**CGX Checklist:**

Normal shit:

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

Advanced shit:

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