 6F 6D 20 79 6F
1125      75 72 20 62 61 63
1126      68 20 75 70 20 64
1127      69 73 68 20 61 6E
1128      64 20 74 72 79 20
1129      61 67 61 69 6E 2E
1130      24
1131  0E52 0D 0A 59 6F 75 20    msg_baddebug db    13,10,'You have an invalid version of the DEBUG.COM file.$'
1132      68 61 76 65 20 61
1133      6E 20 69 6E 76 61
1134      6C 69 64 20 76 65
1135      72 73 69 6F 6E 20

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1136		6F 66 20 74 68 65			
1137		20 44 45 42 55 47			
1138		2E 43 4F 4D 20 66			
1139		69 6C 65 2E 24			
1140	0E87	0D 0A 22 44 45 42	msg_nodebug	db	13,10,'DEBUG.COM' file not found in the specified drive \$'
1141		55 47 2E 43 4F 4D			
1142		22 20 66 69 6C 65			
1143		20 6E 6F 74 20 66			
1144		6F 75 6E 64 20 69			
1145		6E 20 74 68 65 20			
1146		73 70 65 63 69 66			
1147		69 65 64 20 64 72			
1148		69 76 65 20 24			
1149	0EBC	0D 0A 44 72 69 76	msg_drive_err	db	13,10,'Drive specifier error',13,10,'\$'
1150		65 20 73 70 65 63			
1151		69 66 69 65 72 20			
1152		65 72 72 6F 72 0D			
1153		0A 24			
1154	0ED6	0D 0A 46 69 6C 65	msg_file_err	db	13,10,'File access err (need to be more specific)\$'
1155		20 61 63 63 65 73			
1156		73 20 65 72 72 20			
1157		28 6E 65 65 64 20			
1158		74 6F 20 62 65 20			
1159		6D 6F 72 65 20 73			
1160		70 65 63 69 66 69			
1161		63 29 24			
1162	0F03	0D 0A 49 6E 73 75	msg_noroom	db	13,10,'Insufficient disk space\$'
1163		66 66 69 63 69 65			
1164		6E 74 20 64 69 73			
1165		6B 20 73 70 61 63			
1166		65 24			
1167	0F1D	0D 0A 49 6E 76 61	msg_nodir	db	13,10,'Invalid file name, or No room in directory\$'
1168		6C 69 64 20 66 69			
1169		6C 65 20 6E 61 6D			
1170		65 2C 20 6F 72 20			
1171		4E 6F 20 72 6F 6F			
1172		6D 20 69 6E 20 64			
1173		69 72 65 63 74 6F			
1174		72 79 24			
1175	0F4A	0D 0A 44 69 73 6B	msg_noclose	db	13,10,'Disk error, Output file could not be closed\$'