

```

CHAR   = ***** G   GAME1  = ***** G   GAME2  = ***** G
HIT1   = ***** G   HIT2   = ***** G   PC       = %000007
REPEAT = 000200       RKT1   = ***** G   RKT2   = ***** G
R0     = %000000      R1     = %000001      R2     = %000002
R3     = %000003      R4     = %000004      R5     = %000005
R6     = %000006      R7     = %000007      SCBN1   000232R
SCBN2   000250R      SCB1    000234R      SCB2    000252R
SCORE   000000RG     SC01    000012R      SC02    000024R
SC03    000144R      SP      = %000006      SPCRST  = ***** G
XDISP1  = ***** G   XDISP2 = ***** G   XSIZE1  = ***** G
XSIZE2  = ***** G   YDISP1 = ***** G   YDISP2  = ***** G
YSIZE1  = ***** G   YSIZE2 = ***** G   $IC0   = ***** G
          = 000266R

```

END ?\

SUBROUTINE SCORE

VERSION 2B

BILL SEILER

SEPT 6, 1974

DISPLAYS GAMES WON ON PLAYING SCREEN

000000 R0=%0

000001 R1=%1

000002 R2=%2

000003 R3=%3

000004 R4=%4

000005 R5=%5

000006 R6=%6

000007 R7=%7

000006 SP=R6

000007 PC=R7

000200 REPEAT=200

TITLE SCORE

. GLOBL SCORE, CHAR, GAME1, GAME2, RKT1, RKT2

. GLOBL XDISP1, XDISP2, YDISP1, YDISP2, XSIZE1, XSIZE2

. GLOBL YSIZE1, YSIZE2, \$IC0, HIT1, HIT2, SPCRST

000000

CSECT

000000 005767' SCORE: TST HIT1 ; DID RKT1 BLOW UP?

000000

000004 003002 BGT SC01 ; NO-CHK RKT2

000006 005267' INC GAME2 ; YES-GIVE ONE GAME TO RKT2

000000

000012 005767' SC01: TST HIT2 ; DID RKT2 BLOW UP?

000000

000016 003002 BGT SC02 ; NO-GO SHOW SCORE

000020 005267' INC GAME1 ; YES-GIVE ONE GAME TO RKT1

000000

000024 012746' SC02: MOV #SCB1, -(SP) ; PUSH FIELD START

000234

000030 012746 MOV #7, -(SP) ; PUSH LENGHT

000007

000034 016746' MOV GAME1, -(SP) ; PUSH VALUE

000000

000040 004767' JSR PC, \$IC0 ; CONVERT TO ASCII

000000

000044 012746' MOV #SCB2, -(SP) ; START

000252

000050 012746 MOV #7, -(SP) ; LENGTH

000007

000054 016746' MOV GAME2, -(SP) ; VALUE

000000

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000060 004767' JSR PC,$100 ; CONVERT TO ASCII
000000
000064 012746 MOV #REPEAT,-(SP) ; SET REPEAT CTR
000200
000070 012767' MOV #16384.,YDISP1 ; SET Y POSITION OF RKT1
040000
000000

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000076 012767' MOV #-22528.,XDISP1 ; SET X POSITION OF RKT1
124000
000000
000104 012767' MOV #2048.,XSIZE1 ; POINT RKT1 TOWARD
004000
000000
000112 005067' CLR YSIZE1 ; ITS SCORE
000000
000116 012767' MOV #-16384.,YDISP2 ; SET Y POSITION OF RKT2
140000
000000
000124 012767' MOV #-22528.,XDISP2 ; SET X POSITION OF RKT2
124000
000000
000132 012767' MOV #2048.,XSIZE2 ; POINT RKT2 TOWARD
004000
000000
000140 005067' CLR YSIZE2 ; ITS SCORE
000000
000144 004767' SC03: JSR PC,RKT1 ; DRAW RKT1
000000
000150 012700' MOV #SCBN1,R0 ; POINT TO CHARS COUNT
000232
000154 012710 MOV #7,0R0 ; SET # OF CHARS
000007
000160 005004 CLR R4 ; X OF FIRST CHAR
000162 012705 MOV #1024.,R5 ; Y OF FIRST CHAR
002000
000166 004767' JSR PC,CHAR ; DISPLAY GAME1
000000
000172 004767' JSR PC,RKT2 ; DRAW RKT2
000000
000176 012700' MOV #SCBN2,R0 ; POINT TO CHARS COUNT
000250
000202 012710 MOV #7,0R0 ; SET # OF CHARS
000007
000206 005004 CLR R4 ; X OF FIRST CHAR
000210 012705 MOV #-1024.,R5 ; Y OF FIRST CHAR
176000
000214 004767' JSR PC,CHAR ; DISPLAY GAME2
000000
000220 005316 DEC (SP) ; IS CTR ZERO YET?
000222 003350 BGT SC03 ; NO-REPEAT AGAIN
000224 005726 TST (SP)+ ; YES-CLEAR STK
000226 000167' JMP SPCRST ; GO START AGAIN
000000
000232 000000 SCBN1: .WORD 0
000234 000000 SCB1: .WORD 0
000250 . =. +10.
000250 000000 SCBN2: .WORD 0
000252 000000 SCB2: .WORD 0
000266 . =. +10.
000001 . END

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