**CGX Checklist:**

Normal shit:

* Labels v
* Alt-opcodes v
* Decoy & 512 bytes v
* Transfers (timings) v
* Zombies
  + Catching timing V
  + Zombs.batV
  + Death counter V
  + Technique V
  + Rows gapV
  + Cgx.bat –end offV
* Technique
  + Call far
    - Zomb death counter V57/53
    - Jump dist V
    - Call amount V
    - Zombs not killing you WELLLLL
    - Js (db 0x78) V
    - For v5: gap XXXXX
    - For v4only: survives stosw bombing XXXX
  + Nttp
    - Alignment V
    - Main loop V
    - Trap dist (top, bottom) V
    - Traps activation V
    - Anti on traps V
    - V4 survives anti bombing (for V+) V

Advanced shit:

* Pushes instead of nop/cbw/cwd
* Stack on Arena when pushing
* Cool jp\jnp zomb\_loop
* CF in rcr/rcl V
* Multiple share\_loc V
* Random SHARE\_LOC V
* Si @copy\_end and @copy when needed
* location leaking (while catching zombs, etc…) V
* write byte when possible
* in call far: add [bx**+si**], dx (after xor si,si) V
* check unnecessary movsb in cf loop (not v+)
* uber randomization ok