# Chronology

tv01.s1

tv02.rp1

tv03.n1

tv04.m1

SISV

(sisv2)

sv01.36

sv03.35

sv10.34

sv04.31

sv09.42

sv06.41

SITV1

(sitvo)

- No TAITO

- No Diagnostics

- Check 23

- Flip Delay

- Alive Logic

tv0h.s1

tv02.rp1

tv03.n1

tv04.m1

invader.h

invaders.g

invaders.f

invaders.e

Midway

SITV

(sitv)

- No Diagnostics

- Check 23

- Flip Delay

- Alive Logic

SISV2

(sisv)

- Extra Score Digit

sv01.36

sv11.35

sv12.34

sv04.31

sv13.42

sv14.41

cv17.36

cv18.35

cv19.34

cv20.33

SICV

(sicv)

- Restructure

# Check 23

15B7: 21 24 25 LD HL,$2524 ; Line down the left edge of playfield

15BA: CD C5 15 CALL $15C5 ; Check line down the edge

15BD: D0 RET NC ; Nothing is there ... return

15BE: CD F1 18 CALL $18F1 ; Get moving-right delta X value of 2 (3 if just one alien left)

15C1: AF XOR A ; Rack now moving left

15C2: C3 A9 15 JP $15A9 ; Set rack direction

;

15C5: 06 **17** LD B**,$17** ; Checking 23 bytes in a line up the screen from near the bottom

15C7: 7E LD A,(HL) ; Get screen memory

15C8: A7 AND A ; Is screen memory empty?

15C9: C2 6B 16 JP NZ,$166B ; No ... set carry flag and out

15CC: 23 INC HL ; Next byte on screen

15CD: 05 DEC B ; All column done?

15CE: C2 C7 15 JP NZ,$15C7 ; No ... keep looking

15D1: C9 RET ; Return with carry flag clear

# No TAITO

; Called from 0AEF after initialization

1982: 32 C1 20 LD ($20C1),A ; Set ISR splash task

1985: **C3** 8B 19 JP $198B ; "C9 RET" Print message "\*TAITO CORPORATION\*" and out

;

1988: **CD** D6 09 CALL $09D6 ; "C3 JP" Clear the play field

198B: 21 03 28 LD HL,$2803 ; Screen coordinates

198E: 11 BE 19 LD DE,$19BE ; Message "\*TAITO CORPORATION\*"

1991: 0E 13 LD C,$13 ; Message length

1993: C3 F3 08 JP $08F3 ; Print message

# No Diagnostics

0000: 00 NOP ; Slot ...

0001: 00 NOP ; ... for ...

0002: 00 NOP ; ... development

0003: C3 **E2 00** JP $00E2 ; “JP 18D4” Check for diagnostics

00E2: DB 00 IN A,($00) ; Read the ...

00E4: 0F RRCA ; ... "diagnostics" switch

00E5: D2 00 10 JP NC,$1000 ; If set, jump to the routine

00E8: C3 D4 18 JP $18D4 ; If not, continue startup normally

# Alive Logic

0154: 3C INC A ; Have we drawn all aliens ...

0155: FE 37 CP $37 ; ... at last position?

0157: CC A1 01 CALL Z,$01A1 ; Yes ... move the bottom/right alien and reset index to 0

015A: 6F LD L,A ; HL now points to alien flag

015B: 46 **LD B,(HL)** ; **LD A,(HL)** Is alien ...

015C: 05 **DEC B** ; **AND A** ... alive?

; **LD A,L** ... A back to what is in L

015D: C2 54 01 **JP NZ,$0154** ; **JP Z,$0154** No ... skip to next alien

0160: 32 06 20 LD ($2006),A ; New alien index

0163: CD 7A 01 CALL $017A ; Calculate bit position and type for index

0166: 61 LD H,C ; The calculation returns the MSB in C

0167: 22 0B 20 LD ($200B),HL ; Store new bit position

016A: 7D LD A,L ; Has the alien ...

016B: FE 28 CP $28 ; ... reached the end of the screen?

016D: DA 71 19 JP C,$1971 ; Yes ... kill the player

0170: 7A LD A,D ; This alien's ...

0171: 32 04 20 LD ($2004),A ; ... row index

0174: 3E 01 **LD A,$01** ; **INC A** Set the wait-flag for the ...

0176: 32 00 20 LD ($2000),A ; ... draw-alien routine to clear

0179: C9 RET ; Done