```
0000:0000                 ;
0000:0000                 ;
0000:0000                 ;    ┌──────────────────────────────────────────────────┐
0000:0000                 ;    │    This file is generated by The Interactive Disassembler (IDA)   │
0000:0000                 ;    │              Licensed to: Unknown User ;-)          │
0000:0000                 ;    │    Copyright (c) 1999 by DataRescue sa/nv, <ida@datarescue.com>   │
0000:0000                 ;    └──────────────────────────────────────────────────┘
0000:0000                 ;
0000:0000                 ; ─────────────────────────────────────────────────────────
0000:0000                 ; File Name    : E:\Projects\NeoKong\arcade\dkong.bin
0000:0000                 ; Format       : Binary File
0000:0000                 ; Base Address: 0000h Range: 0000h - 4000h Loaded length: 4000h
0000:0000
0000:0000                 ; Processor:        z80
0000:0000                 ; Target assembler: Table Driven Assembler (TASM) by Speech Technology Inc.
0000:0000
0000:0000                 ; ═════════════════════════════════════════════════════════
0000:0000
0000:0000                 ; Segment type: Pure code
0000:0000                 ; segment 'ROM'
0000:0000
0000:0000                 RESET:                                          ; CODE XREF: 0000:00B2┤j
0000:0000 3E 00                                                           ; DATA XREF: 0000:0FCD┤o
0000:0000                                 ld      a, 0
0000:0002 32 84 7D                        ld      (nmi_mask), a
0000:0005 C3 66 02                        jp      INIT
0000:0008                 ; ████████████ S U B R O U T I N E ████████████████████████████
0000:0008
0000:0008
0000:0008                 return_if_attract_mode:                         ; CODE XREF: sub_0_315+7┤p
0000:0008 3A 07 60                                                        ; sub_0_51C+1┤p ...
0000:0008                                 ld      a, (attract_mode_flag)
0000:000B 0F                              rrca                            ; in attract mode?
0000:000C D0                              ret     nc                      ; no, return
0000:000D 33                              inc     sp
0000:000E 33                              inc     sp                      ; discard return address
0000:000F C9                              ret
0000:000F                 ; End of function return_if_attract_mode
0000:000F
0000:0010
0000:0010                 ; ████████████ S U B R O U T I N E ████████████████████████████
0000:0010
0000:0010
0000:0010                 return_if_mario_not_alive:                      ; CODE XREF: sub_0_3A2+3┤p
0000:0010 3A 00 62                                                        ; sub_0_2C03+3┤p ...
0000:0010                                 ld      a, (is_mario_alive)
0000:0013 0F                              rrca                            ; is mario alive?
0000:0014 D8                              ret     c                       ; yes, return
0000:0015 33                              inc     sp
0000:0016 33                              inc     sp                      ; discard return address
0000:0017 C9                              ret
0000:0017                 ; End of function return_if_mario_not_alive
0000:0017
0000:0018
0000:0018                 ; ████████████ S U B R O U T I N E ████████████████████████████
0000:0018
0000:0018
0000:0018                 sub_0_18:                                       ; CODE XREF: sub_0_20+4┤j
0000:0018 21 09 60                                                        ; 0000:0A63┤p ...
0000:0018                                 ld      hl, byte_0_6009
0000:001B 35                              dec     (hl)
0000:001C C8                              ret     z
0000:001D 33                              inc     sp
0000:001E 33                              inc     sp                      ; discard return address
0000:001F C9                              ret
0000:001F                 ; End of function sub_0_18
0000:001F
0000:0020
0000:0020                 ; ████████████ S U B R O U T I N E ████████████████████████████
0000:0020
0000:0020
0000:0020                 sub_0_20:                                       ; CODE XREF: 0000:0763┤p
0000:0020 21 08 60                                                        ; 0000:084B┤p
0000:0020                                 ld      hl, unk_0_6008
0000:0023 35                              dec     (hl)
0000:0024 28 F2                           jr      z, sub_0_18
0000:0026
0000:0026                 pop_hl_ret:                                     ; CODE XREF: print_message_A+1A┤j
0000:0026 E1                                                              ; sub_0_1783+4┤j
0000:0026                                 pop     hl                      ; discard return address
0000:0027 C9                              ret
0000:0027                 ; End of function sub_0_20
0000:0027
0000:0028
0000:0028                 ; ████████████ S U B R O U T I N E ████████████████████████████
0000:0028
0000:0028
0000:0028                 jump_table_go_A:                                ; CODE XREF: 0000:00C9┤p
0000:0028 87                                                              ; 0000:0701┤p ...
0000:0028                                 add     a, a                    ; entries are words
0000:0029 E1                              pop     hl                      ; return address is table base
0000:002A 5F                              ld      e, a
0000:002B 16 00                           ld      d, 0                    ; DE = offset
0000:002D C3 32 00                        jp      loc_0_32                ; skip vector address
0000:002D                 ; End of function jump_table_go_A
0000:002D
0000:0030
0000:0030                 ; ████████████ S U B R O U T I N E ████████████████████████████
0000:0030
0000:0030
0000:0030                 sub_0_30:                                       ; CODE XREF: sub_0_3A2+2┤p
0000:0030 18 12                                                           ; 0000:1668┤p ...
0000:0030                                 jr      return_if_level_bit_not_set
0000:0032                 ; ─────────────────────────────────────────────────────────
0000:0032
0000:0032                 loc_0_32:                                       ; CODE XREF: jump_table_go_A+5↑j
0000:0032 19                              add     hl, de                  ; get address of entry
0000:0033 5E                              ld      e, (hl)
0000:0034 23                              inc     hl
0000:0035 56                              ld      d, (hl)                 ; DE = jump address
0000:0036 EB                              ex      de, hl                  ; HL - jump address
0000:0037 E9                              jp      (hl)                    ; go
0000:0038                 ; ─────────────────────────────────────────────────────────
0000:0038
0000:0038                 add_c_every_4th_byte_x10:                       ; CODE XREF: animate_kong_and_pauline+F┤p
0000:0038 11 04 00                                                        ; animate_kong_and_pauline+65┤p ...
0000:0038                                 ld      de, 4                   ; every 4th byte
0000:003B 06 0A                           ld      b, 10                   ; loop 10 times
0000:003D
0000:003D                 loc_0_3D:                                       ; CODE XREF: sub_0_30+11┤j
0000:003D 79                                                              ; 0000:0D9A┤p ...
0000:003D                                 ld      a, c
0000:003E 86                              add     a, (hl)
0000:003F 77                              ld      (hl), a                 ; (HL)+=C
0000:0040 19                              add     hl, de                  ; next byte
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0000:0041 10 FA                       djnz    loc_0_3D                           ; loop
0000:0043 C9                          ret
0000:0044           ; ─────────────────────────────────────────────────────────────
0000:0044
0000:0044           return_if_level_bit_not_set:                                 ; CODE XREF: sub_0_30↑j
0000:0044 21 27 62                    ld      hl, level_type
0000:0047 46                          ld      b, (hl)                            ; get level type
0000:0048
0000:0048           loc_0_48:                                                    ; CODE XREF: sub_0_30+19┊j
0000:0048 0F                          rrca
0000:0049 10 FD                       djnz    loc_0_48                           ; get bit of A for level
0000:004B D8                          ret     c                                  ; bit set, return
0000:004C E1                          pop     hl                                 ; discard return address
0000:004D C9                          ret
0000:004D           ; End of function sub_0_30
0000:004D
0000:004E
0000:004E           ; ███████████████ S U B R O U T I N E ███████████████████████████████████
0000:004E
0000:004E
0000:004E           copy_sprites_2_11_data:                                      ; CODE XREF: animate_kong_and_pauline+4D┊p
0000:004E                                                                        ; animate_kong_and_pauline+77┊p ...
0000:004E 11 08 69                    ld      de, soft_sprite_ram+8              ; ptr sprite #2
0000:0051 01 28 00                    ld      bc, 40                             ; 10 4-byte sprites to copy
0000:0054 ED B0                       ldir                                       ; copy 40 bytes of sprite data
0000:0056 C9                          ret
0000:0056           ; End of function copy_sprites_2_11_data
0000:0056
0000:0057
0000:0057           ; ███████████████ S U B R O U T I N E ███████████████████████████████████
0000:0057
0000:0057
0000:0057           rand:                                                        ; CODE XREF: 0000:00B9┊p
0000:0057 3A 18 60                                                              ; sub_0_2523+22┊p ...
0000:0057                             ld      a, (random_no)
0000:005A 21 1A 60                    ld      hl, gen_purpose_timer
0000:005D 86                          add     a, (hl)
0000:005E 21 19 60                    ld      hl, random_no+1
0000:0061 86                          add     a, (hl)
0000:0062 32 18 60                    ld      (random_no), a
0000:0065 C9                          ret
0000:0065           ; End of function rand
0000:0065
0000:0066           ; ─────────────────────────────────────────────────────────────
0000:0066
0000:0066           nmi:
0000:0066 F5                          push    af
0000:0067 C5                          push    bc
0000:0068 D5                          push    de
0000:0069 E5                          push    hl
0000:006A DD E5                       push    ix
0000:006C FD E5                       push    iy
0000:006E AF                          xor     a
0000:006F 32 84 7D                    ld      (nmi_mask), a                      ; disable_nmi
0000:0072 3A 00 7D                    ld      a, (in2_snd_latch)                 ; IN2
0000:0075 E6 01                       and     1                                  ; bit 0 set?
0000:0077 C2 00 40                    jp      nz, 4000h                          ; yes, boom! (not valid code)
0000:007A 21 38 01                    ld      hl, dma_reg_tbl
0000:007D CD 41 01                    call    dma_sprite_data_to_hw
0000:0080 3A 07 60                    ld      a, (attract_mode_flag)
0000:0083 A7                          and     a                                  ; in attract mode?
0000:0084 C2 B5 00                    jp      nz, loc_0_B5                       ; yes, skip reading inputs
0000:0087 3A 26 60                    ld      a, (unk_0_6026)
0000:008A A7                          and     a
0000:008B C2 98 00                    jp      nz, loc_0_98
0000:008E 3A 0E 60                    ld      a, (unk_0_600E)
0000:0091 A7                          and     a                                  ; cocktail control?
0000:0092 3A 80 7C                    ld      a, (in1)                           ; (cocktail)
0000:0095 C2 9B 00                    jp      nz, loc_0_9B                       ; yes, skip
0000:0098
0000:0098           loc_0_98:                                                    ; CODE XREF: 0000:008B↑j
0000:0098 3A 00 7C                    ld      a, (in0)                           ; (upright)
0000:009B
0000:009B           loc_0_9B:                                                    ; CODE XREF: 0000:0095↑j
0000:009B 47                          ld      b, a                               ; store IN0/1
0000:009C E6 0F                       and     0Fh                                ; joystick only
0000:009E 4F                          ld      c, a                               ; store
0000:009F 3A 11 60                    ld      a, (last_raw_in)                   ; last raw input
0000:00A2 2F                          cpl                                        ; negate
0000:00A3 A0                          and     b                                  ; rising-edge detect
0000:00A4 E6 10                       and     10h                                ; button
0000:00A6 17                          rla
0000:00A7 17                          rla
0000:00A8 17                          rla                                        ; bit 7
0000:00A9 B1                          or      c                                  ; add joystick bits
0000:00AA 60                          ld      h, b                               ; raw controller input
0000:00AB 6F                          ld      l, a                               ; joystick and button press
0000:00AC 22 10 60                    ld      (controller_in), hl                ; store
0000:00AF 78                          ld      a, b
0000:00B0 CB 77                       bit     6, a                               ; reset input?
0000:00B2 C2 00 00                    jp      nz, RESET
0000:00B5
0000:00B5           loc_0_B5:                                                    ; CODE XREF: 0000:0084↑j
0000:00B5 21 1A 60                    ld      hl, gen_purpose_timer
0000:00B8 35                          dec     (hl)
0000:00B9 CD 57 00                    call    rand
0000:00BC CD 7B 01                    call    sub_0_17B
0000:00BF CD E0 00                    call    sub_0_E0
0000:00C2 21 D2 00                    ld      hl, nmi_exit                       ; IRQ resume address
0000:00C5 E5                          push    hl
0000:00C6 3A 05 60                    ld      a, (unk_0_6005)
0000:00C9 EF                          rst     28h                                ; go!
0000:00C9           ; ─────────────────────────────────────────────────────────────
0000:00CA C3 01                       .dw     loc_0_1C3                          ; Jump table
0000:00CC 3C 07                       .dw     loc_0_73C
0000:00CE B2 08                       .dw     loc_0_8B2
0000:00D0 FE 06                       .dw     loc_0_6FE
0000:00D2           ; ─────────────────────────────────────────────────────────────
0000:00D2
0000:00D2           nmi_exit:                                                    ; DATA XREF: 0000:00C2↑o
0000:00D2 FD E1                       pop     iy
0000:00D4 DD E1                       pop     ix
0000:00D6 E1                          pop     hl
0000:00D7 D1                          pop     de
0000:00D8 C1                          pop     bc
0000:00D9 3E 01                       ld      a, 1
0000:00DB 32 84 7D                    ld      (nmi_mask), a                      ; enable_nmi
0000:00DE F1                          pop     af
0000:00DF C9                          ret
0000:00E0
0000:00E0           ; ███████████████ S U B R O U T I N E ███████████████████████████████████
0000:00E0
0000:00E0
0000:00E0           sub_0_E0:                                                    ; CODE XREF: 0000:00BF↑p
0000:00E0 21 80 60                    ld      hl, unk_0_6080
0000:00E3 11 00 7D                    ld      de, in2_snd_latch                  ; base of sound triggers
0000:00E6 3A 07 60                    ld      a, (attract_mode_flag)
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0000:00E9 A7                         and     a                       ; in attract mode?
0000:00EA C0                         ret     nz                      ; yes, return
0000:00EB 06 08                      ld      b, 8
0000:00ED
0000:00ED          loc_0_ED:                                         ; CODE XREF: sub_0_E0+18┤j
0000:00ED 7E                         ld      a, (hl)
0000:00EE A7                         and     a
0000:00EF CA F5 00                   jp      z, loc_0_F5
0000:00F2 35                         dec     (hl)
0000:00F3 3E 01                      ld      a, 1
0000:00F5
0000:00F5          loc_0_F5:                                         ; CODE XREF: sub_0_E0+F↑j
0000:00F5 12                         ld      (de), a
0000:00F6 1C                         inc     e
0000:00F7 2C                         inc     l
0000:00F8 10 F3                      djnz    loc_0_ED
0000:00FA 21 8B 60                   ld      hl, unk_0_608B
0000:00FD 7E                         ld      a, (hl)
0000:00FE A7                         and     a
0000:00FF C2 08 01                   jp      nz, loc_0_108
0000:0102 2D                         dec     l
0000:0103 2D                         dec     l
0000:0104 7E                         ld      a, (hl)
0000:0105 C3 0B 01                   jp      set_bg_sound_music
0000:0108          ; ———————————————————————————————————————————————————————————
0000:0108
0000:0108          loc_0_108:                                        ; CODE XREF: sub_0_E0+1F↑j
0000:0108 35                         dec     (hl)
0000:0109 2D                         dec     l
0000:010A 7E                         ld      a, (hl)                 ; get background sound/music
0000:010B
0000:010B          set_bg_sound_music:                               ; CODE XREF: sub_0_E0+25↑j
0000:010B 32 00 7C                   ld      (in0), a                ; background sound/music select
0000:010E 21 88 60                   ld      hl, unk_0_6088
0000:0111 AF                         xor     a
0000:0112 BE                         cp      (hl)
0000:0113 CA 18 01                   jp      z, loc_0_118
0000:0116 35                         dec     (hl)
0000:0117 3C                         inc     a
0000:0118
0000:0118          loc_0_118:                                        ; CODE XREF: sub_0_E0+33↑j
0000:0118 32 80 7D                   ld      (dsw_audio_irq), a      ; digital sound - dead
0000:011B C9                         ret
0000:011B          ; End of function sub_0_E0
0000:011B
0000:011B
0000:011C
0000:011C          ; ▋▋▋▋▋▋▋▋▋▋▋▋▋ S U B R O U T I N E ▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋
0000:011C
0000:011C
0000:011C
0000:011C          stop_sound:                                       ; CODE XREF: sub_0_17B+1A┤p
0000:011C 06 08                                                      ; 0000:02B5┤p ...
0000:011C                            ld      b, 8
0000:011E AF                         xor     a
0000:011F 21 00 7D                   ld      hl, in2_snd_latch       ; sound latch
0000:0122 11 80 60                   ld      de, unk_0_6080          ; copy in RAM
0000:0125
0000:0125          loc_0_125:                                        ; CODE XREF: stop_sound+D┤j
0000:0125 77                         ld      (hl), a
0000:0126 12                         ld      (de), a
0000:0127 2C                         inc     l
0000:0128 1C                         inc     e
0000:0129 10 FA                      djnz    loc_0_125               ; write 8 bytes
0000:012B 06 04                      ld      b, 4
0000:012D
0000:012D          loc_0_12D:                                        ; CODE XREF: stop_sound+13┤j
0000:012D 12                         ld      (de), a
0000:012E 1C                         inc     e
0000:012F 10 FC                      djnz    loc_0_12D               ; another 4 copies
0000:0131 32 80 7D                   ld      (dsw_audio_irq), a      ; audio IRQ
0000:0134 32 00 7C                   ld      (in0), a                ; background music = NONE
0000:0137 C9                         ret
0000:0137          ; End of function stop_sound
0000:0137
0000:0137          ; ———————————————————————————————————————————————————————————
0000:0137
0000:0138 53       dma_reg_tbl:      .db     53h                     ; DATA XREF: 0000:007A↑o
0000:0138                                                            ; DMA mode (TC stop, CH0,1)
0000:0139 00 69                      .dw     soft_sprite_ram         ; CH0 address
0000:013B 80 41                      .dw     4180h                   ; CH0 terminal count (RD 0x180 bytes)
0000:013D 00 70                      .dw     SPRAM_start             ; CH1 Address
0000:013F 80 81                      .dw     8180h                   ; CH1 terminal count (WR 0x180 bytes)
0000:0141
0000:0141          ; ▋▋▋▋▋▋▋▋▋▋▋▋▋ S U B R O U T I N E ▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋
0000:0141
0000:0141
0000:0141          dma_sprite_data_to_hw:                            ; CODE XREF: 0000:007D↑p
0000:0141 AF                         xor     a
0000:0142 32 85 7D                   ld      (p8257_drq), a          ; deassert DRQ0&1
0000:0145 7E                         ld      a, (hl)                 ; 0x53
0000:0146 32 08 78                   ld      (i8257_io+8), a         ; mode set
0000:0149 23                         inc     hl
0000:014A 7E                         ld      a, (hl)                 ; 0x00
0000:014B 32 00 78                   ld      (i8257_io), a           ; CH0 DMA address LSB
0000:014E 23                         inc     hl
0000:014F 7E                         ld      a, (hl)                 ; 0x69
0000:0150 32 00 78                   ld      (i8257_io), a           ; CH0 DMA address MSB
0000:0153 23                         inc     hl
0000:0154 7E                         ld      a, (hl)                 ; 0x80
0000:0155 32 01 78                   ld      (i8257_io+1), a         ; terminal count LSB
0000:0158 23                         inc     hl
0000:0159 7E                         ld      a, (hl)                 ; 0x41
0000:015A 32 01 78                   ld      (i8257_io+1), a         ; terminal count MSB
0000:015D 23                         inc     hl
0000:015E 7E                         ld      a, (hl)                 ; 0x00
0000:015F 32 02 78                   ld      (i8257_io+2), a         ; CH1 DMA address LSB
0000:0162 23                         inc     hl
0000:0163 7E                         ld      a, (hl)                 ; 0x70
0000:0164 32 02 78                   ld      (i8257_io+2), a         ; CH1 DMA address MSB
0000:0167 23                         inc     hl
0000:0168 7E                         ld      a, (hl)                 ; 0x80
0000:0169 32 03 78                   ld      (i8257_io+3), a         ; CH1 terminal count LSB
0000:016C 23                         inc     hl
0000:016D 7E                         ld      a, (hl)                 ; 0x81
0000:016E 32 03 78                   ld      (i8257_io+3), a         ; CH1 terminal count MSB
0000:0171 3E 01                      ld      a, 1
0000:0173 32 85 7D                   ld      (p8257_drq), a          ; assert DRQ0&1
0000:0176 AF                         xor     a
0000:0177 32 85 7D                   ld      (p8257_drq), a          ; deassert DRQ0&1
0000:017A C9                         ret
0000:017A          ; End of function dma_sprite_data_to_hw
0000:017A
0000:017B
0000:017B
0000:017B          ; ▋▋▋▋▋▋▋▋▋▋▋▋▋ S U B R O U T I N E ▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋▋
0000:017B
0000:017B
0000:017B          sub_0_17B:                                        ; CODE XREF: 0000:00BC↑p
0000:017B 3A 00 7D                   ld      a, (in2_snd_latch)      ; read IN2
0000:017E CB 7F                      bit     7, a                    ; coin?
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0000:0180 21 03 60                ld      hl, unk_0_6003
0000:0183 C2 89 01                jp      nz, loc_0_189                    ; yes, skip
0000:0186 36 01                   ld      (hl), 1
0000:0188 C9                      ret
0000:0189               ; ───────────────────────────────────────────────────────────────
0000:0189
0000:0189               loc_0_189:                                        ; CODE XREF: sub_0_17B+8↑j
0000:0189 7E                      ld      a, (hl)
0000:018A A7                      and     a
0000:018B C8                      ret     z
0000:018C E5                      push    hl
0000:018D 3A 05 60                ld      a, (unk_0_6005)
0000:0190 FE 03                   cp      3
0000:0192 CA 9D 01                jp      z, loc_0_19D
0000:0195 CD 1C 01                call    stop_sound
0000:0198 3E 03                   ld      a, 3
0000:019A 32 83 60                ld      (unk_0_6083), a
0000:019D
0000:019D               loc_0_19D:                                        ; CODE XREF: sub_0_17B+17↑j
0000:019D E1                      pop     hl
0000:019E 36 00                   ld      (hl), 0
0000:01A0 2B                      dec     hl
0000:01A1 34                      inc     (hl)
0000:01A2 11 24 60                ld      de, unk_0_6024
0000:01A5 1A                      ld      a, (de)
0000:01A6 96                      sub     (hl)
0000:01A7 C0                      ret     nz
0000:01A8 77                      ld      (hl), a
0000:01A9 13                      inc     de
0000:01AA 2B                      dec     hl
0000:01AB EB                      ex      de, hl
0000:01AC 1A                      ld      a, (de)
0000:01AD FE 90                   cp      90h ; 'É'
0000:01AF D0                      ret     nc
0000:01B0 86                      add     a, (hl)
0000:01B1 27                      daa
0000:01B2 12                      ld      (de), a
0000:01B3 11 00 04                ld      de, 400h
0000:01B6 CD 9F 30                call    sub_0_309F
0000:01B9 C9                      ret
0000:01B9               ; End of function sub_0_17B
0000:01B9
0000:01B9               ; ───────────────────────────────────────────────────────────────
0000:01BA 00 37 00 AA+byte_0_1BA:     .db 0, 37h, 0, 0AAh, 0AAh, 0AAh, 50h, 76h, 0   ; DATA XREF: 0000:159D┤o
0000:01BA AA AA 50 76+                                                    ; Initial score and high score on bootup
0000:01C3
0000:01C3               ; ───────────────────────────────────────────────────────────────
0000:01C3
0000:01C3               loc_0_1C3:                                        ; DATA XREF: 0000:00CA↑o
0000:01C3 CD 74 08                call    clear_visible_area_and_sprites
0000:01C6 21 BA 01                ld      hl, 1BAh
0000:01C9 11 B2 60                ld      de, unk_0_60B2
0000:01CC 01 09 00                ld      bc, 9
0000:01CF ED B0                   ldir
0000:01D1 3E 01                   ld      a, 1
0000:01D3 32 07 60                ld      (attract_mode_flag), a           ; set attract mode flag
0000:01D6 32 29 62                ld      (level), a
0000:01D9 32 28 62                ld      (life_no), a
0000:01DC CD B8 06                call    display_lives_and_level
0000:01DF CD 07 02                call    sub_0_207
0000:01E2 3E 01                   ld      a, 1
0000:01E4 32 82 7D                ld      (flipscreen), a
0000:01E7 32 05 60                ld      (unk_0_6005), a
0000:01EA 32 27 62                ld      (level_type), a
0000:01ED AF                      xor     a
0000:01EE 32 0A 60                ld      (game_sequencer), a              ; game screen sequencer
0000:01F1 CD 53 0A                call    display_1UP
0000:01F4 11 04 03                ld      de, 304h
0000:01F7 CD 9F 30                call    sub_0_309F
0000:01FA 11 02 02                ld      de, 202h
0000:01FD CD 9F 30                call    sub_0_309F
0000:0200 11 00 02                ld      de, 200h
0000:0203 CD 9F 30                call    sub_0_309F
0000:0206 C9                      ret
0000:0207
0000:0207               ; ███████████████ S U B R O U T I N E ███████████████████████████████████
0000:0207
0000:0207
0000:0207               sub_0_207:                                        ; CODE XREF: 0000:01DF↑p
0000:0207 3A 80 7D                ld      a, (dsw_audio_irq)               ; read DIPSW
0000:020A 4F                      ld      c, a                             ; store
0000:020B 21 20 60                ld      hl, unk_0_6020
0000:020E E6 03                   and     3                                ; lives setting
0000:0210 C6 03                   add     a, 3                             ; init no. of lives
0000:0212 77                      ld      (hl), a                          ; store no. of lives
0000:0213 23                      inc     hl
0000:0214 79                      ld      a, c                             ; DIPSW
0000:0215 0F                      rrca
0000:0216 0F                      rrca
0000:0217 E6 03                   and     3                                ; bonus life setting
0000:0219 47                      ld      b, a
0000:021A 3E 07                   ld      a, 7                             ; 7,000?
0000:021C CA 26 02                jp      z, loc_0_226                     ; yes, skip
0000:021F 3E 05                   ld      a, 5                             ; 5,000?
0000:0221
0000:0221               loc_0_221:                                        ; CODE XREF: sub_0_207+1D┤j
0000:0221 C6 05                   add     a, 5
0000:0223 27                      daa
0000:0224 10 FB                   djnz    loc_0_221                        ; calculate 10/15/20K points
0000:0226
0000:0226               loc_0_226:                                        ; CODE XREF: sub_0_207+15↑j
0000:0226 77                      ld      (hl), a                          ; store bonus setting
0000:0227 23                      inc     hl
0000:0228 79                      ld      a, c                             ; DIPSW
0000:0229 01 01 01                ld      bc, 101h
0000:022C 11 02 01                ld      de, 102h
0000:022F E6 70                   and     70h ; 'p'                        ; coinage setting
0000:0231 17                      rla
0000:0232 17                      rla
0000:0233 17                      rla
0000:0234 17                      rla                                      ; coinage 0-7
0000:0235 CA 47 02                jp      z, loc_0_247                     ; 1C1C
0000:0238 DA 41 02                jp      c, loc_0_241                     ; 2-5 coins
0000:023B 3C                      inc     a                                ; no. of credits
0000:023C 4F                      ld      c, a
0000:023D 5A                      ld      e, d
0000:023E C3 47 02                jp      loc_0_247
0000:0241               ; ───────────────────────────────────────────────────────────────
0000:0241
0000:0241               loc_0_241:                                        ; CODE XREF: sub_0_207+31↑j
0000:0241 C6 02                   add     a, 2
0000:0243 47                      ld      b, a
0000:0244 57                      ld      d, a
0000:0245 87                      add     a, a
0000:0246 5F                      ld      e, a
0000:0247
0000:0247               loc_0_247:                                        ; CODE XREF: sub_0_207+2E↑j
0000:0247 72                      ld      (hl), d                          ; sub_0_207+37↑j
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0000:0247                              ld      (hl), d
0000:0248 23                           inc     hl
0000:0249 73                           ld      (hl), e
0000:024A 23                           inc     hl
0000:024B 70                           ld      (hl), b
0000:024C 23                           inc     hl
0000:024D 71                           ld      (hl), c
0000:024E 23                           inc     hl
0000:024F 3A 80 7D                     ld      a, (dsw_audio_irq)              ; read DIPSW
0000:0252 07                           rlca                                    ; upright?
0000:0253 3E 01                        ld      a, 1
0000:0255 DA 59 02                     jp      c, loc_0_259                    ; yes, skip
0000:0258 3D                           dec     a
0000:0259
0000:0259              loc_0_259:                                              ; CODE XREF: sub_0_207+4E↑j
0000:0259 77                           ld      (hl), a                         ; store cocktail/upright
0000:025A 21 65 35                     ld      hl, high_score_tbl
0000:025D 11 00 61                     ld      de, high_score_tbl_ram          ; destination in RAM
0000:0260 01 AA 00                     ld      bc, 0AAh ; '¬'                  ; length of table
0000:0263 ED B0                        ldir                                    ; copy to ram
0000:0265 C9                           ret
0000:0265              ; End of function sub_0_207
0000:0265
0000:0266              ; ————————————————————————————————————————————————————————
0000:0266
0000:0266              INIT:                                                   ; CODE XREF: 0000:0005↑j
0000:0266 06 10                        ld      b, 16
0000:0268 21 00 60                     ld      hl, RAM_start                   ; start of RAM
0000:026B AF                           xor     a                              ; zero byte
0000:026C
0000:026C              loc_0_26C:                                              ; CODE XREF: 0000:0272├j
0000:026C 4F                           ld      c, a
0000:026D
0000:026D              loc_0_26D:                                              ; CODE XREF: 0000:0270├j
0000:026D 77                           ld      (hl), a                         ; zero memory
0000:026E 23                           inc     hl                             ; next location
0000:026F 0D                           dec     c
0000:0270 20 FB                        jr      nz, loc_0_26D                   ; clear 256 bytes
0000:0272 10 F8                        djnz    loc_0_26C                       ; clear 4K bytes
0000:0274 06 04                        ld      b, 4
0000:0276 21 00 70                     ld      hl, SPRAM_start                 ; start of sprite RAM
0000:0279
0000:0279              loc_0_279:                                              ; CODE XREF: 0000:027F├j
0000:0279 4F                           ld      c, a
0000:027A
0000:027A              loc_0_27A:                                              ; CODE XREF: 0000:027D├j
0000:027A 77                           ld      (hl), a                         ; zero memory
0000:027B 23                           inc     hl                             ; next location
0000:027C 0D                           dec     c
0000:027D 20 FB                        jr      nz, loc_0_27A                   ; clear 256 bytes
0000:027F 10 F8                        djnz    loc_0_279                       ; clear 1K bytes
0000:0281 06 04                        ld      b, 4
0000:0283 3E 10                        ld      a, 10h                          ; space character
0000:0285 21 00 74                     ld      hl, VRAM_start                  ; start of VRAM
0000:0288
0000:0288              loc_0_288:                                              ; CODE XREF: 0000:028F├j
0000:0288 0E 00                        ld      c, 0
0000:028A
0000:028A              loc_0_28A:                                              ; CODE XREF: 0000:028D├j
0000:028A 77                           ld      (hl), a                         ; clear memory
0000:028B 23                           inc     hl                             ; next location
0000:028C 0D                           dec     c
0000:028D 20 FB                        jr      nz, loc_0_28A                   ; clear 256 bytes
0000:028F 10 F7                        djnz    loc_0_288                       ; clear 1K bytes
0000:0291 21 C0 60                     ld      hl, unk_0_60C0
0000:0294 06 40                        ld      b, 64                           ; fill 64 bytes
0000:0296 3E FF                        ld      a, 0FFh                         ; fill byte
0000:0298
0000:0298              loc_0_298:                                              ; CODE XREF: 0000:029A├j
0000:0298 77                           ld      (hl), a                         ; set to $FF
0000:0299 23                           inc     hl                             ; next location
0000:029A 10 FC                        djnz    loc_0_298                       ; set 64 bytes
0000:029C 3E C0                        ld      a, 0C0h ; '└'
0000:029E 32 B0 60                     ld      (unk_0_60B0), a
0000:02A1 32 B1 60                     ld      (unk_0_60B1), a
0000:02A4 AF                           xor     a
0000:02A5 32 83 7D                     ld      (spritebank), a
0000:02A8 32 86 7D                     ld      (palette_bank), a               ; b0=0
0000:02AB 32 87 7D                     ld      (palette_bank+1), a             ; b1=0
0000:02AE 3C                           inc     a
0000:02AF 32 82 7D                     ld      (flipscreen), a
0000:02B2 31 00 6C                     ld      sp, 6C00h
0000:02B5 CD 1C 01                     call    stop_sound
0000:02B8 3E 01                        ld      a, 1
0000:02BA 32 84 7D                     ld      (nmi_mask), a                   ; enable interrupts
0000:02BD
0000:02BD              loc_0_2BD:                                              ; CODE XREF: 0000:02D8├j
0000:02BD 26 60                                                                ; 0000:02E1├j
0000:02BD                                                                      ; DATA XREF: ...
0000:02BD                              ld      h, 60h ; '`'
0000:02BF 3A B1 60                     ld      a, (unk_0_60B1)
0000:02C2 6F                           ld      l, a
0000:02C3 7E                           ld      a, (hl)
0000:02C4 87                           add     a, a
0000:02C5 30 1C                        jr      nc, loc_0_2E3
0000:02C7 CD 15 03                     call    sub_0_315
0000:02CA CD 50 03                     call    sub_0_350
0000:02CD 21 19 60                     ld      hl, random_no+1
0000:02D0 34                           inc     (hl)
0000:02D1 21 83 63                     ld      hl, unk_0_6383
0000:02D4 3A 1A 60                     ld      a, (gen_purpose_timer)
0000:02D7 BE                           cp      (hl)
0000:02D8 28 E3                        jr      z, loc_0_2BD
0000:02DA 77                           ld      (hl), a
0000:02DB CD 7F 03                     call    sub_0_37F
0000:02DE CD A2 03                     call    sub_0_3A2
0000:02E1 18 DA                        jr      loc_0_2BD
0000:02E3              ; ————————————————————————————————————————————————————————
0000:02E3
0000:02E3              loc_0_2E3:                                              ; CODE XREF: 0000:02C5↑j
0000:02E3 E6 1F                        and     1Fh
0000:02E5 5F                           ld      e, a
0000:02E6 16 00                        ld      d, 0
0000:02E8 36 FF                        ld      (hl), 0FFh
0000:02EA 2C                           inc     l
0000:02EB 4E                           ld      c, (hl)
0000:02EC 36 FF                        ld      (hl), 0FFh
0000:02EE 2C                           inc     l
0000:02EF 7D                           ld      a, l
0000:02F0 FE C0                        cp      0C0h ; '└'
0000:02F2 30 02                        jr      nc, loc_0_2F6
0000:02F4 3E C0                        ld      a, 0C0h ; '└'
0000:02F6
0000:02F6              loc_0_2F6:                                              ; CODE XREF: 0000:02F2↑j
0000:02F6 32 B1 60                     ld      (unk_0_60B1), a
0000:02F9 79                           ld      a, c
0000:02FA 21 BD 02                     ld      hl, loc_0_2BD
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0000:02FD E5                          push    hl                              ; $02BD is the return address
0000:02FE 21 07 03                    ld      hl, off_0_307                   ; jump table
0000:0301 19                          add     hl, de                          ; entry index
0000:0302 5E                          ld      e, (hl)
0000:0303 23                          inc     hl
0000:0304 56                          ld      d, (hl)                         ; get entry
0000:0305 EB                          ex      de, hl
0000:0306 E9                          jp      (hl)                            ; jump
0000:0306                  ; ───────────────────────────────────────────────────────────────
0000:0307 1C 05   off_0_307:          .dw sub_0_51C                           ; DATA XREF: 0000:02FE↑o
0000:0307                                                                     ; jump table
0000:0309 9B 05                       .dw sub_0_59B
0000:030B C6 05                       .dw sub_0_5C6
0000:030D E9 05                       .dw print_message_A
0000:030F 11 06                       .dw display_credits_if_attract_mode
0000:0311 2A 06                       .dw loc_0_62A
0000:0313 B8 06                       .dw display_lives_and_level
0000:0315
0000:0315               ; ██████████████ S U B R O U T I N E ███████████████████████████████████
0000:0315
0000:0315
0000:0315               sub_0_315:                                            ; CODE XREF: 0000:02C7↑p
0000:0315 3A 1A 60                    ld      a, (gen_purpose_timer)
0000:0318 47                          ld      b, a
0000:0319 E6 0F                       and     0Fh
0000:031B C0                          ret     nz
0000:031C CF                          rst     8                               ; return if attract mode
0000:031D 3A 0D 60                    ld      a, (unk_0_600D)
0000:0320 CD 47 03                    call    sub_0_347
0000:0323 11 E0 FF                    ld      de, 0FFE0h
0000:0326 CB 60                       bit     4, b
0000:0328 28 14                       jr      z, loc_0_33E
0000:032A 3E 10                       ld      a, 10h
0000:032C 77                          ld      (hl), a
0000:032D 19                          add     hl, de
0000:032E 77                          ld      (hl), a
0000:032F 19                          add     hl, de
0000:0330 77                          ld      (hl), a
0000:0331 3A 0F 60                    ld      a, (unk_0_600F)
0000:0334 A7                          and     a
0000:0335 C8                          ret     z
0000:0336 3A 0D 60                    ld      a, (unk_0_600D)
0000:0339 EE 01                       xor     1
0000:033B CD 47 03                    call    sub_0_347
0000:033E
0000:033E               loc_0_33E:                                            ; CODE XREF: sub_0_315+13↑j
0000:033E 3C                          inc     a
0000:033F 77                          ld      (hl), a
0000:0340 19                          add     hl, de
0000:0341 36 25                       ld      (hl), 25h ; '%'
0000:0343 19                          add     hl, de
0000:0344 36 20                       ld      (hl), 20h ; ' '
0000:0346 C9                          ret
0000:0346               ; End of function sub_0_315
0000:0346
0000:0347
0000:0347               ; ██████████████ S U B R O U T I N E ███████████████████████████████████
0000:0347
0000:0347
0000:0347               sub_0_347:                                            ; CODE XREF: sub_0_315+B↑p
0000:0347 21 40 77                                                            ; sub_0_315+26↑p
0000:0347                             ld      hl, 7740h
0000:034A A7                          and     a
0000:034B C8                          ret     z
0000:034C 21 E0 74                    ld      hl, 74E0h
0000:034F C9                          ret
0000:034F               ; End of function sub_0_347
0000:034F
0000:0350
0000:0350               ; ██████████████ S U B R O U T I N E ███████████████████████████████████
0000:0350
0000:0350
0000:0350               sub_0_350:                                            ; CODE XREF: 0000:02CA↑p
0000:0350 3A 2D 62                    ld      a, (unk_0_622D)
0000:0353 A7                          and     a
0000:0354 C0                          ret     nz
0000:0355 21 B3 60                    ld      hl, unk_0_60B3
0000:0358 3A 0D 60                    ld      a, (unk_0_600D)
0000:035B A7                          and     a
0000:035C 28 03                       jr      z, loc_0_361
0000:035E 21 B6 60                    ld      hl, unk_0_60B6
0000:0361
0000:0361               loc_0_361:                                            ; CODE XREF: sub_0_350+C↑j
0000:0361 7E                          ld      a, (hl)
0000:0362 E6 F0                       and     0F0h ; '-'
0000:0364 47                          ld      b, a
0000:0365 23                          inc     hl
0000:0366 7E                          ld      a, (hl)
0000:0367 E6 0F                       and     0Fh
0000:0369 B0                          or      b
0000:036A 0F                          rrca
0000:036B 0F                          rrca
0000:036C 0F                          rrca
0000:036D 0F                          rrca
0000:036E 21 21 60                    ld      hl, unk_0_6021
0000:0371 BE                          cp      (hl)
0000:0372 D8                          ret     c
0000:0373 3E 01                       ld      a, 1
0000:0375 32 2D 62                    ld      (unk_0_622D), a
0000:0378 21 28 62                    ld      hl, life_no
0000:037B 34                          inc     (hl)
0000:037C C3 B8 06                    jp      display_lives_and_level
0000:037C               ; End of function sub_0_350
0000:037C
0000:037F
0000:037F               ; ██████████████ S U B R O U T I N E ███████████████████████████████████
0000:037F
0000:037F
0000:037F               sub_0_37F:                                            ; CODE XREF: 0000:02DB↑p
0000:037F 21 84 63                    ld      hl, unk_0_6384
0000:0382 7E                          ld      a, (hl)
0000:0383 34                          inc     (hl)
0000:0384 A7                          and     a
0000:0385 C0                          ret     nz
0000:0386 21 81 63                    ld      hl, unk_0_6381
0000:0389 7E                          ld      a, (hl)
0000:038A 47                          ld      b, a
0000:038B 34                          inc     (hl)
0000:038C E6 07                       and     7
0000:038E C0                          ret     nz
0000:038F 78                          ld      a, b
0000:0390 0F                          rrca
0000:0391 0F                          rrca
0000:0392 0F                          rrca
0000:0393 47                          ld      b, a
0000:0394 3A 29 62                    ld      a, (level)
0000:0397 80                          add     a, b
```

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0000:0398 FE 05                    cp      5
0000:039A 38 02                    jr      c, loc_0_39E
0000:039C 3E 05                    ld      a, 5
0000:039E
0000:039E          loc_0_39E:                                    ; CODE XREF: sub_0_37F+1B↑j
0000:039E 32 80 63                 ld      (unk_0_6380), a
0000:03A1 C9                       ret
0000:03A1          ; End of function sub_0_37F
0000:03A1
0000:03A2
0000:03A2          ; ▀▀▀▀▀▀▀▀▀▀▀▀ S U B R O U T I N E ▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀
0000:03A2
0000:03A2
0000:03A2          sub_0_3A2:                                    ; CODE XREF: 0000:02DE↑p
0000:03A2 3E 03                    ld      a, 3
0000:03A4 F7                       rst     30h                   ; return if level bit not set
0000:03A5 D7                       rst     10h                   ; return if mario not alive
0000:03A6 3A 50 63                 ld      a, (unk_0_6350)
0000:03A9 0F                       rrca
0000:03AA D8                       ret     c
0000:03AB 21 B8 62                 ld      hl, unk_0_62B8
0000:03AE 35                       dec     (hl)
0000:03AF C0                       ret     nz
0000:03B0 36 04                    ld      (hl), 4
0000:03B2 3A B9 62                 ld      a, (unk_0_62B9)
0000:03B5 0F                       rrca
0000:03B6 D0                       ret     nc
0000:03B7 21 29 6A                 ld      hl, soft_sprite_ram+129h
0000:03BA 06 40                    ld      b, 40h ; '@'
0000:03BC DD 21 A0 66              ld      ix, unk_0_66A0
0000:03C0 0F                       rrca
0000:03C1 D2 E4 03                 jp      nc, loc_0_3E4
0000:03C4 DD 36 09 02              ld      (ix+9), 2
0000:03C8 DD 36 0A 02              ld      (ix+0Ah), 2
0000:03CC 04                       inc     b
0000:03CD 04                       inc     b
0000:03CE CD F2 03                 call    sub_0_3F2
0000:03D1 21 BA 62                 ld      hl, 62BAh
0000:03D4 35                       dec     (hl)
0000:03D5 C0                       ret     nz
0000:03D6 3E 01                    ld      a, 1
0000:03D8 32 B9 62                 ld      (unk_0_62B9), a
0000:03DB 32 A0 63                 ld      (unk_0_63A0), a
0000:03DE
0000:03DE          loc_0_3DE:                                    ; CODE XREF: sub_0_3A2+4D┤j
0000:03DE 3E 10                    ld      a, 10h
0000:03E0 32 BA 62                 ld      (unk_0_62BA), a
0000:03E3 C9                       ret
0000:03E4          ; ─────────────────────────────────────────────────────────────
0000:03E4
0000:03E4          loc_0_3E4:                                    ; CODE XREF: sub_0_3A2+1F↑j
0000:03E4 DD 36 09 02              ld      (ix+9), 2
0000:03E8 DD 36 0A 00              ld      (ix+0Ah), 0
0000:03EC CD F2 03                 call    sub_0_3F2
0000:03EF C3 DE 03                 jp      loc_0_3DE
0000:03EF          ; End of function sub_0_3A2
0000:03EF
0000:03F2
0000:03F2          ; ▀▀▀▀▀▀▀▀▀▀▀▀ S U B R O U T I N E ▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀
0000:03F2
0000:03F2
0000:03F2          sub_0_3F2:                                    ; CODE XREF: sub_0_3A2+2C↑p
0000:03F2 70                                                     ; sub_0_3A2+4A↑p
0000:03F2                          ld      (hl), b
0000:03F3 3A 19 60                 ld      a, (random_no+1)
0000:03F6 0F                       rrca
0000:03F7 D8                       ret     c
0000:03F8 04                       inc     b
0000:03F9 70                       ld      (hl), b
0000:03FA C9                       ret
0000:03FA          ; End of function sub_0_3F2
0000:03FA
0000:03FB
0000:03FB          ; ▀▀▀▀▀▀▀▀▀▀▀▀ S U B R O U T I N E ▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀▀
0000:03FB
0000:03FB
0000:03FB          animate_kong_and_pauline:                     ; CODE XREF: 0000:19B0┤p
0000:03FB 3A 27 62                 ld      a, (level_type)
0000:03FE FE 02                    cp      2                     ; cement pies?
0000:0400 C2 13 04                 jp      nz, loc_0_413         ; no, skip
0000:0403 21 08 69                 ld      hl, soft_sprite_ram+8 ; sprite #2 y coord
0000:0406 3A A3 63                 ld      a, (unk_0_63A3)       ; get top conveyer speed/direction
0000:0409 4F                       ld      c, a                  ; kong location adjustment
0000:040A FF                       rst     38h                   ; add +/-1 to y for 10 sprites
0000:040B 3A 10 69                 ld      a, (soft_sprite_ram+10h) ; sprite #4, y coord
0000:040E D6 3B                    sub     59
0000:0410 32 B7 63                 ld      (unk_0_63B7), a
0000:0413
0000:0413          loc_0_413:                                    ; CODE XREF: animate_kong_and_pauline+5↑j
0000:0413 3A 91 63                 ld      a, (kong_thrash_flag)
0000:0416 A7                       and     a
0000:0417 C2 26 04                 jp      nz, loc_0_426         ; thrashing arms?
0000:041A 3A 1A 60                 ld      a, (gen_purpose_timer) ; yes, continue
0000:041D A7                       and     a                     ; expired?
0000:041E C2 86 04                 jp      nz, animate_pauline   ; no, animate Pauline
0000:0421 3E 01                    ld      a, 1                  ; flag thrashing
0000:0423 32 91 63                 ld      (kong_thrash_flag), a
0000:0426
0000:0426          loc_0_426:                                    ; CODE XREF: animate_kong_and_pauline+1C↑j
0000:0426 21 90 63                 ld      hl, kong_thrash_tmr
0000:0429 34                       inc     (hl)                  ; inc
0000:042A 7E                       ld      a, (hl)               ; get timer
0000:042B FE 80                    cp      128                   ; finished thrashing?
0000:042D CA 64 04                 jp      z, draw_kong_mouth_closed ; yes, continue
0000:0430 3A 93 63                 ld      a, (barrel_deployment)
0000:0433 A7                       and     a                     ; deployment in progress?
0000:0434 C2 86 04                 jp      nz, animate_pauline   ; yes, skip (no thrashing)
0000:0437 7E                       ld      a, (hl)               ; get timer
0000:0438 47                       ld      b, a
0000:0439 E6 1F                    and     31                    ; time to thrash arms?
0000:043B C2 86 04                 jp      nz, animate_pauline   ; no, skip (animate Pauline)
0000:043E 21 CF 39                 ld      hl, dk_thrash_right_spr
0000:0441 CB 68                    bit     5, b                  ; left/right depending on timer
0000:0443 20 03                    jr      nz, do_kong_thrash
0000:0445 21 F7 39                 ld      hl, dk_thrash_left_spr
0000:0448
0000:0448          do_kong_thrash:                               ; CODE XREF: animate_kong_and_pauline+48↑j
0000:0448 CD 4E 00                 call    copy_sprites_2_11_data
0000:044B 3E 03                    ld      a, 3
0000:044D 32 82 60                 ld      (unk_0_6082), a
0000:0450
0000:0450          loc_0_450:                                    ; CODE XREF: animate_kong_and_pauline+7A┤j
0000:0450 3A 27 62                 ld      a, (level_type)
0000:0453 0F                       rrca                          ; level 2/4?
0000:0454 D2 78 04                 jp      nc, loc_0_478         ; yes, skip
0000:0457 0F                       rrca                          ; level 3?
0000:0458 DA 86 04                 jp      c, animate_pauline    ; yes, skip

                                                                                        Page: 7
```

```
0000:045B 21 0B 69                    ld       hl, soft_sprite_ram+0Bh          ; sprite #2, x coord
0000:045E 0E FC                       ld       c, 0FCh ; '³'
0000:0460 FF                          rst      38h                              ; subtract 4 from x for 10 sprites
0000:0461 C3 86 04                    jp       animate_pauline
0000:0464                 ; ─────────────────────────────────────────────────────────────
0000:0464
0000:0464
0000:0464                 draw_kong_mouth_closed:                              ; CODE XREF: animate_kong_and_pauline+32↑j
0000:0464 AF                          xor      a
0000:0465 77                          ld       (hl), a                          ; zero kong_animation_tmr
0000:0466 23                          inc      hl
0000:0467 77                          ld       (hl), a
0000:0468 3A 93 63                    ld       a, (barrel_deployment)
0000:046B A7                          and      a                                ; deployment in progess?
0000:046C C2 86 04                    jp       nz, animate_pauline              ; no, continue
0000:046F 21 5C 38                    ld       hl, kong_normal_spr
0000:0472 CD 4E 00                    call     copy_sprites_2_11_data
0000:0475 C3 50 04                    jp       loc_0_450
0000:0478                 ; ─────────────────────────────────────────────────────────────
0000:0478
0000:0478                 loc_0_478:                                           ; CODE XREF: animate_kong_and_pauline+59↑j
0000:0478 21 08 69                    ld       hl, soft_sprite_ram+8            ; ptr sprite #2 (x coord)
0000:047B 0E 44                       ld       c, 44h ; 'D'
0000:047D 0F                          rrca                                      ; level 2?
0000:047E D2 85 04                    jp       nc, loc_0_485                    ; yes, skip
0000:0481 3A B7 63                    ld       a, (unk_0_63B7)
0000:0484 4F                          ld       c, a
0000:0485
0000:0485                 loc_0_485:                                           ; CODE XREF: animate_kong_and_pauline+83↑j
0000:0485 FF                          rst      38h                              ; add C to y coord of 10 sprites
0000:0486                 animate_pauline:                                     ; CODE XREF: animate_kong_and_pauline+23↑j
0000:0486 3A 90 63                                                             ; animate_kong_and_pauline+39↑j ...
0000:0486                             ld       a, (kong_thrash_tmr)
0000:0489 4F                          ld       c, a
0000:048A 11 20 00                    ld       de, 20h ; ' '
0000:048D 3A 27 62                    ld       a, (level_type)
0000:0490 FE 04                       cp       4                                ; rivets?
0000:0492 CA BE 04                    jp       z, display_help_rivets_level     ; yes, skip
0000:0495 79                          ld       a, c                             ; kong_thrash_tmr
0000:0496 A7                          and      a                                ; finished?
0000:0497 CA A1 04                    jp       z, wipe_help                     ; yes, skip
0000:049A 3E EF                       ld       a, 0EFh ; '´'                    ; "HELP!"
0000:049C CB 71                       bit      6, c                             ; time to display help?
0000:049E C2 A3 04                    jp       nz, display_or_wipe_help         ; yes, skip
0000:04A1
0000:04A1                 wipe_help:                                           ; CODE XREF: animate_kong_and_pauline+9C↑j
0000:04A1 3E 10                       ld       a, 10h                           ; blank tiles
0000:04A3
0000:04A3                 display_or_wipe_help:                                ; CODE XREF: animate_kong_and_pauline+A3↑j
0000:04A3 21 C4 75                    ld       hl, VRAM_start+1C4h              ; screen position for HELP!
0000:04A6 CD 14 05                    call     display_3_tiles_HL              ; display/wipe HELP!
0000:04A9 3A 05 69                    ld       a, (soft_sprite_ram+5)          ; sprite #1, flipy & code
0000:04AC
0000:04AC                 make_pauline_run:                                    ; CODE XREF: animate_kong_and_pauline+F3↑j
0000:04AC 32 05 69                                                             ; animate_kong_and_pauline+10B┤j
0000:04AC                             ld       (soft_sprite_ram+5), a          ; sprite #1, flipy & code
0000:04AF CB 71                       bit      6, c
0000:04B1 C8                          ret      z
0000:04B2 47                          ld       b, a
0000:04B3 79                          ld       a, c
0000:04B4 E6 07                       and      7
0000:04B6 C0                          ret      nz
0000:04B7 78                          ld       a, b                             ; sprite #1, flipy & code
0000:04B8 EE 03                       xor      3                                ; toggle sprites 0x11/0x12 pauline running
0000:04BA 32 05 69                    ld       (soft_sprite_ram+5), a          ; sprite #1, flipy & code
0000:04BD C9                          ret
0000:04BE                 ; ─────────────────────────────────────────────────────────────
0000:04BE
0000:04BE                 display_help_rivets_level:                           ; CODE XREF: animate_kong_and_pauline+97↑j
0000:04BE 3E 10                       ld       a, 10h                           ; blank tiles
0000:04C0 21 23 76                    ld       hl, VRAM_start+223h             ; screen pos
0000:04C3 CD 14 05                    call     display_3_tiles_HL
0000:04C6 21 83 75                    ld       hl, VRAM_start+183h             ; screen pos
0000:04C9 CD 14 05                    call     display_3_tiles_HL
0000:04CC CB 71                       bit      6, c
0000:04CE CA 09 05                    jp       z, loc_0_509
0000:04D1 3A 03 62                    ld       a, (mario_x)
0000:04D4 FE 80                       cp       80h ; 'Ç'                        ; mario left/right side of screen?
0000:04D6 D2 F1 04                    jp       nc, display_help_right           ; right, skip
0000:04D9 3E DF                       ld       a, 0DFh ; '■'                    ; "HELP!" to the left
0000:04DB 21 23 76                    ld       hl, VRAM_start+223h             ; screen pos
0000:04DE CD 14 05                    call     display_3_tiles_HL              ; display "HELP!"
0000:04E1
0000:04E1                 display_pauline_left:                                ; CODE XREF: animate_kong_and_pauline+116┤j
0000:04E1 3A 01 69                    ld       a, (soft_sprite_ram+1)          ; sprite #0, flipy & code
0000:04E4 F6 80                       or       80h ; 'Ç'                        ; flipy
0000:04E6 32 01 69                    ld       (soft_sprite_ram+1), a          ; save
0000:04E9 3A 05 69                    ld       a, (soft_sprite_ram+5)          ; sprite #1, flipy & code
0000:04EC F6 80                       or       80h ; 'Ç'                        ; flipy
0000:04EE C3 AC 04                    jp       make_pauline_run
0000:04F1                 ; ─────────────────────────────────────────────────────────────
0000:04F1
0000:04F1                 display_help_right:                                  ; CODE XREF: animate_kong_and_pauline+DB↑j
0000:04F1 3E EF                       ld       a, 0EFh ; '´'                    ; "HELP!" to the right
0000:04F3 21 83 75                    ld       hl, VRAM_start+183h             ; screen pos
0000:04F6 CD 14 05                    call     display_3_tiles_HL              ; display "HELP!"
0000:04F9
0000:04F9                 display_pauline_right:                               ; CODE XREF: animate_kong_and_pauline+113┤j
0000:04F9 3A 01 69                    ld       a, (soft_sprite_ram+1)          ; sprite #0, flipy & code
0000:04FC E6 7F                       and      7Fh ; ' '                        ; not flipped
0000:04FE 32 01 69                    ld       (soft_sprite_ram+1), a          ; save
0000:0501 3A 05 69                    ld       a, (soft_sprite_ram+5)          ; sprite #1, flipy & code
0000:0504 E6 7F                       and      7Fh ; ' '                        ; not flipped
0000:0506 C3 AC 04                    jp       make_pauline_run
0000:0509                 ; ─────────────────────────────────────────────────────────────
0000:0509
0000:0509                 loc_0_509:                                           ; CODE XREF: animate_kong_and_pauline+D3↑j
0000:0509 3A 03 62                    ld       a, (mario_x)
0000:050C FE 80                       cp       80h ; 'Ç'
0000:050E D2 F9 04                    jp       nc, display_pauline_right
0000:0511 C3 E1 04                    jp       display_pauline_left
0000:0511                 ; End of function animate_kong_and_pauline
0000:0511
0000:0514
0000:0514                 ; ■■■■■■■■■■■■ S U B R O U T I N E ■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■
0000:0514
0000:0514
0000:0514                 display_3_tiles_HL:                                  ; CODE XREF: animate_kong_and_pauline+AB↑p
0000:0514 06 03                                                               ; animate_kong_and_pauline+C8↑p ...
0000:0514                             ld       b, 3                             ; 3 tiles
0000:0516
0000:0516                 loc_0_516:                                           ; CODE XREF: display_3_tiles_HL+5┤j
0000:0516 77                          ld       (hl), a                          ; store tile
0000:0517 19                          add      hl, de                           ; next row/column
0000:0518 3D                          dec      a                                ; prev tile
0000:0519 10 FB                       djnz     loc_0_516                        ; loop for 3 tiles
0000:051B C9                          ret
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0000:051B                    ; End of function display_3_tiles_HL
0000:051B
0000:051C
0000:051C                    ; ██████████████ S U B R O U T I N E ████████████████████████████████████████
0000:051C
0000:051C
0000:051C                    sub_0_51C:                                           ; CODE XREF: 0000:0698┤p
0000:051C 4F                                                                      ; 0000:06A5┤j
0000:051C                                                                         ; DATA XREF: ...
0000:051C                                    ld      c, a
0000:051D CF                                 rst     8                            ; return if attract mode
0000:051E CD 5F 05                           call    sub_0_55F
0000:0521 79                                 ld      a, c
0000:0522 81                                 add     a, c
0000:0523 81                                 add     a, c
0000:0524 4F                                 ld      c, a
0000:0525 21 29 35                           ld      hl, Bonus_Points_Tbl
0000:0528 06 00                              ld      b, 0
0000:052A 09                                 add     hl, bc
0000:052B A7                                 and     a
0000:052C 06 03                              ld      b, 3
0000:052E
0000:052E                    loc_0_52E:                                           ; CODE XREF: sub_0_51C+18┤j
0000:052E 1A                                 ld      a, (de)
0000:052F 8E                                 adc     a, (hl)
0000:0530 27                                 daa
0000:0531 12                                 ld      (de), a
0000:0532 13                                 inc     de
0000:0533 23                                 inc     hl
0000:0534 10 F8                              djnz    loc_0_52E
0000:0536 D5                                 push    de
0000:0537 1B                                 dec     de
0000:0538 3A 0D 60                           ld      a, (unk_0_600D)
0000:053B CD 6B 05                           call    sub_0_56B
0000:053E D1                                 pop     de
0000:053F 1B                                 dec     de
0000:0540 21 BA 60                           ld      hl, unk_0_60BA
0000:0543 06 03                              ld      b, 3
0000:0545
0000:0545                    loc_0_545:                                           ; CODE XREF: sub_0_51C+31┤j
0000:0545 1A                                 ld      a, (de)
0000:0546 BE                                 cp      (hl)
0000:0547 D8                                 ret     c
0000:0548 C2 50 05                           jp      nz, loc_0_550
0000:054B 1B                                 dec     de
0000:054C 2B                                 dec     hl
0000:054D 10 F6                              djnz    loc_0_545
0000:054F C9                                 ret
0000:0550                    ; ───────────────────────────────────────────────────────────────────────
0000:0550
0000:0550                    loc_0_550:                                           ; CODE XREF: sub_0_51C+2C↑j
0000:0550 CD 5F 05                           call    sub_0_55F
0000:0553 21 B8 60                           ld      hl, unk_0_60B8
0000:0556
0000:0556                    loc_0_556:                                           ; CODE XREF: sub_0_51C+3E┤j
0000:0556 1A                                 ld      a, (de)
0000:0557 77                                 ld      (hl), a
0000:0558 13                                 inc     de
0000:0559 23                                 inc     hl
0000:055A 10 FA                              djnz    loc_0_556
0000:055C C3 DA 05                           jp      loc_0_5DA
0000:055C                    ; End of function sub_0_51C
0000:055C
0000:055F
0000:055F                    ; ██████████████ S U B R O U T I N E ████████████████████████████████████████
0000:055F
0000:055F
0000:055F                    sub_0_55F:                                           ; CODE XREF: sub_0_51C+2↑p
0000:055F 11 B2 60                                                                ; sub_0_51C+34↑p
0000:055F                                    ld      de, unk_0_60B2
0000:0562 3A 0D 60                           ld      a, (unk_0_600D)
0000:0565 A7                                 and     a
0000:0566 C8                                 ret     z
0000:0567 11 B5 60                           ld      de, unk_0_60B5
0000:056A C9                                 ret
0000:056A                    ; End of function sub_0_55F
0000:056A
0000:056B
0000:056B                    ; ██████████████ S U B R O U T I N E ████████████████████████████████████████
0000:056B
0000:056B
0000:056B                    sub_0_56B:                                           ; CODE XREF: sub_0_51C+1F↑p
0000:056B DD 21 81 77                                                             ; sub_0_5C6+11┤j
0000:056B                                    ld      ix, VRAM_start+381h
0000:056F A7                                 and     a
0000:0570 28 0A                              jr      z, display_score_HL
0000:0572 DD 21 21 75                        ld      ix, VRAM_start+121h
0000:0576 18 04                              jr      display_score_HL
0000:0578                    ; ───────────────────────────────────────────────────────────────────────
0000:0578
0000:0578                    loc_0_578:                                           ; CODE XREF: sub_0_5C6+17┤j
0000:0578 DD 21 41 76                        ld      ix, VRAM_start+241h          ; screen position for score
0000:057C
0000:057C                    display_score_HL:                                    ; CODE XREF: sub_0_56B+5↑j
0000:057C EB                                                                      ; sub_0_56B+B↑j ...
0000:057C                                    ex      de, hl
0000:057D 11 E0 FF                           ld      de, 0FFE0h                   ; column address delta
0000:0580 01 04 03                           ld      bc, 304h                     ; 3=6 digits
0000:0583
0000:0583                    display_B_bcd_digit_pairs:                           ; CODE XREF: sub_0_56B+25┤j
0000:0583 7E                                                                      ; display_credits+11┤j
0000:0583                                    ld      a, (hl)                      ; get bcd digit pair
0000:0584 0F                                 rrca
0000:0585 0F                                 rrca
0000:0586 0F                                 rrca
0000:0587 0F                                 rrca                                 ; shift high nibble
0000:0588 CD 93 05                           call    display_score_digit
0000:058B 7E                                 ld      a, (hl)                      ; low nibble
0000:058C CD 93 05                           call    display_score_digit
0000:058F 2B                                 dec     hl                           ; next digit pair
0000:0590 10 F1                              djnz    display_B_bcd_digit_pairs    ; loop through 6 digits
0000:0592 C9                                 ret
0000:0592                    ; End of function sub_0_56B
0000:0592
0000:0593
0000:0593                    ; ██████████████ S U B R O U T I N E ████████████████████████████████████████
0000:0593
0000:0593
0000:0593                    display_score_digit:                                 ; CODE XREF: sub_0_56B+1D↑p
0000:0593 E6 0F                                                                   ; sub_0_56B+21↑p
0000:0593                                    and     0Fh                          ; low nibble only
0000:0595 DD 77 00                           ld      (ix+0), a                    ; display digit
0000:0598 DD 19                              add     ix, de                       ; next column
0000:059A C9                                 ret
0000:059A                    ; End of function display_score_digit
0000:059A
0000:059B
```

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0000:059B                  ; ██████████████ S U B R O U T I N E ██████████████████████████████████████████
0000:059B
0000:059B
0000:059B                  sub_0_59B:                                            ; CODE XREF: sub_0_59B+24┊p
0000:059B FE 03                                                                  ; DATA XREF: 0000:0309↑o
0000:059B                                  cp      3
0000:059D D2 BD 05                         jp      nc, loc_0_5BD
0000:05A0 F5                               push    af
0000:05A1 21 B2 60                         ld      hl, unk_0_60B2
0000:05A4 A7                               and     a
0000:05A5 CA AB 05                         jp      z, loc_0_5AB
0000:05A8 21 B5 60                         ld      hl, unk_0_60B5
0000:05AB
0000:05AB                  loc_0_5AB:                                            ; CODE XREF: sub_0_59B+A↑j
0000:05AB FE 02                            cp      2
0000:05AD C2 B3 05                         jp      nz, loc_0_5B3
0000:05B0 21 B8 60                         ld      hl, unk_0_60B8
0000:05B3
0000:05B3                  loc_0_5B3:                                            ; CODE XREF: sub_0_59B+12↑j
0000:05B3 AF                               xor     a
0000:05B4 77                               ld      (hl), a
0000:05B5 23                               inc     hl
0000:05B6 77                               ld      (hl), a
0000:05B7 23                               inc     hl
0000:05B8 77                               ld      (hl), a
0000:05B9 F1                               pop     af
0000:05BA C3 C6 05                         jp      sub_0_5C6
0000:05BD                  ; ─────────────────────────────────────────────────────────────────────
0000:05BD
0000:05BD                  loc_0_5BD:                                            ; CODE XREF: sub_0_59B+2↑j
0000:05BD 3D                                                                     ; sub_0_59B+29┊j
0000:05BD                                  dec     a
0000:05BE F5                               push    af
0000:05BF CD 9B 05                         call    sub_0_59B
0000:05C2 F1                               pop     af
0000:05C3 C8                               ret     z
0000:05C4 18 F7                            jr      loc_0_5BD
0000:05C4                  ; End of function sub_0_59B
0000:05C4
0000:05C6
0000:05C6                  ; ██████████████ S U B R O U T I N E ██████████████████████████████████████████
0000:05C6
0000:05C6
0000:05C6                  sub_0_5C6:                                            ; CODE XREF: sub_0_59B+1F↑j
0000:05C6 FE 03                                                                  ; sub_0_5C6+1C┊p
0000:05C6                                                                        ; DATA XREF: ...
0000:05C6                                  cp      3
0000:05C8 CA E0 05                         jp      z, loc_0_5E0
0000:05CB 11 B4 60                         ld      de, unk_0_60B4
0000:05CE A7                               and     a
0000:05CF CA D5 05                         jp      z, loc_0_5D5
0000:05D2 11 B7 60                         ld      de, unk_0_60B7
0000:05D5
0000:05D5                  loc_0_5D5:                                            ; CODE XREF: sub_0_5C6+9↑j
0000:05D5 FE 02                            cp      2
0000:05D7 C2 6B 05                         jp      nz, sub_0_56B
0000:05DA
0000:05DA                  loc_0_5DA:                                            ; CODE XREF: sub_0_51C+40↑j
0000:05DA 11 BA 60                         ld      de, unk_0_60BA
0000:05DD C3 78 05                         jp      loc_0_578
0000:05E0                  ; ─────────────────────────────────────────────────────────────────────
0000:05E0
0000:05E0                  loc_0_5E0:                                            ; CODE XREF: sub_0_5C6+2↑j
0000:05E0 3D                                                                     ; sub_0_5C6+21┊j
0000:05E0                                  dec     a
0000:05E1 F5                               push    af
0000:05E2 CD C6 05                         call    sub_0_5C6
0000:05E5 F1                               pop     af
0000:05E6 C8                               ret     z
0000:05E7 18 F7                            jr      loc_0_5E0
0000:05E7                  ; End of function sub_0_5C6
0000:05E7
0000:05E9
0000:05E9                  ; ██████████████ S U B R O U T I N E ██████████████████████████████████████████
0000:05E9
0000:05E9
0000:05E9                  print_message_A:                                      ; CODE XREF: display_credits+2┊p
0000:05E9 21 4B 36                                                               ; display_start_12P_get_selection+18┊p
0000:05E9                                                                        ; DATA XREF: ...
0000:05E9                                  ld      hl, message_table
0000:05EC 87                               add     a, a                          ; convert entry to offset
0000:05ED F5                               push    af
0000:05EE E6 7F                            and     7Fh ; ' '                      ; mask off 'wipe' bit
0000:05F0 5F                               ld      e, a
0000:05F1 16 00                            ld      d, 0                          ; DE = offset
0000:05F3 19                               add     hl, de                        ; pointer to entry
0000:05F4 5E                               ld      e, (hl)
0000:05F5 23                               inc     hl
0000:05F6 56                               ld      d, (hl)                       ; DE = entry (word)
0000:05F7 EB                               ex      de, hl
0000:05F8 5E                               ld      e, (hl)
0000:05F9 23                               inc     hl
0000:05FA 56                               ld      d, (hl)                       ; DE = screen address to print
0000:05FB 23                               inc     hl                            ; HL = message text
0000:05FC 01 E0 FF                         ld      bc, 0FFE0h                    ; screen column address inc value
0000:05FF EB                               ex      de, hl                        ; DE = text, HL = screen address
0000:0600
0000:0600                  loc_0_600:                                            ; CODE XREF: print_message_A+26┊j
0000:0600 1A                               ld      a, (de)                       ; get message character
0000:0601
0000:0601                  loc_0_601:                                            ; DATA XREF: 0000:1275┊o
0000:0601 FE 3F                            cp      3Fh ; '?'                      ; end of message?
0000:0603 CA 26 00                         jp      z, pop_hl_ret                 ; yes, exit
0000:0606 77                               ld      (hl), a                       ; display character on screen
0000:0607 F1                               pop     af                            ; restore original entry index
0000:0608 30 02                            jr      nc, loc_0_60C                 ; not wiping, skip
0000:060A 36 10                            ld      (hl), 10h                     ; display space character on screen
0000:060C
0000:060C                  loc_0_60C:                                            ; CODE XREF: print_message_A+1F┊j
0000:060C F5                               push    af                            ; store original entry index
0000:060D 13                               inc     de                            ; next message character
0000:060E 09                               add     hl, bc                        ; next screen location
0000:060F 18 EF                            jr      loc_0_600                     ; loop through message
0000:060F                  ; End of function print_message_A
0000:060F
0000:0611                  ; ─────────────────────────────────────────────────────────────────────
0000:0611
0000:0611                  display_credits_if_attract_mode:                      ; DATA XREF: 0000:030F↑o
0000:0611 3A 07 60                         ld      a, (attract_mode_flag)
0000:0614 0F                               rrca                                  ; in attract mode?
0000:0615 D0                               ret     nc                            ; no, return
0000:0616
0000:0616                  ; ██████████████ S U B R O U T I N E ██████████████████████████████████████████
0000:0616
0000:0616
0000:0616                  display_credits:                                      ; CODE XREF: display_start_12P_get_selection+1B┊p
0000:0616 3E 05                                                                  ; 0000:141E┊p ...
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0000:0616                          ld      a, 5                            ; "credit"
0000:0618 CD E9 05                 call    print_message_A
0000:061B 21 01 60                 ld      hl, no_of_credits
0000:061E 11 E0 FF                 ld      de, 0FFE0h                      ; column address delta
0000:0621 DD 21 BF 74              ld      ix, VRAM_start+0BFh             ; screen position of credits
0000:0625 06 01                    ld      b, 1                           ; 1=2 digits
0000:0627 C3 83 05                 jp      display_B_bcd_digit_pairs
0000:0627                  ; End of function display_credits
0000:0627
0000:062A                  ; ─────────────────────────────────────────────────────────────────
0000:062A
0000:062A                  loc_0_62A:                                      ; DATA XREF: 0000:0311↑o
0000:062A A7                       and     a
0000:062B CA 91 06                 jp      z, loc_0_691
0000:062E 3A 8C 63                 ld      a, (bonus_timer)
0000:0631 A7                       and     a                              ; zero?
0000:0632 C2 A8 06                 jp      nz, loc_0_6A8                   ; no, skip
0000:0635 3A B8 63                 ld      a, (unk_0_63B8)
0000:0638 A7                       and     a
0000:0639 C0                       ret     nz
0000:063A 3A B0 62                 ld      a, (unk_0_62B0)
0000:063D 01 0A 00                 ld      bc, 0Ah
0000:0640
0000:0640                  loc_0_640:                                      ; CODE XREF: 0000:0642├j
0000:0640 04                       inc     b
0000:0641 91                       sub     c
0000:0642 C2 40 06                 jp      nz, loc_0_640
0000:0645 78                       ld      a, b
0000:0646 07                       rlca
0000:0647 07                       rlca
0000:0648 07                       rlca
0000:0649 07                       rlca
0000:064A 32 8C 63                 ld      (bonus_timer), a               ; set initial bonus timer value
0000:064D 21 4A 38                 ld      hl, bonus_graphic_tiles
0000:0650 11 65 74                 ld      de, VRAM_start+65h             ; screen position for bonus
0000:0653 3E 06                    ld      a, 6                           ; 6 columns of tiles to display
0000:0655
0000:0655                  loc_0_655:                                      ; CODE XREF: 0000:0664├j
0000:0655 DD 21 1D 00              ld      ix, 1Dh                        ; column inc
0000:0659 01 03 00                 ld      bc, 3                          ; 3 tiles to display
0000:065C ED B0                    ldir                                   ; display bonus tiles
0000:065E DD 19                    add     ix, de                         ; next column
0000:0660 DD E5                    push    ix
0000:0662 D1                       pop     de                             ; screen position
0000:0663 3D                       dec     a                              ; done?
0000:0664 C2 55 06                 jp      nz, loc_0_655                   ; no, loop
0000:0667 3A 8C 63                 ld      a, (bonus_timer)
0000:066A
0000:066A                  loc_0_66A:                                      ; CODE XREF: 0000:06B5├j
0000:066A 4F                       ld      c, a
0000:066B E6 0F                    and     0Fh
0000:066D 47                       ld      b, a                           ; B=low nibble
0000:066E 79                       ld      a, c
0000:066F 0F                       rrca
0000:0670 0F                       rrca
0000:0671 0F                       rrca
0000:0672 0F                       rrca
0000:0673 E6 0F                    and     0Fh                            ; C=high nibble
0000:0675 C2 89 06                 jp      nz, display_bonus_digits       ; skip if more than 9s left
0000:0678 3E 03                    ld      a, 3
0000:067A 32 89 60                 ld      (unk_0_6089), a
0000:067D 3E 70                    ld      a, 70h ; 'p'                    ; purple '0'
0000:067F 32 86 74                 ld      (VRAM_start+86h), a            ; '0'
0000:0682 32 A6 74                 ld      (VRAM_start+0A6h), a           ; '0'
0000:0685 80                       add     a, b                           ; 2nd digit to 'ascii'
0000:0686 47                       ld      b, a                           ; store
0000:0687 3E 10                    ld      a, 10h                         ; <space>
0000:0689
0000:0689                  display_bonus_digits:                           ; CODE XREF: 0000:0675↑j
0000:0689 32 E6 74                 ld      (VRAM_start+0E6h), a           ; display 1st digit
0000:068C 78                       ld      a, b                           ; restore 2nd digit
0000:068D 32 C6 74                 ld      (VRAM_start+0C6h), a           ; display 2nd digit
0000:0690 C9                       ret
0000:0691                  ; ─────────────────────────────────────────────────────────────────
0000:0691
0000:0691                  loc_0_691:                                      ; CODE XREF: 0000:062B↑j
0000:0691 3A 8C 63                 ld      a, (bonus_timer)
0000:0694 47                       ld      b, a
0000:0695 E6 0F                    and     0Fh
0000:0697 C5                       push    bc
0000:0698 CD 1C 05                 call    sub_0_51C
0000:069B C1                       pop     bc
0000:069C 78                       ld      a, b
0000:069D 0F                       rrca
0000:069E 0F                       rrca
0000:069F 0F                       rrca
0000:06A0 0F                       rrca
0000:06A1 E6 0F                    and     0Fh
0000:06A3 C6 0A                    add     a, 0Ah
0000:06A5 C3 1C 05                 jp      sub_0_51C
0000:06A8                  ; ─────────────────────────────────────────────────────────────────
0000:06A8
0000:06A8
0000:06A8                  loc_0_6A8:                                      ; CODE XREF: 0000:0632↑j
0000:06A8 D6 01                    sub     1
0000:06AA 20 05                    jr      nz, loc_0_6B1
0000:06AC 21 B8 63                 ld      hl, unk_0_63B8
0000:06AF 36 01                    ld      (hl), 1
0000:06B1
0000:06B1                  loc_0_6B1:                                      ; CODE XREF: 0000:06AA↑j
0000:06B1 27                       daa
0000:06B2 32 8C 63                 ld      (bonus_timer), a
0000:06B5 C3 6A 06                 jp      loc_0_66A
0000:06B8
0000:06B8                  ; ██████████████ S U B R O U T I N E ███████████████████████████████████
0000:06B8
0000:06B8
0000:06B8                  display_lives_and_level:                        ; CODE XREF: 0000:01DC↑p
0000:06B8 4F                                                               ; sub_0_350+2C↑j
0000:06B8                                                                  ; DATA XREF: ...
0000:06B8                           ld      c, a                           ; store number of lives
0000:06B9 CF                       rst     8                              ; return if attract mode
0000:06BA 06 06                    ld      b, 6                           ; max icons
0000:06BC 11 E0 FF                 ld      de, 0FFE0h                      ; column delta
0000:06BF 21 83 77                 ld      hl, VRAM_start+383h
0000:06C2
0000:06C2                  loc_0_6C2:                                      ; CODE XREF: display_lives_and_level+D├j
0000:06C2 36 10                    ld      (hl), 10h                      ; <space>
0000:06C4 19                       add     hl, de                         ; next column
0000:06C5 10 FB                    djnz    loc_0_6C2                       ; wipe 6 icons
0000:06C7 3A 28 62                 ld      a, (life_no)
0000:06CA 91                       sub     c                              ; HUH???
0000:06CB CA D7 06                 jp      z, loc_0_6D7
0000:06CE 47                       ld      b, a                           ; number of lives
0000:06CF 21 83 77                 ld      hl, VRAM_start+383h            ; screen location
0000:06D2
0000:06D2                  loc_0_6D2:                                      ; CODE XREF: display_lives_and_level+1D├j
0000:06D2 36 FF                    ld      (hl), 0FFh                     ; mario icon
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0000:06D4 19                              add     hl, de                          ; next screen location
0000:06D5 10 FB                           djnz    loc_0_6D2                       ; loop for no. of lives
0000:06D7
0000:06D7                 loc_0_6D7:                                              ; CODE XREF: display_lives_and_level+13↑j
0000:06D7 21 03 75                        ld      hl, VRAM_start+103h
0000:06DA 36 1C                           ld      (hl), 1Ch                       ; 'L'
0000:06DC 21 E3 74                        ld      hl, VRAM_start+0E3h
0000:06DF 36 34                           ld      (hl), 34h ; '4'                 ; '='
0000:06E1 3A 29 62                        ld      a, (level)
0000:06E4 FE 64                           cp      100                             ; too high?
0000:06E6 38 05                           jr      c, loc_0_6ED                    ; no, skip
0000:06E8 3E 63                           ld      a, 99                           ; max out at 99
0000:06EA 32 29 62                        ld      (level), a                      ; adjust
0000:06ED
0000:06ED                 loc_0_6ED:                                              ; CODE XREF: display_lives_and_level+2E↑j
0000:06ED 01 0A FF                        ld      bc, 0FF0Ah
0000:06F0
0000:06F0                 loc_0_6F0:                                              ; CODE XREF: display_lives_and_level+3A├j
0000:06F0 04                              inc     b
0000:06F1 91                              sub     c
0000:06F2 D2 F0 06                        jp      nc, loc_0_6F0
0000:06F5 81                              add     a, c                            ; level tens digit
0000:06F6 32 A3 74                        ld      (VRAM_start+0A3h), a
0000:06F9 78                              ld      a, b                            ; level units digit
0000:06FA 32 C3 74                        ld      (VRAM_start+0C3h), a
0000:06FD C9                              ret
0000:06FD                 ; End of function display_lives_and_level
0000:06FD
0000:06FD                 ; ─────────────────────────────────────────────────────────────────
0000:06FE
0000:06FE
0000:06FE                 loc_0_6FE:                                              ; DATA XREF: 0000:00D0↑o
0000:06FE 3A 0A 60                        ld      a, (game_sequencer)
0000:0701 EF                              rst     28h                             ; go!
0000:0701                 ; ─────────────────────────────────────────────────────────────────
0000:0702 86 09                           .dw loc_0_986                           ; Jump table
0000:0704 AB 09                           .dw loc_0_9AB
0000:0706 D6 09                           .dw loc_0_9D6
0000:0708 FE 09                           .dw loc_0_9FE
0000:070A 1B 0A                           .dw display_p2_screen?
0000:070C 37 0A                           .dw display_p1_screen?
0000:070E 63 0A                           .dw wait
0000:0710 76 0A                           .dw do_intro_sequence
0000:0712 DA 0B                           .dw draw_how_high_can_you_get
0000:0714 00 00                           .dw 0
0000:0716 91 0C                           .dw do_how_high_can_you_get
0000:0718 3C 12                           .dw start_gameplay
0000:071A 7A 19                           .dw gameplay
0000:071C 7C 12                           .dw died_in_gameplay
0000:071E F2 12                           .dw copy_current_lvl_data_to_P1
0000:0720 44 13                           .dw copy_current_lvl_data_to_P2
0000:0722 8F 13                           .dw p1_game_over
0000:0724 A1 13                           .dw p2_game_over
0000:0726 AA 13                           .dw loc_0_13AA
0000:0728 BB 13                           .dw loc_0_13BB
0000:072A 1E 14                           .dw draw_name_registered
0000:072C 86 14                           .dw do_initials_entry
0000:072E 15 16                           .dw mario_pauline_reunion
0000:0730 6B 19                           .dw loc_0_196B
0000:0732 00 00                           .dw 0
0000:0734 00 00                           .dw 0
0000:0736 00 00                           .dw 0
0000:0738 00 00                           .dw 0
0000:073A 00 00                           .dw 0
0000:073C                 ; ─────────────────────────────────────────────────────────────────
0000:073C
0000:073C                 loc_0_73C:                                              ; DATA XREF: 0000:00CC↑o
0000:073C 21 0A 60                        ld      hl, game_sequencer
0000:073F 3A 01 60                        ld      a, (no_of_credits)
0000:0742 A7                              and     a
0000:0743 C2 5C 07                        jp      nz, loc_0_75C
0000:0746 7E                              ld      a, (hl)
0000:0747 EF                              rst     28h                             ; go!
0000:0747                 ; ─────────────────────────────────────────────────────────────────
0000:0748 79 07                           .dw reset_init_game                     ; Jump Table
0000:074A 63 07                           .dw insert_coin_screen
0000:074C 3C 12                           .dw start_gameplay
0000:074E 77 19                           .dw attract_mode_gameplay
0000:0750 7C 12                           .dw died_in_gameplay
0000:0752 C3 07                           .dw switch_to_title_screen
0000:0754 CB 07                           .dw title_screen_flash
0000:0756 4B 08                           .dw title_screen_no_flash
0000:0758 00 00                           .dw 0
0000:075A 00 00                           .dw 0
0000:075C                 ; ─────────────────────────────────────────────────────────────────
0000:075C
0000:075C                 loc_0_75C:                                              ; CODE XREF: 0000:0743↑j
0000:075C 36 00                           ld      (hl), 0
0000:075E 21 05 60                        ld      hl, unk_0_6005
0000:0761 34                              inc     (hl)
0000:0762 C9                              ret
0000:0763                 ; ─────────────────────────────────────────────────────────────────
0000:0763
0000:0763                 insert_coin_screen:                                     ; DATA XREF: 0000:074A↑o
0000:0763 E7                              rst     20h
0000:0764 AF                              xor     a
0000:0765 32 92 63                        ld      (unk_0_6392), a
0000:0768 32 A0 63                        ld      (unk_0_63A0), a
0000:076B 3E 01                           ld      a, 1
0000:076D 32 27 62                        ld      (level_type), a
0000:0770 32 29 62                        ld      (level), a
0000:0773 32 28 62                        ld      (life_no), a
0000:0776 C3 92 0C                        jp      loc_0_C92
0000:0779                 ; ─────────────────────────────────────────────────────────────────
0000:0779
0000:0779                 reset_init_game:                                        ; DATA XREF: 0000:0748↑o
0000:0779 21 86 7D                        ld      hl, palette_bank
0000:077C 36 00                           ld      (hl), 0
0000:077E 23                              inc     hl
0000:077F 36 00                           ld      (hl), 0
0000:0781 11 1B 03                        ld      de, 31Bh
0000:0784 CD 9F 30                        call    sub_0_309F
0000:0787 1C                              inc     e
0000:0788 CD 9F 30                        call    sub_0_309F
0000:078B CD 65 09                        call    sub_0_965
0000:078E 21 09 60                        ld      hl, byte_0_6009
0000:0791 36 02                           ld      (hl), 2
0000:0793 23                              inc     hl                              ; game_sequencer
0000:0794 34                              inc     (hl)
0000:0795 CD 74 08                        call    clear_visible_area_and_sprites
0000:0798 CD 53 0A                        call    display_1UP
0000:079B 3A 0F 60                        ld      a, (unk_0_600F)
0000:079E FE 01                           cp      1
0000:07A0 CC EE 09                        call    z, sub_0_9EE
0000:07A3 ED 5B 22 60                     ld      de, (unk_0_6022)
0000:07A7 21 6C 75                        ld      hl, VRAM_start+16Ch
0000:07AA CD AD 07                        call    loc_0_7AD
0000:07AD
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0000:07AD                    loc_0_7AD:
0000:07AD 73                              ld       (hl), e
0000:07AE 23                              inc      hl
0000:07AF 23                              inc      hl
0000:07B0 72                              ld       (hl), d
0000:07B1 7A                              ld       a, d
0000:07B2 D6 0A                           sub      0Ah
0000:07B4 C2 BC 07                        jp       nz, loc_0_7BC
0000:07B7 77                              ld       (hl), a
0000:07B8 3C                              inc      a
0000:07B9 32 8E 75                        ld       (VRAM_start+18Eh), a
0000:07BC
0000:07BC                    loc_0_7BC:                                        ; CODE XREF: 0000:07B4↑j
0000:07BC 11 01 02                        ld       de, 201h
0000:07BF 21 8C 76                        ld       hl, VRAM_start+28Ch
0000:07C2 C9                              ret
0000:07C3              ; ──────────────────────────────────────────────────────
0000:07C3
0000:07C3                    switch_to_title_screen:                          ; DATA XREF: 0000:0752↑o
0000:07C3 CD 74 08                        call     clear_visible_area_and_sprites
0000:07C6 21 0A 60                        ld       hl, game_sequencer
0000:07C9 34                              inc      (hl)
0000:07CA C9                              ret
0000:07CB              ; ──────────────────────────────────────────────────────
0000:07CB
0000:07CB                    title_screen_flash:                              ; DATA XREF: 0000:0754↑o
0000:07CB 3A 8A 63                        ld       a, (unk_0_638A)
0000:07CE FE 00                           cp       0
0000:07D0 C2 2D 08                        jp       nz, loc_0_82D
0000:07D3 3E 60                           ld       a, 60h ; '`'
0000:07D5 32 8A 63                        ld       (unk_0_638A), a
0000:07D8 0E 5F                           ld       c, 5Fh ; '_'
0000:07DA
0000:07DA                    loc_0_7DA:                                        ; CODE XREF: 0000:0838├j
0000:07DA FE 00                           cp       0
0000:07DC CA 3B 08                        jp       z, loc_0_83B
0000:07DF 21 86 7D                        ld       hl, palette_bank
0000:07E2 36 00                           ld       (hl), 0
0000:07E4 79                              ld       a, c
0000:07E5 CB 07                           rlc      a
0000:07E7 30 02                           jr       nc, loc_0_7EB
0000:07E9 36 01                           ld       (hl), 1
0000:07EB
0000:07EB                    loc_0_7EB:                                        ; CODE XREF: 0000:07E7↑j
0000:07EB 23                              inc      hl
0000:07EC 36 00                           ld       (hl), 0
0000:07EE CB 07                           rlc      a
0000:07F0 30 02                           jr       nc, loc_0_7F4
0000:07F2 36 01                           ld       (hl), 1
0000:07F4
0000:07F4                    loc_0_7F4:                                        ; CODE XREF: 0000:07F0↑j
0000:07F4 32 8B 63                        ld       (unk_0_638B), a
0000:07F7 21 08 3D                        ld       hl, title_screen
0000:07FA
0000:07FA                    display_donkey_kong_title:                       ; CODE XREF: 0000:0809├j
0000:07FA 3E B0                           ld       a, 0B0h ; '▓'              ; girder tile
0000:07FC 46                              ld       b, (hl)                    ; get number of tiles to display
0000:07FD 23                              inc      hl
0000:07FE 5E                              ld       e, (hl)
0000:07FF 23                              inc      hl
0000:0800 56                              ld       d, (hl)                    ; DE = screen address
0000:0801
0000:0801                    loc_0_801:                                        ; CODE XREF: 0000:0803├j
0000:0801 12                              ld       (de), a                    ; display character
0000:0802 13                              inc      de                         ; next line
0000:0803 10 FC                           djnz     loc_0_801                  ; loop
0000:0805 23                              inc      hl                         ; next entry
0000:0806 7E                              ld       a, (hl)                    ; get entry byte
0000:0807 FE 00                           cp       0                          ; done?
0000:0809 C2 FA 07                        jp       nz, display_donkey_kong_title  ; no, loop
0000:080C 11 1E 03                        ld       de, 31Eh
0000:080F CD 9F 30                        call     sub_0_309F
0000:0812 13                              inc      de
0000:0813 CD 9F 30                        call     sub_0_309F
0000:0816 21 CF 39                        ld       hl, dk_thrash_right_spr
0000:0819 CD 4E 00                        call     copy_sprites_2_11_data
0000:081C CD 24 3F                        call     sub_0_3F24
0000:081F 00                              nop
0000:0820 21 08 69                        ld       hl, soft_sprite_ram+8      ; sprite #2, y coord
0000:0823 0E 44                           ld       c, 68
0000:0825 FF                              rst      38h                        ; add 68 to y coord for 10 sprites
0000:0826 21 0B 69                        ld       hl, soft_sprite_ram+0Bh    ; sprite #2, x coord
0000:0829 0E 78                           ld       c, 120
0000:082B FF                              rst      38h                        ; add 120 to xs coord for 10 sprites
0000:082C C9                              ret
0000:082D              ; ──────────────────────────────────────────────────────
0000:082D
0000:082D
0000:082D                    loc_0_82D:                                        ; CODE XREF: 0000:07D0↑j
0000:082D 3A 8B 63                        ld       a, (unk_0_638B)
0000:0830 4F                              ld       c, a
0000:0831 3A 8A 63                        ld       a, (unk_0_638A)
0000:0834 3D                              dec      a
0000:0835 32 8A 63                        ld       (unk_0_638A), a
0000:0838 C3 DA 07                        jp       loc_0_7DA
0000:083B              ; ──────────────────────────────────────────────────────
0000:083B
0000:083B
0000:083B                    loc_0_83B:                                        ; CODE XREF: 0000:07DC↑j
0000:083B 21 09 60                        ld       hl, byte_0_6009
0000:083E 36 02                           ld       (hl), 2
0000:0840 23                              inc      hl                         ; game_sequencer
0000:0841 34                              inc      (hl)
0000:0842 21 8A 63                        ld       hl, unk_0_638A
0000:0845 36 00                           ld       (hl), 0
0000:0847 23                              inc      hl
0000:0848 36 00                           ld       (hl), 0
0000:084A C9                              ret
0000:084B              ; ──────────────────────────────────────────────────────
0000:084B
0000:084B                    title_screen_no_flash:                           ; DATA XREF: 0000:0756↑o
0000:084B E7                              rst      20h
0000:084C 21 0A 60                        ld       hl, game_sequencer
0000:084F 36 00                           ld       (hl), 0
0000:0851 C9                              ret
0000:0852              ; ███████████████ S U B R O U T I N E ███████████████████████████████████
0000:0852
0000:0852
0000:0852                    clear_tiles_and_sprites:                         ; CODE XREF: 0000:0986├p
0000:0852                                                                     ; 0000:196B├p
0000:0852 21 00 74                        ld       hl, VRAM_start
0000:0855 0E 04                           ld       c, 4                       ; 4x256 bytes to clear
0000:0857
0000:0857                    loc_0_857:                                        ; CODE XREF: clear_tiles_and_sprites+E├j
0000:0857 06 00                           ld       b, 0                       ; 256 bytes to clear
0000:0859 3E 10                           ld       a, 10h                     ; space character
0000:085B
0000:085B                    loc_0_85B:                                        ; CODE XREF: clear_tiles_and_sprites+B├j
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0000:085B 77                              ld      (hl), a                         ; display space
0000:085C 23                              inc     hl
0000:085D 10 FC                           djnz    loc_0_85B                       ; clear 256 bytes
0000:085F 0D                              dec     c
0000:0860 C2 57 08                        jp      nz, loc_0_857                   ; do 1024 bytes
0000:0863 21 00 69                        ld      hl, soft_sprite_ram
0000:0866 0E 02                           ld      c, 2                            ; 2x192 bytes to clear
0000:0868
0000:0868           loc_0_868:                                                    ; CODE XREF: clear_tiles_and_sprites+1E┊j
0000:0868 06 C0                           ld      b, 192                          ; 192 bytes to clear
0000:086A AF                              xor     a
0000:086B
0000:086B           loc_0_86B:                                                    ; CODE XREF: clear_tiles_and_sprites+1B┊j
0000:086B 77                              ld      (hl), a                         ; clear soft sprite ram byte
0000:086C 23                              inc     hl                              ; next address
0000:086D 10 FC                           djnz    loc_0_86B                       ; clear 192 bytes
0000:086F 0D                              dec     c
0000:0870 C2 68 08                        jp      nz, loc_0_868                   ; clear 384 bytes
0000:0873 C9                              ret
0000:0873           ; End of function clear_tiles_and_sprites
0000:0873
0000:0874
0000:0874           ; ██████████████ S U B R O U T I N E ██████████████████████████████████████████
0000:0874
0000:0874
0000:0874           clear_visible_area_and_sprites:                               ; CODE XREF: 0000:01C3↑p
0000:0874 21 04 74                                                                ; 0000:0795↑p ...
0000:0874                                 ld      hl, VRAM_start+4
0000:0877 0E 20                           ld      c, 32                           ; 32 columns
0000:0879
0000:0879           loc_0_879:                                                    ; CODE XREF: clear_visible_area_and_sprites+12┊j
0000:0879 06 1C                           ld      b, 28                           ; 28 rows
0000:087B 3E 10                           ld      a, 10h                          ; <space>
0000:087D 11 04 00                        ld      de, 4                           ; bottm-to-top next column increment
0000:0880
0000:0880           loc_0_880:                                                    ; CODE XREF: clear_visible_area_and_sprites+E┊j
0000:0880 77                              ld      (hl), a                         ; display space character
0000:0881 23                              inc     hl                              ; next line
0000:0882 10 FC                           djnz    loc_0_880                       ; loop screen height
0000:0884 19                              add     hl, de                          ; next column
0000:0885 0D                              dec     c                               ; done all columns?
0000:0886 C2 79 08                        jp      nz, loc_0_879                   ; no, loop
0000:0889 21 22 75                        ld      hl, VRAM_start+122h
0000:088C 11 20 00                        ld      de, 32
0000:088F 0E 02                           ld      c, 2
0000:0891 3E 10                           ld      a, 10h                          ; <space>
0000:0893
0000:0893           loc_0_893:                                                    ; CODE XREF: clear_visible_area_and_sprites+29┊j
0000:0893 06 0E                           ld      b, 14                           ; 14 columns
0000:0895
0000:0895           loc_0_895:                                                    ; CODE XREF: clear_visible_area_and_sprites+23┊j
0000:0895 77                              ld      (hl), a                         ; display space character
0000:0896 19                              add     hl, de                          ; next column
0000:0897 10 FC                           djnz    loc_0_895                       ; loop for 14 columns
0000:0899 21 23 75                        ld      hl, VRAM_start+123h
0000:089C 0D                              dec     c
0000:089D C2 93 08                        jp      nz, loc_0_893                   ; repeat at new location
0000:08A0 21 00 69                        ld      hl, soft_sprite_ram
0000:08A3 06 00                           ld      b, 0                            ; 256 bytes to clear
0000:08A5 3E 00                           ld      a, 0                            ; clear to 0x00
0000:08A7
0000:08A7           loc_0_8A7:                                                    ; CODE XREF: clear_visible_area_and_sprites+35┊j
0000:08A7 77                              ld      (hl), a                         ; clear soft sprite ram byte
0000:08A8 23                              inc     hl                              ; next location
0000:08A9 10 FC                           djnz    loc_0_8A7                       ; do 256 bytes
0000:08AB 06 80                           ld      b, 128                          ; 128 bytes to clear
0000:08AD
0000:08AD           loc_0_8AD:                                                    ; CODE XREF: clear_visible_area_and_sprites+3B┊j
0000:08AD 77                              ld      (hl), a                         ; clear soft sprite ram byte
0000:08AE 23                              inc     hl                              ; next location
0000:08AF 10 FC                           djnz    loc_0_8AD                       ; clear 128 bytes
0000:08B1 C9                              ret
0000:08B1           ; End of function clear_visible_area_and_sprites
0000:08B1
0000:08B2           ; ─────────────────────────────────────────────────────────────────────────────
0000:08B2
0000:08B2           loc_0_8B2:                                                    ; DATA XREF: 0000:00CE↑o
0000:08B2 3A 0A 60                        ld      a, (game_sequencer)
0000:08B5 EF                              rst     28h                             ; go!
0000:08B5           ; ─────────────────────────────────────────────────────────────────────────────
0000:08B6 BA 08                           .dw     loc_0_8BA                       ; jump table
0000:08B8 F8 08                           .dw     display_start_12P_init_???
0000:08BA           ; ─────────────────────────────────────────────────────────────────────────────
0000:08BA
0000:08BA           loc_0_8BA:                                                    ; DATA XREF: 0000:08B6↑o
0000:08BA CD 74 08                        call    clear_visible_area_and_sprites
0000:08BD AF                              xor     a
0000:08BE 32 07 60                        ld      (attract_mode_flag), a          ; clear attract mode flag
0000:08C1 11 0C 03                        ld      de, 30Ch
0000:08C4 CD 9F 30                        call    sub_0_309F
0000:08C7 21 0A 60                        ld      hl, game_sequencer
0000:08CA 34                              inc     (hl)
0000:08CB CD 65 09                        call    sub_0_965
0000:08CE AF                              xor     a
0000:08CF 21 86 7D                        ld      hl, palette_bank
0000:08D2 77                              ld      (hl), a
0000:08D3 2C                              inc     l
0000:08D4 77                              ld      (hl), a                         ; palette bank 0
0000:08D5
0000:08D5           ; ██████████████ S U B R O U T I N E ██████████████████████████████████████████
0000:08D5
0000:08D5
0000:08D5           display_start_12P_get_selection:                              ; CODE XREF: 0000:08F8┊p
0000:08D5 06 04                           ld      b, 4
0000:08D7 1E 09                           ld      e, return_if_attract_mode+1     ; "ONLY 1 PLAYER BUTTON"
0000:08D9 3A 01 60                        ld      a, (no_of_credits)
0000:08DC FE 01                           cp      1
0000:08DE CA E4 08                        jp      z, loc_0_8E4
0000:08E1 06 0C                           ld      b, 0Ch                          ; mask for START1/START2
0000:08E3 1C                              inc     e                               ; "1 or 2 PLAYERS"
0000:08E4
0000:08E4           loc_0_8E4:                                                    ; CODE XREF: display_start_12P_get_selection+9↑j
0000:08E4 3A 1A 60                        ld      a, (gen_purpose_timer)
0000:08E7 E6 07                           and     7
0000:08E9 C2 F3 08                        jp      nz, loc_0_8F3
0000:08EC 7B                              ld      a, e                            ; message 9/10
0000:08ED CD E9 05                        call    print_message_A                 ; display
0000:08F0 CD 16 06                        call    display_credits
0000:08F3
0000:08F3           loc_0_8F3:                                                    ; CODE XREF: display_start_12P_get_selection+14↑j
0000:08F3 3A 00 7D                        ld      a, (in2_snd_latch)              ; read IN2
0000:08F6 A0                              and     b                               ; only START1/START2
0000:08F7 C9                              ret
0000:08F7           ; End of function display_start_12P_get_selection
0000:08F7
0000:08F8           ; ─────────────────────────────────────────────────────────────────────────────
0000:08F8
```

```
0000:08F8                     display_start_12P_init_???:                     ; DATA XREF: 0000:08B8↑o
0000:08F8 CD D5 08                      call    display_start_12P_get_selection
0000:08FB FE 04                         cp      4                             ; START1?
0000:08FD CA 06 09                      jp      z, start_1_selected           ; yes, skip
0000:0900 FE 08                         cp      8                             ; START2?
0000:0902 CA 19 09                      jp      z, start_2_selected           ; yes, skip
0000:0905 C9                            ret
0000:0906                     ; ─────────────────────────────────────────────────────────────
0000:0906
0000:0906                     start_1_selected:                               ; CODE XREF: 0000:08FD↑j
0000:0906 CD 77 09                      call    dec_credits_and_???
0000:0909 21 48 60                      ld      hl, p2_level_data
0000:090C 06 08                         ld      b, 8
0000:090E AF                            xor     a
0000:090F
0000:090F                     loc_0_90F:                                      ; CODE XREF: 0000:0911├j
0000:090F 77                            ld      (hl), a
0000:0910 2C                            inc     l
0000:0911 10 FC                         djnz    loc_0_90F
0000:0913 21 00 00                      ld      hl, 0
0000:0916 C3 38 09                      jp      loc_0_938
0000:0919                     ; ─────────────────────────────────────────────────────────────
0000:0919
0000:0919                     start_2_selected:                               ; CODE XREF: 0000:0902↑j
0000:0919 CD 77 09                      call    dec_credits_and_???
0000:091C CD 77 09                      call    dec_credits_and_???
0000:091F 11 48 60                      ld      de, p2_level_data
0000:0922 3A 20 60                      ld      a, (unk_0_6020)
0000:0925 12                            ld      (de), a
0000:0926 1C                            inc     e
0000:0927 21 5E 09                      ld      hl, 95Eh
0000:092A 01 07 00                      ld      bc, 7
0000:092D ED B0                         ldir
0000:092F 11 01 01                      ld      de, 101h
0000:0932 CD 9F 30                      call    sub_0_309F
0000:0935 21 00 01                      ld      hl, 100h
0000:0938
0000:0938                     loc_0_938:                                      ; CODE XREF: 0000:0916↑j
0000:0938 22 0E 60                      ld      (unk_0_600E), hl
0000:093B CD 74 08                      call    clear_visible_area_and_sprites
0000:093E 11 40 60                      ld      de, p1_level_data
0000:0941 3A 20 60                      ld      a, (unk_0_6020)
0000:0944 12                            ld      (de), a
0000:0945 1C                            inc     e
0000:0946 21 5E 09                      ld      hl, game_init_data
0000:0949 01 07 00                      ld      bc, 7                         ; 7 bytes
0000:094C ED B0                         ldir
0000:094E 11 00 01                      ld      de, 100h
0000:0951 CD 9F 30                      call    sub_0_309F
0000:0954 AF                            xor     a
0000:0955 32 0A 60                      ld      (game_sequencer), a
0000:0958 3E 03                         ld      a, 3
0000:095A 32 05 60                      ld      (unk_0_6005), a
0000:095D C9                            ret
0000:095D                     ; ─────────────────────────────────────────────────────────────
0000:095E 01              game_init_data: .db 1                               ; DATA XREF: 0000:0946↑o
0000:095E                                                                     ; Start of game level init data
0000:095F 65 3A                         .dw level_seq_1
0000:0961 01 00 00 00                   .db 1, 0, 0, 0
0000:0965
0000:0965                     ; ███████████████ S U B R O U T I N E ██████████████████████████████
0000:0965
0000:0965
0000:0965                     sub_0_965:                                      ; CODE XREF: 0000:078B↑p
0000:0965 11 00 04                                                           ; 0000:08CB↑p
0000:0965                              ld      de, 400h
0000:0968 CD 9F 30                      call    sub_0_309F
0000:096B 11 14 03                      ld      de, 314h
0000:096E 06 06                         ld      b, 6
0000:0970
0000:0970                     loc_0_970:                                      ; CODE XREF: sub_0_965+F├j
0000:0970 CD 9F 30                      call    sub_0_309F
0000:0973 1C                            inc     e
0000:0974 10 FA                         djnz    loc_0_970
0000:0976 C9                            ret
0000:0976                     ; End of function sub_0_965
0000:0976
0000:0977
0000:0977                     ; ███████████████ S U B R O U T I N E ██████████████████████████████
0000:0977
0000:0977
0000:0977                     dec_credits_and_???:                            ; CODE XREF: 0000:0906↑p
0000:0977 21 01 60                                                           ; 0000:0919↑p ...
0000:0977                              ld      hl, no_of_credits
0000:097A 3E 99                         ld      a, 99h ; 'Õ'
0000:097C 86                            add     a, (hl)
0000:097D 27                            daa                                   ; decrement credits
0000:097E 77                            ld      (hl), a                       ; save
0000:097F 11 00 04                      ld      de, 400h
0000:0982 CD 9F 30                      call    sub_0_309F
0000:0985 C9                            ret
0000:0985                     ; End of function dec_credits_and_???
0000:0985
0000:0986                     ; ─────────────────────────────────────────────────────────────
0000:0986
0000:0986                     loc_0_986:                                      ; DATA XREF: 0000:0702↑o
0000:0986 CD 52 08                      call    clear_tiles_and_sprites
0000:0989 CD 1C 01                      call    stop_sound
0000:098C 11 82 7D                      ld      de, flipscreen
0000:098F 3E 01                         ld      a, 1
0000:0991 12                            ld      (de), a
0000:0992 21 0A 60                      ld      hl, game_sequencer
0000:0995 3A 0E 60                      ld      a, (unk_0_600E)
0000:0998 A7                            and     a
0000:0999 C2 9F 09                      jp      nz, loc_0_99F
0000:099C 36 01                         ld      (hl), 1
0000:099E C9                            ret
0000:099F                     ; ─────────────────────────────────────────────────────────────
0000:099F
0000:099F                     loc_0_99F:                                      ; CODE XREF: 0000:0999↑j
0000:099F 3A 26 60                      ld      a, (unk_0_6026)
0000:09A2 3D                            dec     a
0000:09A3 CA A8 09                      jp      z, loc_0_9A8
0000:09A6 AF                            xor     a
0000:09A7 12                            ld      (de), a
0000:09A8
0000:09A8                     loc_0_9A8:                                      ; CODE XREF: 0000:09A3↑j
0000:09A8 36 03                         ld      (hl), 3
0000:09AA C9                            ret
0000:09AB                     ; ─────────────────────────────────────────────────────────────
0000:09AB
0000:09AB                     loc_0_9AB:                                      ; DATA XREF: 0000:0704↑o
0000:09AB 21 40 60                      ld      hl, p1_level_data
0000:09AE 11 28 62                      ld      de, life_no                   ; player_current_data
0000:09B1 01 08 00                      ld      bc, 8
0000:09B4 ED B0                         ldir
0000:09B6 2A 2A 62                      ld      hl, (seq_data)                ; ptr current sequence table
```

```
0000:09B9 7E                            ld      a, (hl)                         ; get level type
0000:09BA 32 27 62                      ld      (level_type), a                 ; store as current
0000:09BD 3A 0F 60                      ld      a, (unk_0_600F)
0000:09C0 A7                            and     a
0000:09C1 21 09 60                      ld      hl, byte_0_6009
0000:09C4 11 0A 60                      ld      de, game_sequencer
0000:09C7 CA D0 09                      jp      z, loc_0_9D0
0000:09CA 36 78                         ld      (hl), 78h ; 'x'
0000:09CC EB                            ex      de, hl
0000:09CD 36 02                         ld      (hl), 2
0000:09CF C9                            ret
0000:09D0                   ; ───────────────────────────────────────────────────────────────
0000:09D0
0000:09D0                   loc_0_9D0:                                          ; CODE XREF: 0000:09C7↑j
0000:09D0 36 01                         ld      (hl), 1
0000:09D2 EB                            ex      de, hl
0000:09D3 36 05                         ld      (hl), 5
0000:09D5 C9                            ret
0000:09D6                   ; ───────────────────────────────────────────────────────────────
0000:09D6
0000:09D6                   loc_0_9D6:                                          ; DATA XREF: 0000:0706↑o
0000:09D6 AF                            xor     a
0000:09D7 32 86 7D                      ld      (palette_bank), a
0000:09DA 32 87 7D                      ld      (palette_bank+1), a             ; palette bank 0
0000:09DD 11 02 03                      ld      de, 302h
0000:09E0 CD 9F 30                      call    sub_0_309F
0000:09E3 11 01 02                      ld      de, 201h
0000:09E6 CD 9F 30                      call    sub_0_309F
0000:09E9 3E 05                         ld      a, 5
0000:09EB 32 0A 60                      ld      (game_sequencer), a
0000:09EE
0000:09EE                   ; ▆▆▆▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:09EE
0000:09EE
0000:09EE                   sub_0_9EE:                                          ; CODE XREF: 0000:07A0↑p
0000:09EE 3E 02                         ld      a, 2                            ; 0000:0A2E↑p
0000:09F0 32 E0 74                      ld      (VRAM_start+0E0h), a
0000:09F3 3E 25                         ld      a, 25h ; '%'
0000:09F5 32 C0 74                      ld      (VRAM_start+0C0h), a
0000:09F8 3E 20                         ld      a, 20h ; ' '
0000:09FA 32 A0 74                      ld      (VRAM_start+0A0h), a
0000:09FD C9                            ret
0000:09FD                   ; End of function sub_0_9EE
0000:09FD
0000:09FE                   ; ───────────────────────────────────────────────────────────────
0000:09FE
0000:09FE                   loc_0_9FE:                                          ; DATA XREF: 0000:0708↑o
0000:09FE 21 48 60                      ld      hl, p2_level_data
0000:0A01 11 28 62                      ld      de, life_no                     ; player_current_data
0000:0A04 01 08 00                      ld      bc, 8
0000:0A07 ED B0                         ldir
0000:0A09 2A 2A 62                      ld      hl, (seq_data)                  ; ptr current seq table
0000:0A0C 7E                            ld      a, (hl)                         ; get level type
0000:0A0D 32 27 62                      ld      (level_type), a                 ; store as current
0000:0A10 3E 78                         ld      a, 78h ; 'x'
0000:0A12 32 09 60                      ld      (byte_0_6009), a
0000:0A15 3E 04                         ld      a, 4
0000:0A17 32 0A 60                      ld      (game_sequencer), a
0000:0A1A C9                            ret
0000:0A1B                   ; ───────────────────────────────────────────────────────────────
0000:0A1B
0000:0A1B                   display_p2_screen?:                                 ; DATA XREF: 0000:070A↑o
0000:0A1B AF                            xor     a
0000:0A1C 32 86 7D                      ld      (palette_bank), a
0000:0A1F 32 87 7D                      ld      (palette_bank+1), a             ; palette bank 0
0000:0A22 11 03 03                      ld      de, 303h
0000:0A25 CD 9F 30                      call    sub_0_309F
0000:0A28 11 01 02                      ld      de, 201h
0000:0A2B CD 9F 30                      call    sub_0_309F
0000:0A2E CD EE 09                      call    sub_0_9EE
0000:0A31 3E 05                         ld      a, 5
0000:0A33 32 0A 60                      ld      (game_sequencer), a
0000:0A36 C9                            ret
0000:0A37                   ; ───────────────────────────────────────────────────────────────
0000:0A37
0000:0A37                   display_p1_screen?:                                 ; DATA XREF: 0000:070C↑o
0000:0A37 11 04 03                      ld      de, 304h
0000:0A3A CD 9F 30                      call    sub_0_309F
0000:0A3D 11 02 02                      ld      de, 202h
0000:0A40 CD 9F 30                      call    sub_0_309F
0000:0A43 11 00 02                      ld      de, 200h
0000:0A46 CD 9F 30                      call    sub_0_309F
0000:0A49 11 00 06                      ld      de, 600h
0000:0A4C CD 9F 30                      call    sub_0_309F
0000:0A4F 21 0A 60                      ld      hl, game_sequencer
0000:0A52 34                            inc     (hl)
0000:0A53                   ; ▆▆▆▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:0A53
0000:0A53
0000:0A53                   display_1UP:                                        ; CODE XREF: 0000:01F1↑p
0000:0A53 3E 01                         ld      a, 1                            ; 0000:0798↑p
0000:0A53                                                                        ; '1'
0000:0A55 32 40 77                      ld      (VRAM_start+340h), a
0000:0A58 3E 25                         ld      a, 25h ; '%'                     ; 'U'
0000:0A5A 32 20 77                      ld      (VRAM_start+320h), a
0000:0A5D 3E 20                         ld      a, 20h ; ' '                     ; 'P'
0000:0A5F 32 00 77                      ld      (VRAM_start+300h), a
0000:0A62 C9                            ret
0000:0A62                   ; End of function display_1UP
0000:0A62
0000:0A63                   ; ───────────────────────────────────────────────────────────────
0000:0A63
0000:0A63                   wait:                                               ; DATA XREF: 0000:070E↑o
0000:0A63 DF                            rst     18h
0000:0A64 CD 74 08                      call    clear_visible_area_and_sprites
0000:0A67 21 09 60                      ld      hl, byte_0_6009
0000:0A6A 36 01                         ld      (hl), 1
0000:0A6C 2C                            inc     l                               ; game_sequencer
0000:0A6D 34                            inc     (hl)                            ; inc
0000:0A6E 11 2C 62                      ld      de, unk_0_622C
0000:0A71 1A                            ld      a, (de)
0000:0A72 A7                            and     a                               ; already seen intro?
0000:0A73 C0                            ret     nz                              ; no, return
0000:0A74 34                            inc     (hl)                            ; skip intro sequence
0000:0A75 C9                            ret
0000:0A76                   ; ───────────────────────────────────────────────────────────────
0000:0A76
0000:0A76                   do_intro_sequence:                                  ; DATA XREF: 0000:0710↑o
0000:0A76 3A 85 63                      ld      a, (intro_sequencer)
0000:0A79 EF                            rst     28h                             ; go!
0000:0A79                   ; ───────────────────────────────────────────────────────────────
0000:0A7A 8A 0A                         .dw     draw_climb_screen               ; Jump table
0000:0A7C BF 0A                         .dw     loc_0_ABF
0000:0A7E E8 0A                         .dw     loc_0_AE8
0000:0A80 69 30                         .dw     loc_0_3069
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0000:0A82 06 0B                        .dw  draw_1st_girder_dformation
0000:0A84 69 30                        .dw  loc_0_3069
0000:0A86 68 0B                        .dw  draw_rest_of_deformations
0000:0A88 B3 0B                        .dw  growl
0000:0A8A              ; ──────────────────────────────────────────────────────────────
0000:0A8A
0000:0A8A              draw_climb_screen:                                 ; DATA XREF: 0000:0A7A↑o
0000:0A8A AF                           xor   a
0000:0A8B 32 86 7D                     ld    (palette_bank), a
0000:0A8E 3C                           inc   a
0000:0A8F 32 87 7D                     ld    (palette_bank+1), a          ; palette bank 2
0000:0A92 11 0D 38                     ld    de, draw_data_climb
0000:0A95 CD A7 0D                     call  sub_0_DA7                    ; get address of ???
0000:0A98 3E 10                        ld    a, 10h                       ; <space>
0000:0A9A 32 A3 76                     ld    (VRAM_start+2A3h), a
0000:0A9D 32 63 76                     ld    (VRAM_start+263h), a
0000:0AA0 3E D4                        ld    a, 0D4h ; 'Ô'                 ; half ladder, half girder
0000:0AA2 32 AA 75                     ld    (VRAM_start+1AAh), a
0000:0AA5 AF                           xor   a
0000:0AA6 32 AF 62                     ld    (unk_0_62AF), a
0000:0AA9 21 B4 38                     ld    hl, dk_intro_jump_up_data
0000:0AAC 22 C2 63                     ld    (unk_0_63C2), hl
0000:0AAF 21 CB 38                     ld    hl, dk_intro_jump_across_data
0000:0AB2 22 C4 63                     ld    (unk_0_63C4), hl
0000:0AB5 3E 40                        ld    a, 40h ; '@'
0000:0AB7 32 09 60                     ld    (byte_0_6009), a
0000:0ABA 21 85 63                     ld    hl, intro_sequencer
0000:0ABD 34                           inc   (hl)
0000:0ABE C9                           ret
0000:0ABF              ; ──────────────────────────────────────────────────────────────
0000:0ABF
0000:0ABF              loc_0_ABF:                                         ; DATA XREF: 0000:0A7C↑o
0000:0ABF DF                           rst   18h
0000:0AC0 21 8C 38                     ld    hl, kong_climbing_spr
0000:0AC3 CD 4E 00                     call  copy_sprites_2_11_data
0000:0AC6 21 08 69                     ld    hl, soft_sprite_ram+8        ; sprite #2, y coord
0000:0AC9 0E 30                        ld    c, 48
0000:0ACB FF                           rst   38h                          ; add 48 to y coord for 10 sprites
0000:0ACC 21 0B 69                     ld    hl, soft_sprite_ram+0Bh      ; sprite #2, x coord
0000:0ACF 0E 99                        ld    c, 153
0000:0AD1 FF                           rst   38h                          ; add 153 to x coord for 10 sprites
0000:0AD2 3E 1F                        ld    a, 1Fh
0000:0AD4 32 8E 63                     ld    (unk_0_638E), a
0000:0AD7 AF                           xor   a
0000:0AD8 32 0C 69                     ld    (soft_sprite_ram+0Ch), a     ; sprite #3, y coord
0000:0ADB 21 8A 60                     ld    hl, unk_0_608A
0000:0ADE 36 01                        ld    (hl), 1
0000:0AE0 23                           inc   hl
0000:0AE1 36 03                        ld    (hl), 3
0000:0AE3 21 85 63                     ld    hl, intro_sequencer
0000:0AE6 34                           inc   (hl)
0000:0AE7 C9                           ret
0000:0AE8              ; ──────────────────────────────────────────────────────────────
0000:0AE8
0000:0AE8              loc_0_AE8:                                         ; DATA XREF: 0000:0A7E↑o
0000:0AE8 CD 6F 30                     call  sub_0_306F
0000:0AEB 3A AF 62                     ld    a, (unk_0_62AF)
0000:0AEE E6 0F                        and   0Fh
0000:0AF0 CC 4A 30                     call  z, sub_0_304A
0000:0AF3 3A 0B 69                     ld    a, (soft_sprite_ram+0Bh)     ; sprite #2, x coord
0000:0AF6 FE 5D                        cp    5Dh ; ']'
0000:0AF8 D0                           ret   nc
0000:0AF9 3E 20                        ld    a, 20h ; ' '
0000:0AFB 32 09 60                     ld    (byte_0_6009), a
0000:0AFE 21 85 63                     ld    hl, 6385h
0000:0B01 34                           inc   (hl)
0000:0B02 22 C0 63                     ld    (unk_0_63C0), hl
0000:0B05 C9                           ret
0000:0B06              ; ──────────────────────────────────────────────────────────────
0000:0B06
0000:0B06              draw_1st_girder_dformation:                        ; DATA XREF: 0000:0A82↑o
0000:0B06 3A 1A 60                     ld    a, (gen_purpose_timer)
0000:0B09 0F                           rrca
0000:0B0A D8                           ret   c
0000:0B0B 2A C2 63                     ld    hl, (unk_0_63C2)
0000:0B0E 7E                           ld    a, (hl)
0000:0B0F FE 7F                        cp    7Fh ; ' '
0000:0B11 CA 1E 0B                     jp    z, loc_0_B1E
0000:0B14 23                           inc   hl
0000:0B15 22 C2 63                     ld    (unk_0_63C2), hl
0000:0B18 4F                           ld    c, a
0000:0B19 21 0B 69                     ld    hl, 690Bh
0000:0B1C FF                           rst   38h
0000:0B1D C9                           ret
0000:0B1E              ; ──────────────────────────────────────────────────────────────
0000:0B1E
0000:0B1E              loc_0_B1E:                                         ; CODE XREF: 0000:0B11↑j
0000:0B1E 21 5C 38                     ld    hl, kong_normal_spr
0000:0B21 CD 4E 00                     call  copy_sprites_2_11_data
0000:0B24 11 00 69                     ld    de, soft_sprite_ram
0000:0B27 01 08 00                     ld    bc, 8
0000:0B2A ED B0                        ldir
0000:0B2C 21 08 69                     ld    hl, soft_sprite_ram+8        ; sprite #2, y coord
0000:0B2F 0E 50                        ld    c, 50h ; 'P'
0000:0B31 FF                           rst   38h
0000:0B32 21 0B 69                     ld    hl, soft_sprite_ram+0Bh      ; sprite #2, x coord
0000:0B35 0E FC                        ld    c, 0FCh ; '³'
0000:0B37 FF                           rst   38h
0000:0B38
0000:0B38              loc_0_B38:                                         ; CODE XREF: 0000:0B40├j
0000:0B38 CD 4A 30                     call  sub_0_304A
0000:0B3B 3A 8E 63                     ld    a, (unk_0_638E)
0000:0B3E FE 0A                        cp    0Ah
0000:0B40 C2 38 0B                     jp    nz, loc_0_B38
0000:0B43 3E 03                        ld    a, 3
0000:0B45 32 82 60                     ld    (unk_0_6082), a
0000:0B48 11 2C 39                     ld    de, draw_data_bend_girders_1
0000:0B4B CD A7 0D                     call  sub_0_DA7
0000:0B4E 3E 10                        ld    a, 10h
0000:0B50 32 AA 74                     ld    (VRAM_start+0AAh), a
0000:0B53 32 8A 74                     ld    (VRAM_start+8Ah), a
0000:0B56 3E 05                        ld    a, 5
0000:0B58 32 8D 63                     ld    (unk_0_638D), a
0000:0B5B 3E 20                        ld    a, 20h ; ' '
0000:0B5D 32 09 60                     ld    (byte_0_6009), a
0000:0B60 21 85 63                     ld    hl, 6385h
0000:0B63 34                           inc   (hl)
0000:0B64 22 C0 63                     ld    (unk_0_63C0), hl
0000:0B67 C9                           ret
0000:0B68              ; ──────────────────────────────────────────────────────────────
0000:0B68
0000:0B68              draw_rest_of_deformations:                         ; DATA XREF: 0000:0A86↑o
0000:0B68 3A 1A 60                     ld    a, (gen_purpose_timer)
0000:0B6B 0F                           rrca
0000:0B6C D8                           ret   c
0000:0B6D 2A C4 63                     ld    hl, (unk_0_63C4)
0000:0B70 7E                           ld    a, (hl)
```

```
0000:0B71 FE 7F                          cp      7Fh ; '□'
0000:0B73 CA 86 0B                       jp      z, loc_0_B86
0000:0B76 23                             inc     hl
0000:0B77 22 C4 63                       ld      (unk_0_63C4), hl
0000:0B7A 21 0B 69                       ld      hl, soft_sprite_ram+0Bh          ; sprite #2, x coord
0000:0B7D 4F                             ld      c, a
0000:0B7E FF                             rst     38h
0000:0B7F 21 08 69                       ld      hl, soft_sprite_ram+8            ; sprite #2, y coord
0000:0B82 0E FF                          ld      c, 0FFh
0000:0B84 FF                             rst     38h                              ; subtract 1 from y coord for 10 sprites
0000:0B85 C9                             ret
0000:0B86                  ; ─────────────────────────────────────────────────────────────
0000:0B86
0000:0B86                  loc_0_B86:                                            ; CODE XREF: 0000:0B73↑j
0000:0B86 21 CB 38                       ld      hl, dk_intro_jump_across_data
0000:0B89 22 C4 63                       ld      (unk_0_63C4), hl
0000:0B8C 3E 03                          ld      a, 3
0000:0B8E 32 82 60                       ld      (unk_0_6082), a
0000:0B91 21 DC 38                       ld      hl, draw_data_bend_girders_2
0000:0B94 3A 8D 63                       ld      a, (unk_0_638D)
0000:0B97 3D                             dec     a
0000:0B98 07                             rlca
0000:0B99 07                             rlca
0000:0B9A 07                             rlca
0000:0B9B 07                             rlca
0000:0B9C 5F                             ld      e, a
0000:0B9D 16 00                          ld      d, 0
0000:0B9F 19                             add     hl, de
0000:0BA0 EB                             ex      de, hl
0000:0BA1 CD A7 0D                       call    sub_0_DA7
0000:0BA4 21 8D 63                       ld      hl, unk_0_638D
0000:0BA7 35                             dec     (hl)
0000:0BA8 C0                             ret     nz
0000:0BA9 3E B0                          ld      a, 0B0h ; '▒'
0000:0BAB 32 09 60                       ld      (byte_0_6009), a
0000:0BAE 21 85 63                       ld      hl, intro_sequencer
0000:0BB1 34                             inc     (hl)
0000:0BB2 C9                             ret
0000:0BB3                  ; ─────────────────────────────────────────────────────────────
0000:0BB3
0000:0BB3                  growl:                                                ; DATA XREF: 0000:0A88↑o
0000:0BB3 21 8A 60                       ld      hl, unk_0_608A
0000:0BB6 3A 09 60                       ld      a, (byte_0_6009)
0000:0BB9 FE 90                          cp      90h ; 'É'
0000:0BBB 20 0B                          jr      nz, loc_0_BC8
0000:0BBD 36 0F                          ld      (hl), 0Fh
0000:0BBF 23                             inc     hl
0000:0BC0 36 03                          ld      (hl), 3
0000:0BC2 21 19 69                       ld      hl, soft_sprite_ram+19h          ; sprite #6, flipy & code
0000:0BC5 34                             inc     (hl)
0000:0BC6 18 09                          jr      loc_0_BD1
0000:0BC8                  ; ─────────────────────────────────────────────────────────────
0000:0BC8
0000:0BC8                  loc_0_BC8:                                            ; CODE XREF: 0000:0BBB↑j
0000:0BC8 FE 18                          cp      18h
0000:0BCA 20 05                          jr      nz, loc_0_BD1
0000:0BCC 21 19 69                       ld      hl, soft_sprite_ram+19h          ; sprite #6, flipy & code
0000:0BCF 35                             dec     (hl)
0000:0BD0 00                             nop
0000:0BD1
0000:0BD1                  loc_0_BD1:                                            ; CODE XREF: 0000:0BC6↑j
0000:0BD1 DF                                                                     ; 0000:0BCA↑j
0000:0BD1 DF                             rst     18h
0000:0BD2 AF                             xor     a
0000:0BD3 32 85 63                       ld      (intro_sequencer), a
0000:0BD6 34                             inc     (hl)
0000:0BD7 23                             inc     hl
0000:0BD8 34                             inc     (hl)
0000:0BD9 C9                             ret
0000:0BDA                  ; ─────────────────────────────────────────────────────────────
0000:0BDA
0000:0BDA                  draw_how_high_can_you_get:                            ; DATA XREF: 0000:0712↑o
0000:0BDA CD 1C 01                       call    stop_sound
0000:0BDD DF                             rst     18h
0000:0BDE CD 74 08                       call    clear_visible_area_and_sprites
0000:0BE1 16 06                          ld      d, 6
0000:0BE3 3A 00 62                       ld      a, (is_mario_alive)
0000:0BE6 5F                             ld      e, a
0000:0BE7 CD 9F 30                       call    sub_0_309F
0000:0BEA 21 86 7D                       ld      hl, palette_bank
0000:0BED 36 01                          ld      (hl), 1
0000:0BEF 23                             inc     hl
0000:0BF0 36 00                          ld      (hl), 0
0000:0BF2 21 8A 60                       ld      hl, unk_0_608A
0000:0BF5 36 02                          ld      (hl), 2
0000:0BF7 23                             inc     hl
0000:0BF8 36 03                          ld      (hl), 3
0000:0BFA 21 A7 63                       ld      hl, unk_0_63A7
0000:0BFD 36 00                          ld      (hl), 0
0000:0BFF 21 DC 76                       ld      hl, VRAM_start+2DCh
0000:0C02 22 A8 63                       ld      (unk_0_63A8), hl
0000:0C05 3A 2E 62                       ld      a, (unk_0_622E)
0000:0C08 FE 06                          cp      6
0000:0C0A 38 05                          jr      c, loc_0_C11
0000:0C0C 3E 05                          ld      a, 5
0000:0C0E 32 2E 62                       ld      (unk_0_622E), a
0000:0C11
0000:0C11                  loc_0_C11:                                            ; CODE XREF: 0000:0C0A↑j
0000:0C11 3A 2F 62                       ld      a, (unk_0_622F)
0000:0C14 47                             ld      b, a
0000:0C15 3A 2A 62                       ld      a, (seq_data)
0000:0C18 B8                             cp      b
0000:0C19 28 04                          jr      z, loc_0_C1F
0000:0C1B 21 2E 62                       ld      hl, unk_0_622E
0000:0C1E 34                             inc     (hl)
0000:0C1F
0000:0C1F                  loc_0_C1F:                                            ; CODE XREF: 0000:0C19↑j
0000:0C1F 32 2F 62                       ld      (unk_0_622F), a
0000:0C22 3A 2E 62                       ld      a, (unk_0_622E)
0000:0C25 47                             ld      b, a
0000:0C26 21 BC 75                       ld      hl, VRAM_start+1BCh
0000:0C29
0000:0C29                  loc_0_C29:                                            ; CODE XREF: 0000:0C7F↓j
0000:0C29 0E 50                          ld      c, 50h ; 'P'
0000:0C2B
0000:0C2B                  loc_0_C2B:                                            ; CODE XREF: 0000:0C40↓j
0000:0C2B 71                             ld      (hl), c
0000:0C2C 0C                             inc     c
0000:0C2D 2B                             dec     hl
0000:0C2E 71                             ld      (hl), c
0000:0C2F 0C                             inc     c
0000:0C30 2B                             dec     hl
0000:0C31 71                             ld      (hl), c
0000:0C32 0C                             inc     c
0000:0C33 2B                             dec     hl
0000:0C34 71                             ld      (hl), c
0000:0C35 79                             ld      a, c
```

```
0000:0C36 FE 67                            cp      67h ; 'g'
0000:0C38 CA 43 0C                         jp      z, loc_0_C43
0000:0C3B 0C                              inc     c
0000:0C3C 11 23 00                         ld      de, 23h ; '#'
0000:0C3F 19                              add     hl, de
0000:0C40 C3 2B 0C                         jp      loc_0_C2B
0000:0C43                ; ————————————————————————————————————————————————————
0000:0C43
0000:0C43                   loc_0_C43:                                          ; CODE XREF: 0000:0C38↑j
0000:0C43 3A A7 63                         ld      a, (unk_0_63A7)
0000:0C46 3C                              inc     a
0000:0C47 32 A7 63                         ld      (unk_0_63A7), a
0000:0C4A 3D                              dec     a
0000:0C4B CB 27                            sla     a
0000:0C4D CB 27                            sla     a
0000:0C4F E5                              push    hl
0000:0C50 21 F0 3C                         ld      hl, draw_data_how_high
0000:0C53 C5                              push    bc
0000:0C54 DD 2A A8 63                      ld      ix, (unk_0_63A8)
0000:0C58 4F                              ld      c, a
0000:0C59 06 00                            ld      b, 0
0000:0C5B 09                              add     hl, bc
0000:0C5C 7E                              ld      a, (hl)
0000:0C5D DD 77 60                         ld      (ix+60h), a
0000:0C60 23                              inc     hl
0000:0C61 7E                              ld      a, (hl)
0000:0C62 DD 77 40                         ld      (ix+40h), a
0000:0C65 23                              inc     hl
0000:0C66 7E                              ld      a, (hl)
0000:0C67 DD 77 20                         ld      (ix+20h), a
0000:0C6A DD 36 E0 8B                      ld      (ix-20h), 8Bh ; 'ï'
0000:0C6E C1                              pop     bc
0000:0C6F DD E5                            push    ix
0000:0C71 E1                              pop     hl
0000:0C72 11 FC FF                         ld      de, 0FFFCh
0000:0C75 19                              add     hl, de
0000:0C76 22 A8 63                         ld      (unk_0_63A8), hl
0000:0C79 E1                              pop     hl
0000:0C7A 11 5F FF                         ld      de, 0FF5Fh
0000:0C7D 19                              add     hl, de
0000:0C7E 05                              dec     b
0000:0C7F C2 29 0C                         jp      nz, loc_0_C29
0000:0C82 11 07 03                         ld      de, 307h
0000:0C85 CD 9F 30                         call    sub_0_309F
0000:0C88 21 09 60                         ld      hl, byte_0_6009
0000:0C8B 36 A0                            ld      (hl), 0A0h ; 'á'
0000:0C8D 23                              inc     hl
0000:0C8E 34                              inc     (hl)
0000:0C8F 34                              inc     (hl)
0000:0C90 C9                              ret
0000:0C91                ; ————————————————————————————————————————————————————
0000:0C91
0000:0C91                   do_how_high_can_you_get:                            ; DATA XREF: 0000:0716↑o
0000:0C91 DF                              rst     18h
0000:0C92
0000:0C92                   loc_0_C92:                                          ; CODE XREF: 0000:0776↑j
0000:0C92 CD 74 08                         call    clear_visible_area_and_sprites
0000:0C95 AF                              xor     a
0000:0C96 32 8C 63                         ld      (bonus_timer), a
0000:0C99 11 01 05                         ld      de, 501h
0000:0C9C CD 9F 30                         call    sub_0_309F
0000:0C9F 21 86 7D                         ld      hl, palette_bank
0000:0CA2 36 00                            ld      (hl), 0
0000:0CA4 23                              inc     hl
0000:0CA5 36 01                            ld      (hl), 1
0000:0CA7 3A 27 62                         ld      a, (level_type)
0000:0CAA 3D                              dec     a
0000:0CAB CA D4 0C                         jp      z, loc_0_CD4
0000:0CAE 3D                              dec     a
0000:0CAF CA DF 0C                         jp      z, loc_0_CDF
0000:0CB2 3D                              dec     a
0000:0CB3 CA F2 0C                         jp      z, loc_0_CF2
0000:0CB6 CD 43 0D                         call    sub_0_D43
0000:0CB9 21 86 7D                         ld      hl, palette_bank
0000:0CBC 36 01                            ld      (hl), 1
0000:0CBE 3E 0B                            ld      a, 0Bh
0000:0CC0 32 89 60                         ld      (unk_0_6089), a
0000:0CC3 11 8B 3C                         ld      de, draw_data_rivets
0000:0CC6
0000:0CC6                   loc_0_CC6:                                          ; CODE XREF: 0000:0CDC├j
0000:0CC6 CD A7 0D                                                             ; 0000:0CEF├j ...
0000:0CC6                                 call    sub_0_DA7
0000:0CC9 3A 27 62                         ld      a, (level_type)
0000:0CCC FE 04                            cp      4                           ; rivets?
0000:0CCE CC 00 0D                         call    z, sub_0_D00                ; yes, call
0000:0CD1 C3 A0 3F                         jp      loc_0_3FA0
0000:0CD4                ; ————————————————————————————————————————————————————
0000:0CD4
0000:0CD4                   loc_0_CD4:                                          ; CODE XREF: 0000:0CAB↑j
0000:0CD4 11 E4 3A                         ld      de, draw_data_girder
0000:0CD7 3E 08                            ld      a, 8
0000:0CD9 32 89 60                         ld      (unk_0_6089), a
0000:0CDC C3 C6 0C                         jp      loc_0_CC6
0000:0CDF                ; ————————————————————————————————————————————————————
0000:0CDF
0000:0CDF                   loc_0_CDF:                                          ; CODE XREF: 0000:0CAF↑j
0000:0CDF 11 5D 3B                         ld      de, draw_data_cement
0000:0CE2 21 86 7D                         ld      hl, palette_bank
0000:0CE5 36 01                            ld      (hl), 1
0000:0CE7 23                              inc     hl
0000:0CE8 36 00                            ld      (hl), 0
0000:0CEA 3E 09                            ld      a, 9
0000:0CEC 32 89 60                         ld      (unk_0_6089), a
0000:0CEF C3 C6 0C                         jp      loc_0_CC6
0000:0CF2                ; ————————————————————————————————————————————————————
0000:0CF2
0000:0CF2                   loc_0_CF2:                                          ; CODE XREF: 0000:0CB3↑j
0000:0CF2 CD 27 0D                         call    sub_0_D27
0000:0CF5 3E 0A                            ld      a, 0Ah
0000:0CF7 32 89 60                         ld      (unk_0_6089), a
0000:0CFA 11 E5 3B                         ld      de, draw_data_elevator
0000:0CFD C3 C6 0C                         jp      loc_0_CC6
0000:0D00                ; ██████████████ S U B R O U T I N E ██████████████████████████████████████
0000:0D00
0000:0D00
0000:0D00                   sub_0_D00:                                          ; CODE XREF: 0000:0CCE↑p
0000:0D00 06 08                            ld      b, 8
0000:0D02 21 17 0D                         ld      hl, 0D17h
0000:0D05
0000:0D05                   loc_0_D05:                                          ; CODE XREF: sub_0_D00+14├j
0000:0D05 3E B8                            ld      a, 0B8h ; '©'
0000:0D07 0E 02                            ld      c, 2
0000:0D09 5E                              ld      e, (hl)
0000:0D0A 23                              inc     hl
0000:0D0B 56                              ld      d, (hl)
0000:0D0C 23                              inc     hl
```

```
0000:0D0D
0000:0D0D                      loc_0_D0D:                                          ; CODE XREF: sub_0_D00+11┤j
0000:0D0D 12                              ld      (de), a
0000:0D0E 3D                              dec     a
0000:0D0F 13                              inc     de
0000:0D10 0D                              dec     c
0000:0D11 C2 0D 0D                        jp      nz, loc_0_D0D
0000:0D14 10 EF                           djnz    loc_0_D05
0000:0D16 C9                              ret
0000:0D16                      ; End of function sub_0_D00
0000:0D16
0000:0D16                      ; ───────────────────────────────────────────────────────────────────
0000:0D17 CA 76       rivet_loc_tbl: .dw VRAM_start+2CAh                          ; Rivets level, location of rivets
0000:0D19 CF 76                       .dw VRAM_start+2CFh
0000:0D1B D4 76                       .dw VRAM_start+2D4h
0000:0D1D D9 76                       .dw VRAM_start+2D9h
0000:0D1F 2A 75                       .dw VRAM_start+12Ah
0000:0D21 2F 75                       .dw VRAM_start+12Fh
0000:0D23 34 75                       .dw VRAM_start+134h
0000:0D25 39 75                       .dw VRAM_start+139h
0000:0D27
0000:0D27                      ; ██████████████ S U B R O U T I N E ███████████████████████████████
0000:0D27
0000:0D27
0000:0D27                      sub_0_D27:                                          ; CODE XREF: 0000:0CF2↑p
0000:0D27 21 0D 77                        ld      hl, VRAM_start+30Dh
0000:0D2A CD 30 0D                        call    sub_0_D30
0000:0D2D 21 0D 76                        ld      hl, VRAM_start+20Dh
0000:0D2D                      ; End of function sub_0_D27
0000:0D2D
0000:0D30
0000:0D30                      ; ██████████████ S U B R O U T I N E ███████████████████████████████
0000:0D30
0000:0D30
0000:0D30                      sub_0_D30:                                          ; CODE XREF: sub_0_D27+3↑p
0000:0D30 06 11                           ld      b, 11h
0000:0D32
0000:0D32                      loc_0_D32:                                          ; CODE XREF: sub_0_D30+5┤j
0000:0D32 36 FD                           ld      (hl), 0FDh ; '²'
0000:0D34 23                              inc     hl
0000:0D35 10 FB                           djnz    loc_0_D32
0000:0D37 11 0F 00                        ld      de, 0Fh
0000:0D3A 19                              add     hl, de
0000:0D3B 06 11                           ld      b, 11h
0000:0D3D
0000:0D3D                      loc_0_D3D:                                          ; CODE XREF: sub_0_D30+10┤j
0000:0D3D 36 FC                           ld      (hl), 0FCh ; '³'
0000:0D3F 23                              inc     hl
0000:0D40 10 FB                           djnz    loc_0_D3D
0000:0D42 C9                              ret
0000:0D42                      ; End of function sub_0_D30
0000:0D42
0000:0D43
0000:0D43                      ; ██████████████ S U B R O U T I N E ███████████████████████████████
0000:0D43
0000:0D43
0000:0D43                      sub_0_D43:                                          ; CODE XREF: 0000:0CB6↑p
0000:0D43 21 87 76                        ld      hl, VRAM_start+287h
0000:0D46 CD 4C 0D                        call    sub_0_D4C
0000:0D49 21 47 75                        ld      hl, VRAM_start+147h
0000:0D49                      ; End of function sub_0_D43
0000:0D49
0000:0D4C
0000:0D4C                      ; ██████████████ S U B R O U T I N E ███████████████████████████████
0000:0D4C
0000:0D4C
0000:0D4C                      sub_0_D4C:                                          ; CODE XREF: sub_0_D43+3↑p
0000:0D4C 06 04                           ld      b, 4
0000:0D4E
0000:0D4E                      loc_0_D4E:                                          ; CODE XREF: sub_0_D4C+5┤j
0000:0D4E 36 FD                           ld      (hl), 0FDh ; '²'
0000:0D50 23                              inc     hl
0000:0D51 10 FB                           djnz    loc_0_D4E
0000:0D53 11 1C 00                        ld      de, 1Ch
0000:0D56 19                              add     hl, de
0000:0D57 06 04                           ld      b, 4
0000:0D59
0000:0D59                      loc_0_D59:                                          ; CODE XREF: sub_0_D4C+10┤j
0000:0D59 36 FC                           ld      (hl), 0FCh ; '³'
0000:0D5B 23                              inc     hl
0000:0D5C 10 FB                           djnz    loc_0_D59
0000:0D5E C9                              ret
0000:0D5E                      ; End of function sub_0_D4C
0000:0D5E
0000:0D5F                      ; ───────────────────────────────────────────────────────────────────
0000:0D5F
0000:0D5F                      loc_0_D5F:                                          ; CODE XREF: 0000:3FA3┤j
0000:0D5F CD 56 0F                        call    loc_0_F56
0000:0D62 CD 41 24                        call    sub_0_2441
0000:0D65 21 09 60                        ld      hl, byte_0_6009
0000:0D68 36 40                           ld      (hl), 40h ; '@'
0000:0D6A 23                              inc     hl
0000:0D6B 34                              inc     (hl)
0000:0D6C 21 5C 38                        ld      hl, kong_normal_spr
0000:0D6F CD 4E 00                        call    copy_sprites_2_11_data
0000:0D72 11 00 69                        ld      de, soft_sprite_ram               ; sprites 0,1
0000:0D75 01 08 00                        ld      bc, 8                             ; 8 bytes to copy
0000:0D78 ED B0                           ldir                                      ; copy pauline sprite
0000:0D7A 3A 27 62                        ld      a, (level_type)
0000:0D7D FE 04                           cp      4                                 ; rivets?
0000:0D7F 28 0A                           jr      z, loc_0_D8B                       ; yes, skip
0000:0D81 0F                              rrca
0000:0D82 0F                              rrca
0000:0D83 D8                              ret     c
0000:0D84 21 0B 69                        ld      hl, soft_sprite_ram+0Bh           ; sprite #2, x coord
0000:0D87 0E FC                           ld      c, 0FCh ; '³'                      ; -4
0000:0D89 FF                              rst     38h                               ; subtract 4 from x coord for 10 sprites
0000:0D8A C9                              ret
0000:0D8B                      ; ───────────────────────────────────────────────────────────────────
0000:0D8B
0000:0D8B                      loc_0_D8B:                                          ; CODE XREF: 0000:0D7F↑j
0000:0D8B 21 08 69                        ld      hl, soft_sprite_ram+8             ; sprite #2, xcoord
0000:0D8E 0E 44                           ld      c, 68
0000:0D90 FF                              rst     38h                               ; add 68 to x coord for 10 sprites
0000:0D91 11 04 00                        ld      de, 4
0000:0D94 01 10 02                        ld      bc, 210h
0000:0D97 21 00 69                        ld      hl, soft_sprite_ram               ; sprite #0, y coord
0000:0D9A CD 3D 00                        call    loc_0_3D
0000:0D9D 01 F8 02                        ld      bc, 2F8h
0000:0DA0 21 03 69                        ld      hl, soft_sprite_ram+3             ; sprite #0, x coord
0000:0DA3 CD 3D 00                        call    loc_0_3D
0000:0DA6 C9                              ret
0000:0DA7
0000:0DA7                      ; ██████████████ S U B R O U T I N E ███████████████████████████████
0000:0DA7
0000:0DA7
0000:0DA7                      sub_0_DA7:                                          ; CODE XREF: 0000:0A95↑p
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0000:0DA7 1A                                                                      ; 0000:0B4B↑p ...
0000:0DA7                              ld      a, (de)                            ; get flag/tile
0000:0DA8 32 B3 63                     ld      (unk_0_63B3), a                    ; store for later
0000:0DAB FE AA                        cp      0AAh ; '¬'                         ; done?
0000:0DAD C8                           ret     z                                  ; yes, return
0000:0DAE 13                           inc     de                                 ; next table address
0000:0DAF 1A                           ld      a, (de)                            ; get byte
0000:0DB0 67                           ld      h, a                               ; H=byte1
0000:0DB1 44                           ld      b, h                               ; B=byte1
0000:0DB2 13                           inc     de                                 ; next table address
0000:0DB3 1A                           ld      a, (de)                            ; get byte
0000:0DB4 6F                           ld      l, a                               ; L=byte2
0000:0DB5 4D                           ld      c, l                               ; C=byte2
0000:0DB6 D5                           push    de
0000:0DB7 CD F0 2F                     call    sub_0_2FF0
0000:0DBA D1                           pop     de
0000:0DBB 22 AB 63                     ld      (unk_0_63AB), hl
0000:0DBE 78                           ld      a, b
0000:0DBF E6 07                        and     7
0000:0DC1 32 B4 63                     ld      (unk_0_63B4), a
0000:0DC4 79                           ld      a, c
0000:0DC5 E6 07                        and     7
0000:0DC7 32 AF 63                     ld      (unk_0_63AF), a
0000:0DCA 13                           inc     de
0000:0DCB 1A                           ld      a, (de)
0000:0DCC 67                           ld      h, a
0000:0DCD 90                           sub     b
0000:0DCE D2 D3 0D                     jp      nc, loc_0_DD3
0000:0DD1 ED 44                        neg
0000:0DD3
0000:0DD3            loc_0_DD3:                                                    ; CODE XREF: sub_0_DA7+27↑j
0000:0DD3 32 B1 63                     ld      (unk_0_63B1), a
0000:0DD6 13                           inc     de
0000:0DD7 1A                           ld      a, (de)
0000:0DD8 6F                           ld      l, a
0000:0DD9 91                           sub     c
0000:0DDA 32 B2 63                     ld      (unk_0_63B2), a
0000:0DDD 1A                           ld      a, (de)
0000:0DDE E6 07                        and     7
0000:0DE0 32 B0 63                     ld      (unk_0_63B0), a
0000:0DE3 D5                           push    de
0000:0DE4 CD F0 2F                     call    sub_0_2FF0
0000:0DE7 D1                           pop     de
0000:0DE8 22 AD 63                     ld      (unk_0_63AD), hl
0000:0DEB 3A B3 63                     ld      a, (unk_0_63B3)
0000:0DEE FE 02                        cp      2
0000:0DF0 F2 4F 0E                     jp      p, loc_0_E4F
0000:0DF3 3A B2 63                     ld      a, (unk_0_63B2)
0000:0DF6 D6 10                        sub     10h
0000:0DF8 47                           ld      b, a
0000:0DF9 3A AF 63                     ld      a, (unk_0_63AF)
0000:0DFC 80                           add     a, b
0000:0DFD 32 B2 63                     ld      (unk_0_63B2), a
0000:0E00 3A AF 63                     ld      a, (unk_0_63AF)
0000:0E03 C6 F0                        add     a, 0F0h ; '-'
0000:0E05 2A AB 63                     ld      hl, (unk_0_63AB)
0000:0E08 77                           ld      (hl), a
0000:0E09 2C                           inc     l
0000:0E0A D6 30                        sub     30h ; '0'
0000:0E0C 77                           ld      (hl), a
0000:0E0D 3A B3 63                     ld      a, (unk_0_63B3)
0000:0E10 FE 01                        cp      1
0000:0E12 C2 19 0E                     jp      nz, loc_0_E19
0000:0E15 AF                           xor     a
0000:0E16 32 B2 63                     ld      (unk_0_63B2), a
0000:0E19
0000:0E19            loc_0_E19:                                                    ; CODE XREF: sub_0_DA7+6B↑j
0000:0E19 3A B2 63                                                                ; sub_0_DA7+80├j
0000:0E19                              ld      a, (unk_0_63B2)
0000:0E1C D6 08                        sub     8
0000:0E1E 32 B2 63                     ld      (unk_0_63B2), a
0000:0E21 DA 2A 0E                     jp      c, loc_0_E2A
0000:0E24 2C                           inc     l
0000:0E25 36 C0                        ld      (hl), 0C0h ; 'L'
0000:0E27 C3 19 0E                     jp      loc_0_E19
0000:0E2A            ; ──────────────────────────────────────────────────────────
0000:0E2A
0000:0E2A
0000:0E2A            loc_0_E2A:                                                    ; CODE XREF: sub_0_DA7+7A↑j
0000:0E2A 3A B0 63                     ld      a, (unk_0_63B0)
0000:0E2D C6 D0                        add     a, 0D0h ; 'ð'
0000:0E2F 2A AD 63                     ld      hl, (unk_0_63AD)
0000:0E32 77                           ld      (hl), a
0000:0E33 3A B3 63                     ld      a, (unk_0_63B3)
0000:0E36 FE 01                        cp      1
0000:0E38 C2 3F 0E                     jp      nz, loc_0_E3F
0000:0E3B 2D                           dec     l
0000:0E3C 36 C0                        ld      (hl), 0C0h ; 'L'
0000:0E3E 2C                           inc     l
0000:0E3F
0000:0E3F            loc_0_E3F:                                                    ; CODE XREF: sub_0_DA7+91↑j
0000:0E3F 3A B0 63                     ld      a, (unk_0_63B0)
0000:0E42 FE 00                        cp      0
0000:0E44 CA 4B 0E                     jp      z, loc_0_E4B
0000:0E47 C6 E0                        add     a, 0E0h ; 'Ó'                       ; convert bottom of ladder to girder
0000:0E49 2C                           inc     l
0000:0E4A 77                           ld      (hl), a
0000:0E4B
0000:0E4B            loc_0_E4B:                                                    ; CODE XREF: sub_0_DA7+9D↑j
0000:0E4B 13                           inc     de
0000:0E4C C3 A7 0D                     jp      sub_0_DA7
0000:0E4F            ; ──────────────────────────────────────────────────────────
0000:0E4F
0000:0E4F
0000:0E4F            loc_0_E4F:                                                    ; CODE XREF: sub_0_DA7+49↑j
0000:0E4F 3A B3 63                     ld      a, (unk_0_63B3)
0000:0E52 FE 02                        cp      2
0000:0E54 C2 E8 0E                     jp      nz, loc_0_EE8
0000:0E57 3A AF 63                     ld      a, (unk_0_63AF)
0000:0E5A C6 F0                        add     a, 0F0h ; '-'
0000:0E5C 32 B5 63                     ld      (unk_0_63B5), a
0000:0E5F 2A AB 63                     ld      hl, (unk_0_63AB)
0000:0E62
0000:0E62            loc_0_E62:                                                    ; CODE XREF: sub_0_DA7+E5├j
0000:0E62 3A B5 63                                                                ; sub_0_DA7+125├j ...
0000:0E62                              ld      a, (unk_0_63B5)
0000:0E65 77                           ld      (hl), a
0000:0E66 23                           inc     hl
0000:0E67 7D                           ld      a, l
0000:0E68 E6 1F                        and     1Fh
0000:0E6A CA 78 0E                     jp      z, loc_0_E78
0000:0E6D 3A B5 63                     ld      a, (unk_0_63B5)
0000:0E70 FE F0                        cp      0F0h ; '-'
0000:0E72 CA 78 0E                     jp      z, loc_0_E78
0000:0E75 D6 10                        sub     10h
0000:0E77 77                           ld      (hl), a
0000:0E78
0000:0E78            loc_0_E78:                                                    ; CODE XREF: sub_0_DA7+C3↑j
0000:0E78 01 1F 00                                                                ; sub_0_DA7+CB↑j
```

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0000:0E78                              ld        bc, 1Fh
0000:0E7B 09                           add       hl, bc
0000:0E7C 3A B1 63                     ld        a, (unk_0_63B1)
0000:0E7F D6 08                        sub       8
0000:0E81 DA CF 0E                     jp        c, loc_0_ECF
0000:0E84 32 B1 63                     ld        (unk_0_63B1), a
0000:0E87 3A B2 63                     ld        a, (unk_0_63B2)
0000:0E8A FE 00                        cp        0
0000:0E8C CA 62 0E                     jp        z, loc_0_E62
0000:0E8F 3A B5 63                     ld        a, (unk_0_63B5)
0000:0E92 77                           ld        (hl), a
0000:0E93 23                           inc       hl
0000:0E94 7D                           ld        a, l
0000:0E95 E6 1F                        and       1Fh
0000:0E97 CA A0 0E                     jp        z, loc_0_EA0
0000:0E9A 3A B5 63                     ld        a, (unk_0_63B5)
0000:0E9D D6 10                        sub       10h
0000:0E9F 77                           ld        (hl), a
0000:0EA0
0000:0EA0              loc_0_EA0:                                       ; CODE XREF: sub_0_DA7+F0↑j
0000:0EA0 01 1F 00                     ld        bc, 1Fh
0000:0EA3 09                           add       hl, bc
0000:0EA4 3A B1 63                     ld        a, (unk_0_63B1)
0000:0EA7 D6 08                        sub       8
0000:0EA9 DA CF 0E                     jp        c, loc_0_ECF
0000:0EAC 32 B1 63                     ld        (unk_0_63B1), a
0000:0EAF 3A B2 63                     ld        a, (unk_0_63B2)
0000:0EB2 CB 7F                        bit       7, a
0000:0EB4 C2 D3 0E                     jp        nz, loc_0_ED3
0000:0EB7 3A B5 63                     ld        a, (unk_0_63B5)
0000:0EBA 3C                           inc       a
0000:0EBB 32 B5 63                     ld        (unk_0_63B5), a
0000:0EBE FE F8                        cp        0F8h ; '°'
0000:0EC0 C2 C9 0E                     jp        nz, loc_0_EC9
0000:0EC3 23                           inc       hl
0000:0EC4 3E F0                        ld        a, 0F0h ; '-'
0000:0EC6 32 B5 63                     ld        (unk_0_63B5), a
0000:0EC9
0000:0EC9              loc_0_EC9:                                       ; CODE XREF: sub_0_DA7+119↑j
0000:0EC9 7D                           ld        a, l
0000:0ECA E6 1F                        and       1Fh
0000:0ECC C2 62 0E                     jp        nz, loc_0_E62
0000:0ECF
0000:0ECF              loc_0_ECF:                                       ; CODE XREF: sub_0_DA7+DA↑j
0000:0ECF 13                           inc       de                    ; sub_0_DA7+102↑j ...
0000:0ED0 C3 A7 0D                     jp        sub_0_DA7
0000:0ED3              ; ──────────────────────────────────────────────────────────────
0000:0ED3
0000:0ED3
0000:0ED3              loc_0_ED3:                                       ; CODE XREF: sub_0_DA7+10D↑j
0000:0ED3 3A B5 63                     ld        a, (unk_0_63B5)
0000:0ED6 3D                           dec       a
0000:0ED7 32 B5 63                     ld        (unk_0_63B5), a
0000:0EDA FE F0                        cp        0F0h ; '-'
0000:0EDC F2 E5 0E                     jp        p, loc_0_EE5
0000:0EDF 2B                           dec       hl
0000:0EE0 3E F7                        ld        a, 0F7h ; ','
0000:0EE2 32 B5 63                     ld        (unk_0_63B5), a
0000:0EE5
0000:0EE5              loc_0_EE5:                                       ; CODE XREF: sub_0_DA7+135↑j
0000:0EE5 C3 62 0E                     jp        loc_0_E62
0000:0EE8              ; ──────────────────────────────────────────────────────────────
0000:0EE8
0000:0EE8              loc_0_EE8:                                       ; CODE XREF: sub_0_DA7+AD↑j
0000:0EE8 3A B3 63                     ld        a, (unk_0_63B3)
0000:0EEB FE 03                        cp        3
0000:0EED C2 1B 0F                     jp        nz, loc_0_F1B
0000:0EF0 2A AB 63                     ld        hl, (unk_0_63AB)
0000:0EF3 3E B3                        ld        a, 0B3h ; '│'
0000:0EF5 77                           ld        (hl), a
0000:0EF6 01 20 00                     ld        bc, 20h ; ' '
0000:0EF9 09                           add       hl, bc
0000:0EFA 3A B1 63                     ld        a, (unk_0_63B1)
0000:0EFD D6 10                        sub       10h
0000:0EFF
0000:0EFF              loc_0_EFF:                                       ; CODE XREF: sub_0_DA7+16A├j
0000:0EFF DA 14 0F                     jp        c, loc_0_F14
0000:0F02 32 B1 63                     ld        (unk_0_63B1), a
0000:0F05 3E B1                        ld        a, 0B1h ; '▓'
0000:0F07 77                           ld        (hl), a
0000:0F08 01 20 00                     ld        bc, 20h ; ' '
0000:0F0B 09                           add       hl, bc
0000:0F0C 3A B1 63                     ld        a, (unk_0_63B1)
0000:0F0F D6 08                        sub       8
0000:0F11 C3 FF 0E                     jp        loc_0_EFF
0000:0F14              ; ──────────────────────────────────────────────────────────────
0000:0F14
0000:0F14
0000:0F14              loc_0_F14:                                       ; CODE XREF: sub_0_DA7+158↑j
0000:0F14 3E B2                        ld        a, 0B2h ; '▓'
0000:0F16 77                           ld        (hl), a
0000:0F17 13                           inc       de
0000:0F18 C3 A7 0D                     jp        sub_0_DA7
0000:0F1B              ; ──────────────────────────────────────────────────────────────
0000:0F1B
0000:0F1B
0000:0F1B              loc_0_F1B:                                       ; CODE XREF: sub_0_DA7+146↑j
0000:0F1B 3A B3 63                     ld        a, (unk_0_63B3)
0000:0F1E FE 07                        cp        7
0000:0F20 F2 CF 0E                     jp        p, loc_0_ECF
0000:0F23 FE 04                        cp        4
0000:0F25 CA 4C 0F                     jp        z, erase_straight_girders
0000:0F28 FE 05                        cp        5
0000:0F2A CA 51 0F                     jp        z, loc_0_F51
0000:0F2D 3E FE                        ld        a, 0FEh ; '■'
0000:0F2F
0000:0F2F              loc_0_F2F:                                       ; CODE XREF: sub_0_DA7+1A7├j
0000:0F2F 32 B5 63                     ld        (unk_0_63B5), a       ; sub_0_DA7+1AC├j
0000:0F32 2A AB 63                     ld        hl, (unk_0_63AB)
0000:0F35
0000:0F35              loc_0_F35:                                       ; CODE XREF: sub_0_DA7+19E├j
0000:0F35 3A B5 63                     ld        a, (unk_0_63B5)
0000:0F38 77                           ld        (hl), a
0000:0F39 01 20 00                     ld        bc, 20h ; ' '
0000:0F3C 09                           add       hl, bc
0000:0F3D 3A B1 63                     ld        a, (unk_0_63B1)
0000:0F40 D6 08                        sub       8
0000:0F42 32 B1 63                     ld        (unk_0_63B1), a
0000:0F45 D2 35 0F                     jp        nc, loc_0_F35
0000:0F48 13                           inc       de
0000:0F49 C3 A7 0D                     jp        sub_0_DA7
0000:0F4C              ; ──────────────────────────────────────────────────────────────
0000:0F4C
0000:0F4C              erase_straight_girders:                          ; CODE XREF: sub_0_DA7+17E↑j
0000:0F4C 3E E0                        ld        a, 0E0h ; 'Ó'
0000:0F4E C3 2F 0F                     jp        loc_0_F2F
0000:0F51              ; ──────────────────────────────────────────────────────────────
0000:0F51
0000:0F51
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0000:0F51                 loc_0_F51:                                          ; CODE XREF: sub_0_DA7+183↑j
0000:0F51 3E B0                       ld      a, 0B0h ; '▓'
0000:0F53 C3 2F 0F                    jp      loc_0_F2F
0000:0F53                 ; End of function sub_0_DA7
0000:0F53
0000:0F56                 ; ───────────────────────────────────────────────────────────
0000:0F56
0000:0F56                 loc_0_F56:                                          ; CODE XREF: 0000:0D5F↑p
0000:0F56 06 27                       ld      b, 27h ; '''
0000:0F58 21 00 62                    ld      hl, is_mario_alive
0000:0F5B AF                          xor     a
0000:0F5C
0000:0F5C                 loc_0_F5C:                                          ; CODE XREF: 0000:0F5E├j
0000:0F5C 77                          ld      (hl), a
0000:0F5D 2C                          inc     l
0000:0F5E 10 FC                       djnz    loc_0_F5C
0000:0F60 0E 11                       ld      c, 11h
0000:0F62 16 80                       ld      d, 80h ; 'Ç'
0000:0F64 21 80 62                    ld      hl, unk_0_6280
0000:0F67
0000:0F67                 loc_0_F67:                                          ; CODE XREF: 0000:0F6D├j
0000:0F67 42                          ld      b, d
0000:0F68
0000:0F68                 loc_0_F68:                                          ; CODE XREF: 0000:0F6A├j
0000:0F68 77                          ld      (hl), a
0000:0F69 23                          inc     hl
0000:0F6A 10 FC                       djnz    loc_0_F68
0000:0F6C 0D                          dec     c
0000:0F6D 20 F8                       jr      nz, loc_0_F67
0000:0F6F 21 9C 3D                    ld      hl, level_init_data
0000:0F72 11 80 62                    ld      de, unk_0_6280
0000:0F75 01 40 00                    ld      bc, 40h ; '@'
0000:0F78 ED B0                       ldir
0000:0F7A 3A 29 62                    ld      a, (level)
0000:0F7D 47                          ld      b, a
0000:0F7E A7                          and     a
0000:0F7F 17                          rla
0000:0F80 A7                          and     a
0000:0F81 17                          rla
0000:0F82 A7                          and     a
0000:0F83 17                          rla
0000:0F84 80                          add     a, b
0000:0F85 80                          add     a, b
0000:0F86 C6 28                       add     a, 28h ; '('
0000:0F88 FE 51                       cp      51h ; 'Q'
0000:0F8A 38 02                       jr      c, loc_0_F8E
0000:0F8C 3E 50                       ld      a, 50h ; 'P'
0000:0F8E
0000:0F8E                 loc_0_F8E:                                          ; CODE XREF: 0000:0F8A↑j
0000:0F8E 21 B0 62                    ld      hl, unk_0_62B0
0000:0F91 06 03                       ld      b, 3
0000:0F93
0000:0F93                 loc_0_F93:                                          ; CODE XREF: 0000:0F95├j
0000:0F93 77                          ld      (hl), a
0000:0F94 2C                          inc     l
0000:0F95 10 FC                       djnz    loc_0_F93
0000:0F97 87                          add     a, a
0000:0F98 47                          ld      b, a
0000:0F99 3E DC                       ld      a, 0DCh ; '■'
0000:0F9B 90                          sub     b
0000:0F9C FE 28                       cp      28h ; '('
0000:0F9E 30 02                       jr      nc, loc_0_FA2
0000:0FA0 3E 28                       ld      a, 28h ; '('
0000:0FA2
0000:0FA2                 loc_0_FA2:                                          ; CODE XREF: 0000:0F9E↑j
0000:0FA2 77                          ld      (hl), a
0000:0FA3 2C                          inc     l
0000:0FA4 77                          ld      (hl), a
0000:0FA5 21 09 62                    ld      hl, unk_0_6209
0000:0FA8 36 04                       ld      (hl), 4
0000:0FAA 2C                          inc     l
0000:0FAB 36 08                       ld      (hl), 8
0000:0FAD 3A 27 62                    ld      a, (level_type)
0000:0FB0 4F                          ld      c, a
0000:0FB1 CB 57                       bit     2, a
0000:0FB3 20 16                       jr      nz, loc_0_FCB
0000:0FB5 21 00 6A                    ld      hl, soft_sprite_ram+100h
0000:0FB8 3E 4F                       ld      a, 4Fh ; 'O'
0000:0FBA 06 03                       ld      b, 3
0000:0FBC
0000:0FBC                 loc_0_FBC:                                          ; CODE XREF: 0000:0FC9├j
0000:0FBC 77                          ld      (hl), a
0000:0FBD 2C                          inc     l
0000:0FBE 36 3A                       ld      (hl), 3Ah ; ':'
0000:0FC0 2C                          inc     l
0000:0FC1 36 0F                       ld      (hl), 0Fh
0000:0FC3 2C                          inc     l
0000:0FC4 36 18                       ld      (hl), 18h
0000:0FC6 2C                          inc     l
0000:0FC7 C6 10                       add     a, 10h
0000:0FC9 10 F1                       djnz    loc_0_FBC
0000:0FCB
0000:0FCB                 loc_0_FCB:                                          ; CODE XREF: 0000:0FB3↑j
0000:0FCB 79                          ld      a, c
0000:0FCC EF                          rst     28h                            ; go!
0000:0FCC                 ; ───────────────────────────────────────────────────────────
0000:0FCD 00 00                       .dw     RESET                          ; Jump table
0000:0FCF D7 0F                       .dw     init_l1_girder
0000:0FD1 1F 10                       .dw     init_l2_cement
0000:0FD3 87 10                       .dw     init_l3_elevator
0000:0FD5 31 11                       .dw     init_l4_rivets
0000:0FD7                 ; ───────────────────────────────────────────────────────────
0000:0FD7
0000:0FD7                 init_l1_girder:                                     ; DATA XREF: 0000:0FCF↑o
0000:0FD7 21 DC 3D                    ld      hl, top_barrel_spr
0000:0FDA 11 A8 69                    ld      de, soft_sprite_ram+0A8h
0000:0FDD 01 10 00                    ld      bc, 10h
0000:0FE0 ED B0                       ldir
0000:0FE2 21 EC 3D                    ld      hl, fireball_spr
0000:0FE5 11 07 64                    ld      de, unk_0_6407
0000:0FE8 0E 1C                       ld      c, 1Ch
0000:0FEA 06 05                       ld      b, 5
0000:0FEC CD 2A 12                    call    sub_0_122A
0000:0FEF 21 F4 3D                    ld      hl, girders_extra_spr
0000:0FF2 CD FA 11                    call    sub_0_11FA
0000:0FF5 21 00 3E                    ld      hl, girder_oil_barrel_spr
0000:0FF8 11 FC 69                    ld      de, soft_sprite_ram+0FCh
0000:0FFB 01 04 00                    ld      bc, 4
0000:0FFE ED B0                       ldir
0000:1000 21 0C 3E                    ld      hl, girder_hammer_locs
0000:1003 CD A6 11                    call    sub_0_11A6
0000:1006
0000:1006                 loc_0_1006:
0000:1006 21 1B 10                    ld      hl, cement_unknown_spr
0000:1009 11 07 67                    ld      de, unk_0_6707
0000:100C 01 1C 08                    ld      bc, 81Ch
0000:100F CD 2A 12                    call    sub_0_122A
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0000:1012 11 07 68                      ld      de, unk_0_6807
0000:1015 06 02                         ld      b, 2
0000:1017 CD 2A 12                      call    sub_0_122A
0000:101A C9                            ret
0000:101A               ; ─────────────────────────────────────────────────────────
0000:101B 00 00 02 02 cement_unknown_spr:.db 0, 0, 2, 2                    ; DATA XREF: 0000:1006↑o
0000:101F               ; ─────────────────────────────────────────────────────────
0000:101F
0000:101F               init_l2_cement:                                    ; DATA XREF: 0000:0FD1↑o
0000:101F 21 EC 3D                      ld      hl, fireball_spr
0000:1022 11 07 64                      ld      de, unk_0_6407
0000:1025 01 1C 05                      ld      bc, 51Ch
0000:1028 CD 2A 12                      call    sub_0_122A
0000:102B CD 86 11                      call    sub_0_1186
0000:102E 21 18 3E                      ld      hl, cement_pie_spr
0000:1031 11 A7 65                      ld      de, unk_0_65A7
0000:1034 01 0C 06                      ld      bc, 60Ch
0000:1037 CD 2A 12                      call    sub_0_122A
0000:103A DD 21 A0 65                   ld      ix, unk_0_65A0
0000:103E 21 B8 69                      ld      hl, soft_sprite_ram+0B8h
0000:1041 11 10 00                      ld      de, 10h
0000:1044 06 06                         ld      b, 6
0000:1046 CD D3 11                      call    set_B_sprites_data
0000:1049 21 FA 3D                      ld      hl, cement_extra_spr
0000:104C CD FA 11                      call    sub_0_11FA
0000:104F 21 04 3E                      ld      hl, cement_oil_barrel_spr
0000:1052 11 FC 69                      ld      de, soft_sprite_ram+0FCh
0000:1055 01 04 00                      ld      bc, 4
0000:1058 ED B0                         ldir
0000:105A 21 1C 3E                      ld      hl, cement_ladder_spr
0000:105D 11 44 69                      ld      de, soft_sprite_ram+44h
0000:1060 01 08 00                      ld      bc, 8
0000:1063 ED B0                         ldir
0000:1065 21 24 3E                      ld      hl, cement_conveyer_spr
0000:1068 11 E4 69                      ld      de, soft_sprite_ram+0E4h
0000:106B 01 18 00                      ld      bc, 18h
0000:106E ED B0                         ldir
0000:1070 21 10 3E                      ld      hl, cement_hammer_locs
0000:1073 CD A6 11                      call    sub_0_11A6
0000:1076 21 3C 3E                      ld      hl, cement_obj_spr
0000:1079 11 0C 6A                      ld      de, soft_sprite_ram+10Ch
0000:107C 01 0C 00                      ld      bc, 0Ch
0000:107F ED B0                         ldir
0000:1081 3E 01                         ld      a, 1
0000:1083 32 B9 62                      ld      (unk_0_62B9), a
0000:1086 C9                            ret
0000:1087               ; ─────────────────────────────────────────────────────────
0000:1087
0000:1087               init_l3_elevator:                                  ; DATA XREF: 0000:0FD3↑o
0000:1087 21 EC 3D                      ld      hl, fireball_spr
0000:108A 11 07 64                      ld      de, unk_0_6407
0000:108D 01 1C 05                      ld      bc, 51Ch
0000:1090 CD 2A 12                      call    sub_0_122A
0000:1093 CD 86 11                      call    sub_0_1186
0000:1096 21 00 66                      ld      hl, unk_0_6600
0000:1099 11 10 00                      ld      de, 10h
0000:109C 3E 01                         ld      a, 1
0000:109E 06 06                         ld      b, 6
0000:10A0
0000:10A0               loc_0_10A0:                                        ; CODE XREF: 0000:10A2├j
0000:10A0 77                            ld      (hl), a
0000:10A1 19                            add     hl, de
0000:10A2 10 FC                         djnz    loc_0_10A0
0000:10A4 0E 02                         ld      c, 2
0000:10A6 3E 08                         ld      a, 8
0000:10A8
0000:10A8               loc_0_10A8:                                        ; CODE XREF: 0000:10B4├j
0000:10A8 06 03                         ld      b, 3
0000:10AA 21 0D 66                      ld      hl, unk_0_660D
0000:10AD
0000:10AD               loc_0_10AD:                                        ; CODE XREF: 0000:10AF├j
0000:10AD 77                            ld      (hl), a
0000:10AE 19                            add     hl, de
0000:10AF 10 FC                         djnz    loc_0_10AD
0000:10B1 3E 08                         ld      a, 8
0000:10B3 0D                            dec     c
0000:10B4 C2 A8 10                      jp      nz, loc_0_10A8
0000:10B7 21 64 3E                      ld      hl, elevator_spr_xy
0000:10BA 11 03 66                      ld      de, unk_0_6603
0000:10BD 01 0E 06                      ld      bc, 60Eh
0000:10C0 CD EC 11                      call    sub_0_11EC
0000:10C3 21 60 3E                      ld      hl, elevator_spr
0000:10C6 11 07 66                      ld      de, unk_0_6607
0000:10C9 01 0C 06                      ld      bc, 60Ch
0000:10CC CD 2A 12                      call    sub_0_122A
0000:10CF DD 21 00 66                   ld      ix, unk_0_6600
0000:10D3 21 58 69                      ld      hl, soft_sprite_ram+58h
0000:10D6 06 06                         ld      b, 6
0000:10D8 11 10 00                      ld      de, 10h
0000:10DB CD D3 11                      call    set_B_sprites_data
0000:10DE 21 48 3E                      ld      hl, elevator_obj_spr
0000:10E1 11 0C 6A                      ld      de, soft_sprite_ram+10Ch
0000:10E4 01 0C 00                      ld      bc, 0Ch
0000:10E7 ED B0                         ldir
0000:10E9 DD 21 00 64                   ld      ix, unk_0_6400                      ; fireball character data
0000:10ED DD 36 00 01                   ld      (ix+0), 1
0000:10F1 DD 36 03 58                   ld      (ix+3), 58h ; 'X'
0000:10F5 DD 36 0E 58                   ld      (ix+0Eh), 58h ; 'X'
0000:10F9 DD 36 05 80                   ld      (ix+5), 80h ; 'Ç'
0000:10FD DD 36 0F 80                   ld      (ix+0Fh), 80h ; 'Ç'
0000:1101 DD 36 20 01                   ld      (ix+20h), 1
0000:1105 DD 36 23 EB                   ld      (ix+23h), 0EBh ; 'Ù'
0000:1109 DD 36 2E EB                   ld      (ix+2Eh), 0EBh ; 'Ù'
0000:110D DD 36 25 60                   ld      (ix+25h), 60h ; '`'
0000:1111 DD 36 2F 60                   ld      (ix+2Fh), 60h ; '`'
0000:1115 11 70 69                      ld      de, soft_sprite_ram+70h
0000:1118 21 21 11                      ld      hl, elevator_cap_spr
0000:111B 01 10 00                      ld      bc, 10h
0000:111E ED B0                         ldir
0000:1120 C9                            ret
0000:1120               ; ─────────────────────────────────────────────────────────
0000:1121 37 45 0F 60+elevator_cap_spr:.db 37h, 45h, 0Fh, 60h, 37h, 45h, 8Fh, 0F7h, 77h, 45h
0000:1121 37 45 8F F7+                                                     ; DATA XREF: 0000:1118↑o
0000:1121 77 45 0F 60+               .db 0Fh, 60h, 77h, 45h, 8Fh, 0F7h
0000:1131               ; ─────────────────────────────────────────────────────────
0000:1131
0000:1131               init_l4_rivets:                                    ; DATA XREF: 0000:0FD5↑o
0000:1131 21 F0 3D                      ld      hl, fireball_rivet_spr
0000:1134 11 07 64                      ld      de, unk_0_6407
0000:1137 01 1C 05                      ld      bc, 51Ch
0000:113A CD 2A 12                      call    sub_0_122A
0000:113D 21 14 3E                      ld      hl, rivet_hammer_locs
0000:1140 CD A6 11                      call    sub_0_11A6
0000:1143 21 54 3E                      ld      hl, rivit_obj_spr
0000:1146 11 0C 6A                      ld      de, soft_sprite_ram+10Ch
0000:1149 01 0C 00                      ld      bc, 0Ch
0000:114C ED B0                         ldir
```

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0000:114E 21 82 11                            ld      hl, rivet_unknown_spr2
0000:1151 11 A3 64                            ld      de, unk_0_64A3
0000:1154 01 1E 02                            ld      bc, 21Eh
0000:1157 CD EC 11                            call    sub_0_11EC
0000:115A 21 7E 11                            ld      hl, rivet_unknown_spr1
0000:115D 11 A7 64                            ld      de, unk_0_64A7
0000:1160 01 1C 02                            ld      bc, 21Ch
0000:1163 CD 2A 12                            call    sub_0_122A
0000:1166 DD 21 A0 64                         ld      ix, unk_0_64A0
0000:116A DD 36 00 01                         ld      (ix+0), 1
0000:116E DD 36 20 01                         ld      (ix+20h), 1
0000:1172 21 50 69                            ld      hl, soft_sprite_ram+50h
0000:1175 06 02                              ld      b, 2
0000:1177 11 20 00                            ld      de, 20h ; ' '
0000:117A CD D3 11                            call    set_B_sprites_data
0000:117D C9                                 ret
0000:117D                     ; ───────────────────────────────────────────────────────────
0000:117E 3F 0C 08 08 rivet_unknown_spr1:.db 3Fh, 0Ch, 8, 8                  ; DATA XREF: 0000:115A↑o
0000:117E                                                                    ; Rivets level? Unknown sprites?
0000:1182 73 50 8D 50 rivet_unknown_spr2:.db 73h, 50h, 8Dh, 50h             ; DATA XREF: 0000:114E↑o
0000:1186
0000:1186                     ; ██████████████ S U B R O U T I N E ████████████████████████████████████
0000:1186
0000:1186
0000:1186                     sub_0_1186:                                    ; CODE XREF: 0000:102B↑p
0000:1186 21 A2 11                                                          ; 0000:1093↑p
0000:1186                                    ld      hl, elevator_bouncing_spr
0000:1189 11 07 65                            ld      de, unk_0_6507
0000:118C 01 0C 0A                            ld      bc, 0A0Ch
0000:118F CD 2A 12                            call    sub_0_122A
0000:1192 DD 21 00 65                         ld      ix, unk_0_6500
0000:1196 21 80 69                            ld      hl, soft_sprite_ram+80h
0000:1199 06 0A                              ld      b, 0Ah
0000:119B 11 10 00                            ld      de, 10h
0000:119E CD D3 11                            call    set_B_sprites_data
0000:11A1 C9                                 ret
0000:11A1                     ; End of function sub_0_1186
0000:11A1
0000:11A1                     ; ───────────────────────────────────────────────────────────
0000:11A2 3B 00 02 02 elevator_bouncing_spr:.db 3Bh, 0, 2, 2                ; DATA XREF: sub_0_1186↑o
0000:11A6                     ; ██████████████ S U B R O U T I N E ████████████████████████████████████
0000:11A6
0000:11A6
0000:11A6                     sub_0_11A6:                                    ; CODE XREF: 0000:1003↑p
0000:11A6 11 83 66                                                          ; 0000:1073↑p ...
0000:11A6                                    ld      de, unk_0_6683
0000:11A9 01 0E 02                            ld      bc, 20Eh
0000:11AC CD EC 11                            call    sub_0_11EC
0000:11AF 21 08 3E                            ld      hl, hammer_pickup_spr
0000:11B2 11 87 66                            ld      de, unk_0_6687
0000:11B5 01 0C 02                            ld      bc, 20Ch
0000:11B8 CD 2A 12                            call    sub_0_122A
0000:11BB DD 21 80 66                         ld      ix, unk_0_6680
0000:11BF DD 36 00 01                         ld      (ix+0), 1
0000:11C3 DD 36 10 01                         ld      (ix+10h), 1
0000:11C7 21 18 6A                            ld      hl, soft_sprite_ram+118h    ; location of hammers in sprite ram
0000:11CA 06 02                              ld      b, 2
0000:11CC 11 10 00                            ld      de, 10h
0000:11CF CD D3 11                            call    set_B_sprites_data
0000:11D2 C9                                 ret
0000:11D2                     ; End of function sub_0_11A6
0000:11D2
0000:11D3
0000:11D3                     ; ██████████████ S U B R O U T I N E ████████████████████████████████████
0000:11D3
0000:11D3
0000:11D3                     set_B_sprites_data:                            ; CODE XREF: 0000:1046↑p
0000:11D3 DD 7E 03                                                          ; 0000:10DB↑p ...
0000:11D3                                    ld      a, (ix+3)
0000:11D6 77                                 ld      (hl), a                ; set sprite X
0000:11D7 2C                                 inc     l
0000:11D8 DD 7E 07                            ld      a, (ix+7)
0000:11DB 77                                 ld      (hl), a                ; set sprite tile
0000:11DC 2C                                 inc     l
0000:11DD DD 7E 08                            ld      a, (ix+8)
0000:11E0 77                                 ld      (hl), a                ; set sprite vflip/palette
0000:11E1 2C                                 inc     l
0000:11E2 DD 7E 05                            ld      a, (ix+5)
0000:11E5 77                                 ld      (hl), a                ; set sprite Y
0000:11E6 2C                                 inc     l
0000:11E7 DD 19                              add     ix, de                 ; next sprite data address
0000:11E9 10 E8                              djnz    set_B_sprites_data
0000:11EB C9                                 ret
0000:11EB                     ; End of function set_B_sprites_data
0000:11EB
0000:11EC                     ; ██████████████ S U B R O U T I N E ████████████████████████████████████
0000:11EC
0000:11EC
0000:11EC                     sub_0_11EC:                                    ; CODE XREF: 0000:10C0↑p
0000:11EC 7E                                                                ; 0000:1157↑p ...
0000:11EC                                    ld      a, (hl)
0000:11ED 12                                 ld      (de), a
0000:11EE 23                                 inc     hl
0000:11EF 1C                                 inc     e
0000:11F0 1C                                 inc     e
0000:11F1 7E                                 ld      a, (hl)
0000:11F2 12                                 ld      (de), a
0000:11F3 23                                 inc     hl
0000:11F4 7B                                 ld      a, e
0000:11F5 81                                 add     a, c
0000:11F6 5F                                 ld      e, a
0000:11F7 10 F3                              djnz    sub_0_11EC
0000:11F9 C9                                 ret
0000:11F9                     ; End of function sub_0_11EC
0000:11F9
0000:11FA                     ; ██████████████ S U B R O U T I N E ████████████████████████████████████
0000:11FA
0000:11FA
0000:11FA                     sub_0_11FA:                                    ; CODE XREF: 0000:0FF2↑p
0000:11FA DD 21 A0 66                                                       ; 0000:104C↑p
0000:11FA                                    ld      ix, unk_0_66A0
0000:11FE 11 28 6A                            ld      de, soft_sprite_ram+128h
0000:1201 DD 36 00 01                         ld      (ix+0), 1
0000:1205 7E                                 ld      a, (hl)
0000:1206 DD 77 03                            ld      (ix+3), a
0000:1209 12                                 ld      (de), a
0000:120A 1C                                 inc     e
0000:120B 23                                 inc     hl
0000:120C 7E                                 ld      a, (hl)
0000:120D DD 77 07                            ld      (ix+7), a
0000:1210 12                                 ld      (de), a
0000:1211 1C                                 inc     e
0000:1212 23                                 inc     hl
0000:1213 7E                                 ld      a, (hl)
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0000:1214 DD 77 08                    ld       (ix+8), a
0000:1217 12                          ld       (de), a
0000:1218 1C                          inc      e
0000:1219 23                          inc      hl
0000:121A 7E                          ld       a, (hl)
0000:121B DD 77 05                    ld       (ix+5), a
0000:121E 12                          ld       (de), a
0000:121F 23                          inc      hl
0000:1220 7E                          ld       a, (hl)
0000:1221 DD 77 09                    ld       (ix+9), a
0000:1224 23                          inc      hl
0000:1225 7E                          ld       a, (hl)
0000:1226 DD 77 0A                    ld       (ix+0Ah), a
0000:1229 C9                          ret
0000:1229               ; End of function sub_0_11FA
0000:1229
0000:122A
0000:122A               ; ▮▮▮▮▮▮▮▮▮▮▮▮▮ S U B R O U T I N E ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮
0000:122A
0000:122A
0000:122A               sub_0_122A:                                         ; CODE XREF: 0000:0FEC↑p
0000:122A E5                                                                ; 0000:100F↑p ...
0000:122A                              push     hl
0000:122B C5                          push     bc
0000:122C 06 04                       ld       b, 4
0000:122E
0000:122E               loc_0_122E:                                         ; CODE XREF: sub_0_122A+8├j
0000:122E 7E                          ld       a, (hl)
0000:122F 12                          ld       (de), a
0000:1230 23                          inc      hl
0000:1231 1C                          inc      e
0000:1232 10 FA                       djnz     loc_0_122E
0000:1234 C1                          pop      bc
0000:1235 E1                          pop      hl
0000:1236 7B                          ld       a, e
0000:1237 81                          add      a, c
0000:1238 5F                          ld       e, a
0000:1239 10 EF                       djnz     sub_0_122A
0000:123B C9                          ret
0000:123B               ; End of function sub_0_122A
0000:123B
0000:123C               ; ────────────────────────────────────────────────────────────
0000:123C
0000:123C               start_gameplay:                                     ; DATA XREF: 0000:0718↑o
0000:123C DF                                                                ; 0000:074C↑o
0000:123C                              rst      18h
0000:123D 3A 27 62                    ld       a, (level_type)
0000:1240 FE 03                       cp       3                            ; elevators?
0000:1242 01 16 E0                    ld       bc, 0E016h
0000:1245 CA 4B 12                    jp       z, loc_0_124B                ; yes, skip
0000:1248 01 3F F0                    ld       bc, 0F03Fh
0000:124B
0000:124B               loc_0_124B:                                         ; CODE XREF: 0000:1245↑j
0000:124B DD 21 00 62                 ld       ix, is_mario_alive
0000:124F 21 4C 69                    ld       hl, soft_sprite_ram+4Ch
0000:1252 DD 36 00 01                 ld       (ix+0), 1                    ; flag mario is alive
0000:1256 DD 71 03                    ld       (ix+3), c                    ; mario sprite X
0000:1259 71                          ld       (hl), c
0000:125A 2C                          inc      l
0000:125B DD 36 07 80                 ld       (ix+7), 80h ; 'Ç'            ; sprite tile (invalid)
0000:125F 36 80                       ld       (hl), 80h ; 'Ç'
0000:1261 2C                          inc      l
0000:1262 DD 36 08 02                 ld       (ix+8), 2                    ; sprite hflip & palette
0000:1266 36 02                       ld       (hl), 2
0000:1268 2C                          inc      l
0000:1269 DD 70 05                    ld       (ix+5), b                    ; sprite Y
0000:126C 70                          ld       (hl), b
0000:126D DD 36 0F 01                 ld       (ix+0Fh), 1
0000:1271 21 0A 60                    ld       hl, game_sequencer
0000:1274 34                          inc      (hl)
0000:1275 11 01 06                    ld       de, loc_0_601
0000:1278 CD 9F 30                    call     sub_0_309F
0000:127B C9                          ret
0000:127C               ; ────────────────────────────────────────────────────────────
0000:127C
0000:127C               died_in_gameplay:                                   ; DATA XREF: 0000:071C↑o
0000:127C CD BD 1D                                                          ; 0000:0750↑o
0000:127C                              call     sub_0_1DBD
0000:127F 3A 9D 63                    ld       a, (unk_0_639D)
0000:1282 EF                          rst      28h                          ; go!
0000:1282               ; ────────────────────────────────────────────────────────────
0000:1283 8B 12                       .dw      delay_before_spin            ; Jump Table
0000:1285 AC 12                       .dw      mario_death_spin
0000:1287 DE 12                       .dw      dead_mario_lying_down
0000:1289 00 00                       .dw      0
0000:128B               ; ────────────────────────────────────────────────────────────
0000:128B
0000:128B               delay_before_spin:                                  ; DATA XREF: 0000:1283↑o
0000:128B DF                          rst      18h
0000:128C 21 4D 69                    ld       hl, soft_sprite_ram+4Dh
0000:128F 3E F0                       ld       a, 0F0h ; '-'                ; mario sprite << 1
0000:1291 CB 16                       rl       (hl)
0000:1293 1F                          rra
0000:1294 77                          ld       (hl), a
0000:1295 21 9D 63                    ld       hl, unk_0_639D
0000:1298 34                          inc      (hl)
0000:1299 3E 0D                       ld       a, 0Dh
0000:129B 32 9E 63                    ld       (unk_0_639E), a
0000:129E 3E 08                       ld       a, 8
0000:12A0 32 09 60                    ld       (byte_0_6009), a
0000:12A3 CD BD 30                    call     sub_0_30BD
0000:12A6 3E 03                       ld       a, 3
0000:12A8 32 88 60                    ld       (unk_0_6088), a
0000:12AB C9                          ret
0000:12AC               ; ────────────────────────────────────────────────────────────
0000:12AC
0000:12AC               mario_death_spin:                                   ; DATA XREF: 0000:1285↑o
0000:12AC DF                          rst      18h
0000:12AD 3E 08                       ld       a, 8
0000:12AF 32 09 60                    ld       (byte_0_6009), a
0000:12B2 21 9E 63                    ld       hl, unk_0_639E
0000:12B5 35                          dec      (hl)
0000:12B6 CA CB 12                    jp       z, loc_0_12CB
0000:12B9 21 4D 69                    ld       hl, soft_sprite_ram+4Dh
0000:12BC 7E                          ld       a, (hl)
0000:12BD 1F                          rra
0000:12BE 3E 02                       ld       a, 2
0000:12C0 1F                          rra
0000:12C1 47                          ld       b, a
0000:12C2 AE                          xor      (hl)
0000:12C3 77                          ld       (hl), a
0000:12C4 2C                          inc      l
0000:12C5 78                          ld       a, b
0000:12C6 E6 80                       and      80h ; 'Ç'                    ; flip mario upside down?
0000:12C8 AE                          xor      (hl)
0000:12C9 77                          ld       (hl), a
0000:12CA C9                          ret
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0000:12CB                    ; ───────────────────────────────────────────────────────────────────
0000:12CB
0000:12CB                    loc_0_12CB:                                      ; CODE XREF: 0000:12B6↑j
0000:12CB 21 4D 69                       ld      hl, soft_sprite_ram+4Dh
0000:12CE 3E F4                          ld      a, 0F4h ; '¶'
0000:12D0 CB 16                          rl      (hl)
0000:12D2 1F                            rra
0000:12D3 77                            ld      (hl), a
0000:12D4 21 9D 63                       ld      hl, unk_0_639D
0000:12D7 34                            inc     (hl)
0000:12D8 3E 80                          ld      a, 80h ; 'Ç'
0000:12DA 32 09 60                       ld      (byte_0_6009), a
0000:12DD C9                            ret
0000:12DE                    ; ───────────────────────────────────────────────────────────────────
0000:12DE
0000:12DE                    dead_mario_lying_down:                           ; DATA XREF: 0000:1287↑o
0000:12DE DF                            rst     18h
0000:12DF CD DB 30                       call    sub_0_30DB
0000:12E2 21 0A 60                       ld      hl, game_sequencer
0000:12E5 3A 0E 60                       ld      a, (unk_0_600E)
0000:12E8 A7                            and     a
0000:12E9 CA ED 12                       jp      z, loc_0_12ED
0000:12EC 34                            inc     (hl)
0000:12ED
0000:12ED                    loc_0_12ED:                                      ; CODE XREF: 0000:12E9↑j
0000:12ED 34                            inc     (hl)
0000:12EE 2B                            dec     hl
0000:12EF 36 01                          ld      (hl), 1
0000:12F1 C9                            ret
0000:12F2                    ; ───────────────────────────────────────────────────────────────────
0000:12F2
0000:12F2                    copy_current_lvl_data_to_P1:                     ; DATA XREF: 0000:071E↑o
0000:12F2 CD 1C 01                       call    stop_sound
0000:12F5 AF                            xor     a
0000:12F6 32 2C 62                       ld      (unk_0_622C), a
0000:12F9 21 28 62                       ld      hl, life_no
0000:12FC 35                            dec     (hl)
0000:12FD 7E                            ld      a, (hl)
0000:12FE 11 40 60                       ld      de, p1_level_data
0000:1301 01 08 00                       ld      bc, 8
0000:1304 ED B0                          ldir
0000:1306 A7                            and     a
0000:1307
0000:1307                    loc_0_1307:
0000:1307 C2 34 13                       jp      nz, loc_0_1334
0000:130A 3E 01                          ld      a, 1
0000:130C 21 B2 60                       ld      hl, unk_0_60B2
0000:130F CD CA 13                       call    sub_0_13CA
0000:1312 21 D4 76                       ld      hl, VRAM_start+2D4h
0000:1315 3A 0F 60                       ld      a, (unk_0_600F)
0000:1318 A7                            and     a
0000:1319 28 07                          jr      z, loc_0_1322
0000:131B 11 02 03                       ld      de, 302h
0000:131E CD 9F 30                       call    sub_0_309F
0000:1321 2B                            dec     hl
0000:1322
0000:1322                    loc_0_1322:                                      ; CODE XREF: 0000:1319↑j
0000:1322 CD 26 18                       call    clear_14x5_HL
0000:1325 11 00 03                       ld      de, 300h
0000:1328 CD 9F 30                       call    sub_0_309F
0000:132B 21 09 60                       ld      hl, byte_0_6009
0000:132E 36 C0                          ld      (hl), 0C0h ; '└'
0000:1330 23                            inc     hl
0000:1331 36 10                          ld      (hl), 10h
0000:1333 C9                            ret
0000:1334                    ; ───────────────────────────────────────────────────────────────────
0000:1334
0000:1334                    loc_0_1334:                                      ; CODE XREF: 0000:1307↑j
0000:1334 0E 08                          ld      c, 8
0000:1336 3A 0F 60                       ld      a, (unk_0_600F)
0000:1339 A7                            and     a
0000:133A CA 3F 13                       jp      z, loc_0_133F
0000:133D 0E 17                          ld      c, 17h
0000:133F
0000:133F                    loc_0_133F:                                      ; CODE XREF: 0000:133A↑j
0000:133F 79                            ld      a, c
0000:1340 32 0A 60                       ld      (game_sequencer), a
0000:1343 C9                            ret
0000:1344                    ; ───────────────────────────────────────────────────────────────────
0000:1344
0000:1344                    copy_current_lvl_data_to_P2:                     ; DATA XREF: 0000:0720↑o
0000:1344 CD 1C 01                       call    stop_sound
0000:1347 AF                            xor     a
0000:1348 32 2C 62                       ld      (unk_0_622C), a
0000:134B 21 28 62                       ld      hl, life_no
0000:134E 35                            dec     (hl)
0000:134F 7E                            ld      a, (hl)
0000:1350 11 48 60                       ld      de, p2_level_data
0000:1353 01 08 00                       ld      bc, 8
0000:1356 ED B0                          ldir
0000:1358 A7                            and     a
0000:1359 C2 7F 13                       jp      nz, loc_0_137F
0000:135C 3E 03                          ld      a, 3
0000:135E 21 B5 60                       ld      hl, unk_0_60B5
0000:1361 CD CA 13                       call    sub_0_13CA
0000:1364 11 03 03                       ld      de, 303h
0000:1367 CD 9F 30                       call    sub_0_309F
0000:136A 11 00 03                       ld      de, 300h
0000:136D CD 9F 30                       call    sub_0_309F
0000:1370 21 D3 76                       ld      hl, VRAM_start+2D3h
0000:1373 CD 26 18                       call    clear_14x5_HL
0000:1376 21 09 60                       ld      hl, byte_0_6009
0000:1379 36 C0                          ld      (hl), 0C0h ; '└'
0000:137B 23                            inc     hl
0000:137C 36 11                          ld      (hl), 11h
0000:137E C9                            ret
0000:137F                    ; ───────────────────────────────────────────────────────────────────
0000:137F
0000:137F                    loc_0_137F:                                      ; CODE XREF: 0000:1359↑j
0000:137F 0E 17                          ld      c, 17h                       ; set to switch players?
0000:1381 3A 40 60                       ld      a, (p1_level_data)
0000:1384 A7                            and     a
0000:1385 C2 8A 13                       jp      nz, loc_0_138A
0000:1388 0E 08                          ld      c, 8
0000:138A
0000:138A                    loc_0_138A:                                      ; CODE XREF: 0000:1385↑j
0000:138A 79                            ld      a, c
0000:138B 32 0A 60                       ld      (game_sequencer), a
0000:138E C9                            ret
0000:138F                    ; ───────────────────────────────────────────────────────────────────
0000:138F
0000:138F                    p1_game_over:                                    ; DATA XREF: 0000:0722↑o
0000:138F DF                            rst     18h
0000:1390 0E 17                          ld      c, 17h
0000:1392 3A 48 60                       ld      a, (p2_level_data)
0000:1395
0000:1395                    loc_0_1395:                                      ; CODE XREF: 0000:13A7↑j
```

```
0000:1395 34                          inc      (hl)
0000:1396 A7                          and      a
0000:1397 C2 9C 13                    jp       nz, loc_0_139C
0000:139A 0E 14                       ld       c, 14h
0000:139C
0000:139C               loc_0_139C:                                      ; CODE XREF: 0000:1397↑j
0000:139C 79                          ld       a, c
0000:139D 32 0A 60                    ld       (game_sequencer), a
0000:13A0 C9                          ret
0000:13A1               ; ─────────────────────────────────────────────────────────────
0000:13A1
0000:13A1
0000:13A1               p2_game_over:                                    ; DATA XREF: 0000:0724↑o
0000:13A1 DF                          rst      18h
0000:13A2 0E 17                       ld       c, 17h
0000:13A4 3A 40 60                    ld       a, (p1_level_data)
0000:13A7 C3 95 13                    jp       loc_0_1395
0000:13AA               ; ─────────────────────────────────────────────────────────────
0000:13AA
0000:13AA               loc_0_13AA:                                      ; DATA XREF: 0000:0726↑o
0000:13AA 3A 26 60                    ld       a, (unk_0_6026)
0000:13AD 32 82 7D                    ld       (flipscreen), a
0000:13B0 AF                          xor      a
0000:13B1 32 0A 60                    ld       (game_sequencer), a
0000:13B4 21 01 01                    ld       hl, 101h
0000:13B7 22 0D 60                    ld       (unk_0_600D), hl
0000:13BA C9                          ret
0000:13BB               ; ─────────────────────────────────────────────────────────────
0000:13BB
0000:13BB               loc_0_13BB:                                      ; DATA XREF: 0000:0728↑o
0000:13BB AF                          xor      a
0000:13BC 32 0D 60                    ld       (unk_0_600D), a
0000:13BF 32 0E 60                    ld       (unk_0_600E), a
0000:13C2 32 0A 60                    ld       (game_sequencer), a
0000:13C5 3C                          inc      a
0000:13C6 32 82 7D                    ld       (flipscreen), a
0000:13C9 C9                          ret
0000:13CA
0000:13CA               ; ▓▓▓▓▓▓▓▓▓▓▓▓▓ S U B R O U T I N E ▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓
0000:13CA
0000:13CA
0000:13CA               sub_0_13CA:                                      ; CODE XREF: 0000:130F↑p
0000:13CA 11 C6 61                                                       ; 0000:1361↑p
0000:13CA                             ld       de, unk_0_61C6
0000:13CD 12                          ld       (de), a
0000:13CE CF                          rst      8                         ; return if attract mode
0000:13CF 13                          inc      de
0000:13D0 01 03 00                    ld       bc, 3
0000:13D3 ED B0                       ldir
0000:13D5 06 03                       ld       b, 3
0000:13D7 21 B1 61                    ld       hl, unk_0_61B1
0000:13DA
0000:13DA               loc_0_13DA:                                      ; CODE XREF: sub_0_13CA+1F↓j
0000:13DA 1B                          dec      de
0000:13DB 1A                          ld       a, (de)
0000:13DC 0F                          rrca
0000:13DD 0F                          rrca
0000:13DE 0F                          rrca
0000:13DF 0F                          rrca
0000:13E0 E6 0F                       and      0Fh
0000:13E2 77                          ld       (hl), a
0000:13E3 23                          inc      hl
0000:13E4 1A                          ld       a, (de)
0000:13E5 E6 0F                       and      0Fh
0000:13E7 77                          ld       (hl), a
0000:13E8 23                          inc      hl
0000:13E9 10 EF                       djnz     loc_0_13DA
0000:13EB 06 0E                       ld       b, 0Eh
0000:13ED
0000:13ED               loc_0_13ED:                                      ; CODE XREF: sub_0_13CA+26↓j
0000:13ED 36 10                       ld       (hl), 10h
0000:13EF 23                          inc      hl
0000:13F0 10 FB                       djnz     loc_0_13ED
0000:13F2 36 3F                       ld       (hl), 3Fh ; '?'
0000:13F4 06 05                       ld       b, 5
0000:13F6 21 A5 61                    ld       hl, high_score_tbl_ram+0A5h
0000:13F9 11 C7 61                    ld       de, unk_0_61C7
0000:13FC
0000:13FC               loc_0_13FC:                                      ; CODE XREF: sub_0_13CA+51↓j
0000:13FC 1A                          ld       a, (de)
0000:13FD 96                          sub      (hl)
0000:13FE 23                          inc      hl
0000:13FF 13                          inc      de
0000:1400 1A                          ld       a, (de)
0000:1401 9E                          sbc      a, (hl)
0000:1402 23                          inc      hl
0000:1403 13                          inc      de
0000:1404 1A                          ld       a, (de)
0000:1405 9E                          sbc      a, (hl)
0000:1406 D8                          ret      c
0000:1407 C5                          push     bc
0000:1408 06 19                       ld       b, 19h
0000:140A
0000:140A               loc_0_140A:                                      ; CODE XREF: sub_0_13CA+47↓j
0000:140A 4E                          ld       c, (hl)
0000:140B 1A                          ld       a, (de)
0000:140C 77                          ld       (hl), a
0000:140D 79                          ld       a, c
0000:140E 12                          ld       (de), a
0000:140F 2B                          dec      hl
0000:1410 1B                          dec      de
0000:1411 10 F7                       djnz     loc_0_140A
0000:1413 01 F5 FF                    ld       bc, 0FFF5h
0000:1416 09                          add      hl, bc
0000:1417 EB                          ex       de, hl
0000:1418 09                          add      hl, bc
0000:1419 EB                          ex       de, hl
0000:141A C1                          pop      bc
0000:141B 10 DF                       djnz     loc_0_13FC
0000:141D C9                          ret
0000:141D               ; End of function sub_0_13CA
0000:141D
0000:141D
0000:141E               ; ─────────────────────────────────────────────────────────────
0000:141E
0000:141E               draw_name_registered:                            ; DATA XREF: 0000:072A↑o
0000:141E CD 16 06                    call     display_credits
0000:1421 DF                          rst      18h
0000:1422 CD 74 08                    call     clear_visible_area_and_sprites
0000:1425 3E 00                       ld       a, 0
0000:1427 32 0E 60                    ld       (unk_0_600E), a
0000:142A 32 0D 60                    ld       (unk_0_600D), a
0000:142D 21 1C 61                    ld       hl, high_score_tbl_ram+1Ch
0000:1430 11 22 00                    ld       de, 22h ; '"'
0000:1433 06 05                       ld       b, 5
0000:1435 3E 01                       ld       a, 1
0000:1437
0000:1437               loc_0_1437:                                      ; CODE XREF: 0000:143C↓j
0000:1437 BE                          cp       (hl)
```

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0000:1438 CA 59 14                   jp      z, loc_0_1459
0000:143B 19                         add     hl, de
0000:143C 10 F9                      djnz    loc_0_1437
0000:143E 21 1C 61                   ld      hl, high_score_tbl_ram+1Ch
0000:1441 06 05                      ld      b, 5
0000:1443 3E 03                      ld      a, 3
0000:1445
0000:1445            loc_0_1445:                                        ; CODE XREF: 0000:144A├j
0000:1445 BE                         cp      (hl)
0000:1446 CA 4F 14                   jp      z, loc_0_144F
0000:1449 19                         add     hl, de
0000:144A 10 F9                      djnz    loc_0_1445
0000:144C C3 75 14                   jp      loc_0_1475
0000:144F            ; ─────────────────────────────────────────────────────────────
0000:144F
0000:144F            loc_0_144F:                                        ; CODE XREF: 0000:1446↑j
0000:144F 3E 01                      ld      a, 1
0000:1451 32 0E 60                   ld      (unk_0_600E), a
0000:1454 32 0D 60                   ld      (unk_0_600D), a
0000:1457 3E 00                      ld      a, 0
0000:1459
0000:1459            loc_0_1459:                                        ; CODE XREF: 0000:1438↑j
0000:1459 21 26 60                   ld      hl, unk_0_6026
0000:145C B6                         or      (hl)
0000:145D 32 82 7D                   ld      (flipscreen), a
0000:1460 3E 00                      ld      a, 0
0000:1462 32 09 60                   ld      (byte_0_6009), a
0000:1465 21 0A 60                   ld      hl, game_sequencer
0000:1468 34                         inc     (hl)
0000:1469 11 0D 03                   ld      de, 30Dh
0000:146C 06 0C                      ld      b, 0Ch
0000:146E
0000:146E            loc_0_146E:                                        ; CODE XREF: 0000:1472├j
0000:146E CD 9F 30                   call    sub_0_309F
0000:1471 13                         inc     de
0000:1472 10 FA                      djnz    loc_0_146E
0000:1474 C9                         ret
0000:1475            ; ─────────────────────────────────────────────────────────────
0000:1475
0000:1475            loc_0_1475:                                        ; CODE XREF: 0000:144C↑j
0000:1475 3E 01                      ld      a, 1
0000:1477 32 82 7D                   ld      (flipscreen), a
0000:147A 32 05 60                   ld      (unk_0_6005), a
0000:147D 32 07 60                   ld      (attract_mode_flag), a    ; set attract mode flag
0000:1480 3E 00                      ld      a, 0
0000:1482 32 0A 60                   ld      (game_sequencer), a
0000:1485 C9                         ret
0000:1486            ; ─────────────────────────────────────────────────────────────
0000:1486
0000:1486            do_initials_entry:                                 ; DATA XREF: 0000:072C↑o
0000:1486 CD 16 06                   call    display_credits
0000:1489 21 09 60                   ld      hl, byte_0_6009
0000:148C 7E                         ld      a, (hl)
0000:148D A7                         and     a
0000:148E C2 DC 14                   jp      nz, loc_0_14DC
0000:1491 32 86 7D                   ld      (palette_bank), a
0000:1494 32 87 7D                   ld      (palette_bank+1), a
0000:1497 36 01                      ld      (hl), 1
0000:1499 21 30 60                   ld      hl, unk_0_6030
0000:149C 36 0A                      ld      (hl), 0Ah
0000:149E 23                         inc     hl
0000:149F 36 00                      ld      (hl), 0
0000:14A1 23                         inc     hl
0000:14A2 36 10                      ld      (hl), 10h
0000:14A4 23                         inc     hl
0000:14A5 36 1E                      ld      (hl), 1Eh
0000:14A7 23                         inc     hl
0000:14A8 36 3E                      ld      (hl), 3Eh ; '>'
0000:14AA 23                         inc     hl
0000:14AB 36 00                      ld      (hl), 0
0000:14AD 21 E8 75                   ld      hl, VRAM_start+1E8h
0000:14B0 22 36 60                   ld      (unk_0_6036), hl
0000:14B3 21 1C 61                   ld      hl, high_score_tbl_ram+1Ch
0000:14B6 3A 0E 60                   ld      a, (unk_0_600E)
0000:14B9 07                         rlca
0000:14BA 3C                         inc     a
0000:14BB 4F                         ld      c, a
0000:14BC 11 22 00                   ld      de, 22h ; '"'
0000:14BF 06 04                      ld      b, 4
0000:14C1
0000:14C1            loc_0_14C1:                                        ; CODE XREF: 0000:14C7├j
0000:14C1 7E                         ld      a, (hl)
0000:14C2 B9                         cp      c
0000:14C3 CA C9 14                   jp      z, loc_0_14C9
0000:14C6 19                         add     hl, de
0000:14C7 10 F8                      djnz    loc_0_14C1
0000:14C9
0000:14C9            loc_0_14C9:                                        ; CODE XREF: 0000:14C3↑j
0000:14C9 22 38 60                   ld      (unk_0_6038), hl         ; point to high score
0000:14CC 11 F3 FF                   ld      de, 0FFF3h
0000:14CF 19                         add     hl, de
0000:14D0 22 3A 60                   ld      (unk_0_603A), hl
0000:14D3 06 00                      ld      b, 0
0000:14D5 3A 35 60                   ld      a, (unk_0_6035)
0000:14D8 4F                         ld      c, a
0000:14D9 CD FA 15                   call    sub_0_15FA               ; high score initial select sprite
0000:14DC
0000:14DC            loc_0_14DC:                                        ; CODE XREF: 0000:148E↑j
0000:14DC 21 34 60                   ld      hl, unk_0_6034
0000:14DF 35                         dec     (hl)
0000:14E0 C2 FC 14                   jp      nz, loc_0_14FC
0000:14E3 36 3E                      ld      (hl), 3Eh ; '>'
0000:14E5 2B                         dec     hl
0000:14E6 35                         dec     (hl)
0000:14E7 CA C6 15                   jp      z, loc_0_15C6
0000:14EA 7E                         ld      a, (hl)
0000:14EB 06 FF                      ld      b, 0FFh
0000:14ED
0000:14ED            loc_0_14ED:                                        ; CODE XREF: 0000:14F0├j
0000:14ED 04                         inc     b
0000:14EE D6 0A                      sub     0Ah
0000:14F0 D2 ED 14                   jp      nc, loc_0_14ED
0000:14F3 C6 0A                      add     a, 0Ah
0000:14F5 32 52 75                   ld      (VRAM_start+152h), a
0000:14F8 78                         ld      a, b
0000:14F9 32 72 75                   ld      (VRAM_start+172h), a
0000:14FC
0000:14FC            loc_0_14FC:                                        ; CODE XREF: 0000:14E0↑j
0000:14FC 21 30 60                   ld      hl, unk_0_6030
0000:14FF 46                         ld      b, (hl)
0000:1500 36 0A                      ld      (hl), 0Ah
0000:1502 3A 10 60                   ld      a, (controller_in)       ; edge-detected inputs
0000:1505 CB 7F                      bit     7, a                     ; button pressed?
0000:1507 C2 46 15                   jp      nz, jump_pressed         ; yes, skip
0000:150A E6 03                      and     3                        ; left/right only
0000:150C C2 14 15                   jp      nz, left_right_pressed   ; yes, skip
0000:150F 3C                         inc     a
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0000:1510 77                            ld      (hl), a
0000:1511 C3 8A 15                      jp      loc_0_158A
0000:1514                       ; ─────────────────────────────────────────────────
0000:1514
0000:1514                       left_right_pressed:                                     ; CODE XREF: 0000:150C↑j
0000:1514 05                            dec     b
0000:1515 CA 1D 15                      jp      z, loc_0_151D
0000:1518 78                            ld      a, b
0000:1519 77                            ld      (hl), a
0000:151A C3 8A 15                      jp      loc_0_158A
0000:151D                       ; ─────────────────────────────────────────────────
0000:151D
0000:151D                       loc_0_151D:                                             ; CODE XREF: 0000:1515↑j
0000:151D CB 4F                         bit     1, a
0000:151F C2 39 15                      jp      nz, loc_0_1539
0000:1522 3A 35 60                      ld      a, (unk_0_6035)
0000:1525 3C                            inc     a
0000:1526 FE 1E                         cp      1Eh
0000:1528 C2 2D 15                      jp      nz, loc_0_152D
0000:152B 3E 00                         ld      a, 0
0000:152D
0000:152D                       loc_0_152D:                                             ; CODE XREF: 0000:1528↑j
0000:152D 32 35 60                                                                      ; 0000:153E├j ...
0000:152D                               ld      (unk_0_6035), a
0000:1530 4F                            ld      c, a
0000:1531 06 00                         ld      b, 0
0000:1533 CD FA 15                      call    sub_0_15FA
0000:1536 C3 8A 15                      jp      loc_0_158A
0000:1539                       ; ─────────────────────────────────────────────────
0000:1539
0000:1539                       loc_0_1539:                                             ; CODE XREF: 0000:151F↑j
0000:1539 3A 35 60                      ld      a, (unk_0_6035)
0000:153C D6 01                         sub     1
0000:153E F2 2D 15                      jp      p, loc_0_152D
0000:1541 3E 1D                         ld      a, 1Dh
0000:1543 C3 2D 15                      jp      loc_0_152D
0000:1546                       ; ─────────────────────────────────────────────────
0000:1546
0000:1546                       jump_pressed:                                           ; CODE XREF: 0000:1507↑j
0000:1546 3A 35 60                      ld      a, (unk_0_6035)
0000:1549 FE 1C                         cp      1Ch
0000:154B CA 6D 15                      jp      z, loc_0_156D
0000:154E FE 1D                         cp      1Dh
0000:1550 CA C6 15                      jp      z, loc_0_15C6
0000:1553 2A 36 60                      ld      hl, (unk_0_6036)
0000:1556 01 88 75                      ld      bc, VRAM_start+188h
0000:1559 A7                            and     a
0000:155A ED 42                         sbc     hl, bc
0000:155C CA 8A 15                      jp      z, loc_0_158A
0000:155F 09                            add     hl, bc
0000:1560 C6 11                         add     a, 11h
0000:1562 77                            ld      (hl), a
0000:1563 01 E0 FF                      ld      bc, 0FFE0h
0000:1566 09                            add     hl, bc
0000:1567
0000:1567                       loc_0_1567:                                             ; CODE XREF: 0000:1583├j
0000:1567 22 36 60                      ld      (unk_0_6036), hl
0000:156A C3 8A 15                      jp      loc_0_158A
0000:156D                       ; ─────────────────────────────────────────────────
0000:156D
0000:156D                       loc_0_156D:                                             ; CODE XREF: 0000:154B↑j
0000:156D 2A 36 60                      ld      hl, (unk_0_6036)
0000:1570 01 20 00                      ld      bc, 20h ; ' '
0000:1573 09                            add     hl, bc
0000:1574 A7                            and     a
0000:1575 01 08 76                      ld      bc, VRAM_start+208h
0000:1578 ED 42                         sbc     hl, bc
0000:157A C2 86 15                      jp      nz, loc_0_1586
0000:157D 21 E8 75                      ld      hl, VRAM_start+1E8h
0000:1580
0000:1580                       loc_0_1580:                                             ; CODE XREF: 0000:1587├j
0000:1580 3E 10                         ld      a, 10h
0000:1582 77                            ld      (hl), a
0000:1583 C3 67 15                      jp      loc_0_1567
0000:1586                       ; ─────────────────────────────────────────────────
0000:1586
0000:1586                       loc_0_1586:                                             ; CODE XREF: 0000:157A↑j
0000:1586 09                            add     hl, bc
0000:1587 C3 80 15                      jp      loc_0_1580
0000:158A                       ; ─────────────────────────────────────────────────
0000:158A
0000:158A                       loc_0_158A:                                             ; CODE XREF: 0000:1511↑j
0000:158A 21 32 60                                                                      ; 0000:151A↑j ...
0000:158A                               ld      hl, unk_0_6032
0000:158D 35                            dec     (hl)
0000:158E C2 F9 15                      jp      nz, locret_0_15F9
0000:1591 3A 31 60                      ld      a, (unk_0_6031)
0000:1594 A7                            and     a
0000:1595 C2 B8 15                      jp      nz, loc_0_15B8
0000:1598 3E 01                         ld      a, 1
0000:159A 32 31 60                      ld      (unk_0_6031), a
0000:159D 11 BF 01                      ld      de, byte_0_1BA+5                         ; empty/dummy score
0000:15A0
0000:15A0                       loc_0_15A0:                                             ; CODE XREF: 0000:15C3├j
0000:15A0 FD 2A 38 60                   ld      iy, (unk_0_6038)                         ; ptr high score
0000:15A4 FD 6E 04                      ld      l, (iy+4)
0000:15A7 FD 66 05                      ld      h, (iy+5)
0000:15AA E5                            push    hl
0000:15AB DD E1                         pop     ix
0000:15AD CD 7C 05                      call    display_score_HL
0000:15B0 3E 10                         ld      a, 10h
0000:15B2 32 32 60                      ld      (unk_0_6032), a
0000:15B5 C3 F9 15                      jp      locret_0_15F9
0000:15B8                       ; ─────────────────────────────────────────────────
0000:15B8
0000:15B8                       loc_0_15B8:                                             ; CODE XREF: 0000:1595↑j
0000:15B8 AF                            xor     a
0000:15B9 32 31 60                      ld      (unk_0_6031), a
0000:15BC ED 5B 38 60                   ld      de, (unk_0_6038)                         ; point to high score
0000:15C0 13                            inc     de
0000:15C1 13                            inc     de
0000:15C2 13                            inc     de
0000:15C3 C3 A0 15                      jp      loc_0_15A0
0000:15C6                       ; ─────────────────────────────────────────────────
0000:15C6
0000:15C6                       loc_0_15C6:                                             ; CODE XREF: 0000:14E7↑j
0000:15C6 ED 5B 38 60                                                                   ; 0000:1550↑j
0000:15C6                               ld      de, (unk_0_6038)                         ; point to high score
0000:15CA AF                            xor     a
0000:15CB 12                            ld      (de), a
0000:15CC 21 09 60                      ld      hl, byte_0_6009
0000:15CF 36 80                         ld      (hl), 80h ; 'Ç'
0000:15D1 23                            inc     hl
0000:15D2 35                            dec     (hl)
0000:15D3 06 0C                         ld      b, 0Ch
0000:15D5 21 E8 75                      ld      hl, VRAM_start+1E8h
0000:15D8 FD 2A 3A 60                   ld      iy, (unk_0_603A)
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0000:15DC 11 E0 FF                    ld      de, 0FFE0h
0000:15DF
0000:15DF                 loc_0_15DF:                                         ; CODE XREF: 0000:15E6┤j
0000:15DF 7E                          ld      a, (hl)
0000:15E0 FD 77 00                    ld      (iy+0), a
0000:15E3 FD 23                       inc     iy
0000:15E5 19                          add     hl, de
0000:15E6 10 F7                       djnz    loc_0_15DF
0000:15E8 06 05                       ld      b, 5
0000:15EA 11 14 03                    ld      de, 314h
0000:15ED
0000:15ED                 loc_0_15ED:                                         ; CODE XREF: 0000:15F1┤j
0000:15ED CD 9F 30                    call    sub_0_309F
0000:15F0 13                          inc     de
0000:15F1 10 FA                       djnz    loc_0_15ED
0000:15F3 11 1A 03                    ld      de, 31Ah
0000:15F6 CD 9F 30                    call    sub_0_309F
0000:15F9
0000:15F9                 locret_0_15F9:                                      ; CODE XREF: 0000:158E↑j
0000:15F9 C9                                                                  ; 0000:15B5↑j
0000:15F9                             ret
0000:15FA
0000:15FA                 ; ▆▆▆▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:15FA
0000:15FA
0000:15FA                 sub_0_15FA:                                         ; CODE XREF: 0000:14D9↑p
0000:15FA D5                                                                  ; 0000:1533↑p
0000:15FA                             push    de
0000:15FB E5                          push    hl
0000:15FC CB 21                       sla     c
0000:15FE 21 0F 36                    ld      hl, letter_coords
0000:1601 09                          add     hl, bc
0000:1602 EB                          ex      de, hl
0000:1603 21 74 69                    ld      hl, soft_sprite_ram+74h         ; sprite for initials entry
0000:1606 1A                          ld      a, (de)
0000:1607 13                          inc     de
0000:1608 77                          ld      (hl), a                         ; X coordinate
0000:1609 23                          inc     hl
0000:160A 36 72                       ld      (hl), 72h ; 'r'                 ; tile
0000:160C 23                          inc     hl
0000:160D 36 0C                       ld      (hl), 0Ch                       ; palette
0000:160F 23                          inc     hl
0000:1610 1A                          ld      a, (de)
0000:1611 77                          ld      (hl), a                         ; Y coordinate
0000:1612 E1                          pop     hl
0000:1613 D1                          pop     de
0000:1614 C9                          ret
0000:1614                 ; End of function sub_0_15FA
0000:1614
0000:1615                 ; ─────────────────────────────────────────────────────────────
0000:1615
0000:1615                 mario_pauline_reunion:                              ; DATA XREF: 0000:072E↑o
0000:1615 CD BD 30                    call    sub_0_30BD
0000:1618 3A 27 62                    ld      a, (level_type)
0000:161B 0F                          rrca
0000:161C D2 2F 16                    jp      nc, loc_0_162F
0000:161F 3A 88 63                    ld      a, (unk_0_6388)
0000:1622 EF                          rst     28h                             ; go!
0000:1622                 ; ─────────────────────────────────────────────────────────────
0000:1623 54 16                       .dw     loc_0_1654                      ; Jump table
0000:1625 70 16                       .dw     loc_0_1670
0000:1627 8A 16                       .dw     loc_0_168A
0000:1629 32 17                       .dw     loc_0_1732
0000:162B 57 17                       .dw     loc_0_1757
0000:162D 8E 17                       .dw     loc_0_178E
0000:162F                 ; ─────────────────────────────────────────────────────────────
0000:162F
0000:162F                 loc_0_162F:                                         ; CODE XREF: 0000:161C↑j
0000:162F 0F                          rrca
0000:1630 D2 41 16                    jp      nc, loc_0_1641
0000:1633 3A 88 63                    ld      a, (unk_0_6388)
0000:1636 EF                          rst     28h                             ; go!
0000:1636                 ; ─────────────────────────────────────────────────────────────
0000:1637 A3 16                       .dw     loc_0_16A3                      ; Jump table
0000:1639 BB 16                       .dw     loc_0_16BB
0000:163B 32 17                       .dw     loc_0_1732
0000:163D 57 17                       .dw     loc_0_1757
0000:163F 8E 17                       .dw     loc_0_178E
0000:1641                 ; ─────────────────────────────────────────────────────────────
0000:1641
0000:1641                 loc_0_1641:                                         ; CODE XREF: 0000:1630↑j
0000:1641 CD BD 1D                    call    sub_0_1DBD
0000:1644 3A 88 63                    ld      a, (unk_0_6388)
0000:1647 EF                          rst     28h                             ; go1
0000:1647                 ; ─────────────────────────────────────────────────────────────
0000:1648 B6 17                       .dw     unk_0_17B6                      ; Jump table
0000:164A 69 30                       .dw     loc_0_3069
0000:164C 39 18                       .dw     loc_0_1839
0000:164E 6F 18                       .dw     loc_0_186F
0000:1650 80 18                       .dw     loc_0_1880
0000:1652 C6 18                       .dw     loc_0_18C6
0000:1654                 ; ─────────────────────────────────────────────────────────────
0000:1654
0000:1654                 loc_0_1654:                                         ; DATA XREF: 0000:1623↑o
0000:1654 CD 08 17                    call    sub_0_1708
0000:1657 21 5C 38                    ld      hl, kong_normal_spr
0000:165A CD 4E 00                    call    copy_sprites_2_11_data
0000:165D 3E 20                       ld      a, 20h ; ' '
0000:165F 32 09 60                    ld      (byte_0_6009), a
0000:1662
0000:1662                 loc_0_1662:                                         ; CODE XREF: 0000:16A0┤j
0000:1662 21 88 63                    ld      hl, unk_0_6388
0000:1665 34                          inc     (hl)
0000:1666 3E 01                       ld      a, 1
0000:1668 F7                          rst     30h                             ; return if level bit not set
0000:1669 21 0B 69                    ld      hl, soft_sprite_ram+0Bh         ; sprite #2, x coord
0000:166C 0E FC                       ld      c, 0FCh ; '³'                   ; -4
0000:166E FF                          rst     38h                             ; subtract 4 from x coord for 10 sprites
0000:166F C9                          ret
0000:1670                 ; ─────────────────────────────────────────────────────────────
0000:1670
0000:1670                 loc_0_1670:                                         ; DATA XREF: 0000:1625↑o
0000:1670 DF                          rst     18h
0000:1671 21 32 39                    ld      hl, dk_throw_barrel_spr
0000:1674 CD 4E 00                    call    copy_sprites_2_11_data
0000:1677 3E 20                       ld      a, 20h ; ' '
0000:1679 32 09 60                    ld      (byte_0_6009), a
0000:167C 21 88 63                    ld      hl, unk_0_6388
0000:167F 34                          inc     (hl)
0000:1680 3E 04                       ld      a, 4
0000:1682 F7                          rst     30h                             ; return if level bit not set
0000:1683 21 0B 69                    ld      hl, soft_sprite_ram+0Bh         ; sprite #2, x coord
0000:1686 0E 04                       ld      c, 4                            ; +4
0000:1688 FF                          rst     38h                             ; add 4 to x coord for 10 sprites
0000:1689 C9                          ret
0000:168A                 ; ─────────────────────────────────────────────────────────────
0000:168A
```

```
0000:168A                  loc_0_168A:                                          ; DATA XREF: 0000:1627↑o
0000:168A DF                               rst     18h
0000:168B 21 8C 38                         ld      hl, kong_climbing_spr
0000:168E CD 4E 00                         call    copy_sprites_2_11_data
0000:1691 3E 66                            ld      a, 66h ; 'f'
0000:1693 32 0C 69                         ld      (soft_sprite_ram+0Ch), a         ; sprite #3, y coord
0000:1696 AF                               xor     a
0000:1697 32 24 69                         ld      (soft_sprite_ram+24h), a
0000:169A 32 2C 69                         ld      (soft_sprite_ram+2Ch), a
0000:169D 32 AF 62                         ld      (unk_0_62AF), a
0000:16A0 C3 62 16                         jp      loc_0_1662
0000:16A3                  ; ————————————————————————————————————————————————————————————————
0000:16A3
0000:16A3                  loc_0_16A3:                                          ; DATA XREF: 0000:1637↑o
0000:16A3 CD 08 17                         call    sub_0_1708
0000:16A6 3A 10 69                         ld      a, (soft_sprite_ram+10h)         ; sprite #4, y coord
0000:16A9 D6 3B                            sub     3Bh ; ';'
0000:16AB 21 5C 38                         ld      hl, kong_normal_spr
0000:16AE CD 4E 00                         call    copy_sprites_2_11_data
0000:16B1 21 08 69                         ld      hl, soft_sprite_ram+8            ; sprite #2, y coord
0000:16B4 4F                               ld      c, a
0000:16B5 FF                               rst     38h                              ; add C to y coord for 10 sprites
0000:16B6 21 88 63                         ld      hl, unk_0_6388
0000:16B9 34                               inc     (hl)
0000:16BA C9                               ret
0000:16BB                  ; ————————————————————————————————————————————————————————————————
0000:16BB
0000:16BB                  loc_0_16BB:                                          ; DATA XREF: 0000:1639↑o
0000:16BB AF                               xor     a
0000:16BC 32 A0 62                         ld      (unk_0_62A0), a
0000:16BF 3A A3 63                         ld      a, (unk_0_63A3)
0000:16C2 4F                               ld      c, a
0000:16C3 3A 10 69                         ld      a, (soft_sprite_ram+10h)         ; sprite #4, y coord
0000:16C6 FE 5A                            cp      5Ah ; 'Z'
0000:16C8 D2 E1 16                         jp      nc, loc_0_16E1
0000:16CB CB 79                            bit     7, c
0000:16CD CA D5 16                         jp      z, loc_0_16D5
0000:16D0                  loc_0_16D0:                                          ; CODE XREF: 0000:16E8├j
0000:16D0 3E 01                            ld      a, 1
0000:16D2 32 A0 62                         ld      (unk_0_62A0), a
0000:16D5                  loc_0_16D5:                                          ; CODE XREF: 0000:16CD↑j
0000:16D5                                                                       ; 0000:16EB├j
0000:16D5 CD 02 26                         call    sub_0_2602
0000:16D8 3A A3 63                         ld      a, (unk_0_63A3)
0000:16DB 4F                               ld      c, a
0000:16DC 21 08 69                         ld      hl, soft_sprite_ram+8            ; sprite #2, y coord
0000:16DF FF                               rst     38h                              ; add C to y coord for 10 sprites
0000:16E0 C9                               ret
0000:16E1                  ; ————————————————————————————————————————————————————————————————
0000:16E1
0000:16E1                  loc_0_16E1:                                          ; CODE XREF: 0000:16C8↑j
0000:16E1 FE 5D                            cp      5Dh ; ']'
0000:16E3 DA EE 16                         jp      c, loc_0_16EE
0000:16E6 CB 79                            bit     7, c
0000:16E8 CA D0 16                         jp      z, loc_0_16D0
0000:16EB C3 D5 16                         jp      loc_0_16D5
0000:16EE                  ; ————————————————————————————————————————————————————————————————
0000:16EE
0000:16EE                  loc_0_16EE:                                          ; CODE XREF: 0000:16E3↑j
0000:16EE 21 8C 38                         ld      hl, kong_climbing_spr
0000:16F1 CD 4E 00                         call    copy_sprites_2_11_data
0000:16F4 3E 66                            ld      a, 66h ; 'f'
0000:16F6 32 0C 69                         ld      (soft_sprite_ram+0Ch), a         ; sprite #4, x coord
0000:16F9 AF                               xor     a
0000:16FA 32 24 69                         ld      (soft_sprite_ram+24h), a
0000:16FD 32 2C 69                         ld      (soft_sprite_ram+2Ch), a
0000:1700 32 AF 62                         ld      (unk_0_62AF), a
0000:1703 21 88 63                         ld      hl, unk_0_6388
0000:1706 34                               inc     (hl)
0000:1707 C9                               ret
0000:1708                  ; ███████████████ S U B R O U T I N E ███████████████████████████████████
0000:1708
0000:1708
0000:1708                  sub_0_1708:                                          ; CODE XREF: 0000:1654↑p
0000:1708 CD 1C 01                                                              ; 0000:16A3↑p
0000:1708                                  call    stop_sound
0000:170B 21 20 6A                         ld      hl, soft_sprite_ram+120h
0000:170E 36 80                            ld      (hl), 80h ; 'Ç'
0000:1710 23                               inc     hl
0000:1711 36 76                            ld      (hl), 76h ; 'v'
0000:1713 23                               inc     hl
0000:1714 36 09                            ld      (hl), 9
0000:1716 23                               inc     hl
0000:1717 36 20                            ld      (hl), 20h ; ' '
0000:1719 21 05 69                         ld      hl, soft_sprite_ram+5            ; sprite #1, flipy & code
0000:171C 36 13                            ld      (hl), 13h                        ; pauline, front-on
0000:171E 21 C4 75                         ld      hl, VRAM_start+1C4h
0000:1721 11 20 00                         ld      de, 20h ; ' '
0000:1724 3E 10                            ld      a, 10h
0000:1726 CD 14 05                         call    display_3_tiles_HL
0000:1729 21 8A 60                         ld      hl, unk_0_608A
0000:172C 36 07                            ld      (hl), 7
0000:172E 23                               inc     hl
0000:172F 36 03                            ld      (hl), 3
0000:1731 C9                               ret
0000:1731                  ; End of function sub_0_1708
0000:1731
0000:1732                  ; ————————————————————————————————————————————————————————————————
0000:1732
0000:1732                  loc_0_1732:                                          ; DATA XREF: 0000:1629↑o
0000:1732 CD 6F 30                                                              ; 0000:163B↑o
0000:1732                                  call    sub_0_306F
0000:1735 3A 13 69                         ld      a, (soft_sprite_ram+13h)
0000:1738 FE 2C                            cp      2Ch ; ','
0000:173A D0                               ret     nc
0000:173B AF                               xor     a
0000:173C 32 00 69                         ld      (soft_sprite_ram), a             ; sprite #0, y coord
0000:173F 32 04 69                         ld      (soft_sprite_ram+4), a           ; sprite #1, y coord
0000:1742 32 0C 69                         ld      (soft_sprite_ram+0Ch), a         ; sprite #3, y coord
0000:1745 3E 6B                            ld      a, 6Bh ; 'k'
0000:1747 32 24 69                         ld      (soft_sprite_ram+24h), a
0000:174A 3D                               dec     a
0000:174B 32 2C 69                         ld      (soft_sprite_ram+2Ch), a
0000:174E 21 21 6A                         ld      hl, soft_sprite_ram+121h
0000:1751 34                               inc     (hl)
0000:1752 21 88 63                         ld      hl, unk_0_6388
0000:1755 34                               inc     (hl)
0000:1756 C9                               ret
0000:1757                  ; ————————————————————————————————————————————————————————————————
0000:1757
0000:1757                  loc_0_1757:                                          ; DATA XREF: 0000:162B↑o
0000:1757 CD 6F 30                                                              ; 0000:163D↑o
0000:1757                                  call    sub_0_306F
0000:175A CD 6C 17                         call    sub_0_176C
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0000:175D 23                              inc      hl
0000:175E 13                              inc      de
0000:175F CD 83 17                        call     sub_0_1783
0000:1762 3E 40                           ld       a, 40h ; '@'
0000:1764 32 09 60                        ld       (byte_0_6009), a
0000:1767 21 88 63                        ld       hl, unk_0_6388
0000:176A 34                              inc      (hl)
0000:176B C9                              ret
0000:176C
0000:176C                 ; ██████████████ S U B R O U T I N E ██████████████████████████████████
0000:176C
0000:176C
0000:176C                 sub_0_176C:                                           ; CODE XREF: 0000:175A↑p
0000:176C 11 03 00                        ld       de, 3
0000:176F 21 2F 69                        ld       hl, soft_sprite_ram+2Fh
0000:1772 06 0A                           ld       b, 0Ah
0000:1774
0000:1774                 loc_0_1774:                                           ; CODE XREF: sub_0_176C+14↓j
0000:1774 A7                              and      a
0000:1775 7E                              ld       a, (hl)
0000:1776 ED 52                           sbc      hl, de
0000:1778 FE 19                           cp       19h
0000:177A D2 7F 17                        jp       nc, loc_0_177F
0000:177D 36 00                           ld       (hl), 0
0000:177F
0000:177F                 loc_0_177F:                                           ; CODE XREF: sub_0_176C+E↑j
0000:177F 2B                              dec      hl
0000:1780 10 F2                           djnz     loc_0_1774
0000:1782 C9                              ret
0000:1782                 ; End of function sub_0_176C
0000:1782
0000:1783
0000:1783                 ; ██████████████ S U B R O U T I N E ██████████████████████████████████
0000:1783
0000:1783
0000:1783                 sub_0_1783:                                           ; CODE XREF: 0000:175F↑p
0000:1783 06 0A                           ld       b, 0Ah
0000:1785
0000:1785                 loc_0_1785:                                           ; CODE XREF: sub_0_1783+8↓j
0000:1785 7E                              ld       a, (hl)
0000:1786 A7                              and      a
0000:1787 C2 26 00                        jp       nz, pop_hl_ret
0000:178A 19                              add      hl, de
0000:178B 10 F8                           djnz     loc_0_1785
0000:178D C9                              ret
0000:178D                 ; End of function sub_0_1783
0000:178D
0000:178E                 ; ──────────────────────────────────────────────────────────────────
0000:178E
0000:178E                 loc_0_178E:                                           ; DATA XREF: 0000:162D↑o
0000:178E DF                              rst      18h                          ; 0000:163F↑o
0000:178F 2A 2A 62                        ld       hl, (seq_data)
0000:1792 23                              inc      hl
0000:1793 7E                              ld       a, (hl)
0000:1794 FE 7F                           cp       7Fh ; ' '                    ; restart repeating levels?
0000:1796 C2 9D 17                        jp       nz, loc_0_179D               ; no, skip
0000:1799 21 73 3A                        ld       hl, level_seq_2              ; repeating levels
0000:179C 7E                              ld       a, (hl)                      ; get new level
0000:179D
0000:179D                 loc_0_179D:                                           ; CODE XREF: 0000:1796↑j
0000:179D 22 2A 62                        ld       (seq_data), hl
0000:17A0 32 27 62                        ld       (level_type), a
0000:17A3 11 00 05                        ld       de, 500h
0000:17A6 CD 9F 30                        call     sub_0_309F
0000:17A9 AF                              xor      a
0000:17AA 32 88 63                        ld       (unk_0_6388), a
0000:17AD 21 09 60                        ld       hl, byte_0_6009
0000:17B0 36 30                           ld       (hl), 30h ; '0'
0000:17B2 23                              inc      hl
0000:17B3 36 08                           ld       (hl), 8                      ; sequencer = how high screen
0000:17B5 C9                              ret
0000:17B5                 ; ──────────────────────────────────────────────────────────────────
0000:17B6 00              unk_0_17B6:     .db      0 ;                          ; DATA XREF: 0000:1648↑o
0000:17B7                 ; ──────────────────────────────────────────────────────────────────
0000:17B7 CD 1C 01                        call     stop_sound
0000:17BA 21 8A 60                        ld       hl, unk_0_608A
0000:17BD 36 0E                           ld       (hl), 0Eh
0000:17BF 23                              inc      hl
0000:17C0 36 03                           ld       (hl), 3
0000:17C2 3E 10                           ld       a, 10h                       ; <space>
0000:17C4 11 20 00                        ld       de, 20h ; ' '                ; inc by column
0000:17C7 21 23 76                        ld       hl, VRAM_start+223h
0000:17CA CD 14 05                        call     display_3_tiles_HL
0000:17CD 21 83 75                        ld       hl, VRAM_start+183h
0000:17D0 CD 14 05                        call     display_3_tiles_HL
0000:17D3 21 DA 76                        ld       hl, VRAM_start+2DAh
0000:17D6 CD 26 18                        call     clear_14x5_HL
0000:17D9 11 47 3A                        ld       de, draw_data_rivet_end1
0000:17DC CD A7 0D                        call     sub_0_DA7
0000:17DF 21 D5 76                        ld       hl, VRAM_start+2D5h
0000:17E2 CD 26 18                        call     clear_14x5_HL
0000:17E5 11 4D 3A                        ld       de, draw_data_rivet_end2
0000:17E8 CD A7 0D                        call     sub_0_DA7
0000:17EB 21 D0 76                        ld       hl, VRAM_start+2D0h
0000:17EE CD 26 18                        call     clear_14x5_HL
0000:17F1 11 53 3A                        ld       de, draw_data_rivet_end3
0000:17F4 CD A7 0D                        call     sub_0_DA7
0000:17F7 21 CB 76                        ld       hl, VRAM_start+2CBh
0000:17FA CD 26 18                        call     clear_14x5_HL
0000:17FD 11 59 3A                        ld       de, draw_data_rivet_end4
0000:1800 CD A7 0D                        call     sub_0_DA7
0000:1803 21 5C 38                        ld       hl, kong_normal_spr
0000:1806 CD 4E 00                        call     copy_sprites_2_11_data
0000:1809 21 08 69                        ld       hl, soft_sprite_ram+8        ; sprite #2, y coord
0000:180C 0E 44                           ld       c, 68
0000:180E FF                              rst      38h                          ; add 68 to y coord for 10 sprites
0000:180F 21 05 69                        ld       hl, soft_sprite_ram+5        ; sprite #1, yflip & code
0000:1812 36 13                           ld       (hl), 13h                    ; pauline, straight-on
0000:1814 3E 20                           ld       a, 20h ; ' '
0000:1816 32 09 60                        ld       (byte_0_6009), a
0000:1819 3E 80                           ld       a, 80h ; 'Ç'
0000:181B 32 90 63                        ld       (kong_thrash_tmr), a
0000:181E 21 88 63                        ld       hl, unk_0_6388
0000:1821 34                              inc      (hl)
0000:1822 22 C0 63                        ld       (unk_0_63C0), hl
0000:1825 C9                              ret
0000:1826
0000:1826                 ; ██████████████ S U B R O U T I N E ██████████████████████████████████
0000:1826
0000:1826
0000:1826                 clear_14x5_HL:                                        ; CODE XREF: 0000:1322↑p
0000:1826 11 DB FF                                                             ; 0000:1373↑p ...
0000:1826                                 ld       de, 0FFDBh
0000:1829 0E 0E                           ld       c, 0Eh
0000:182B 3E 10                           ld       a, 10h                       ; <space>
0000:182D
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0000:182D                       loc_0_182D:                                                     ; CODE XREF: clear_14x5_HL+F┤j
0000:182D 06 05                         ld      b, 5
0000:182F
0000:182F                       loc_0_182F:                                                     ; CODE XREF: clear_14x5_HL+B┤j
0000:182F 77                            ld      (hl), a                                         ; display space
0000:1830 23                            inc     hl                                              ; next row
0000:1831 10 FC                         djnz    loc_0_182F                                      ; loop 5 times
0000:1833 19                            add     hl, de                                          ; next column
0000:1834 0D                            dec     c
0000:1835 C2 2D 18                      jp      nz, loc_0_182D                                  ; loop through 14 columns
0000:1838 C9                            ret
0000:1838                       ; End of function clear_14x5_HL
0000:1838
0000:1839                       ; ─────────────────────────────────────────────────────────────────
0000:1839
0000:1839                       loc_0_1839:                                                     ; DATA XREF: 0000:164C↑o
0000:1839 21 90 63                      ld      hl, kong_thrash_tmr
0000:183C 34                            inc     (hl)
0000:183D CA 59 18                      jp      z, loc_0_1859
0000:1840 7E                            ld      a, (hl)
0000:1841 E6 07                         and     7
0000:1843 C0                            ret     nz
0000:1844 11 CF 39                      ld      de, 39CFh
0000:1847 CB 5E                         bit     3, (hl)
0000:1849 20 03                         jr      nz, loc_0_184E
0000:184B 11 F7 39                      ld      de, 39F7h
0000:184E
0000:184E                       loc_0_184E:                                                     ; CODE XREF: 0000:1849↑j
0000:184E EB                            ex      de, hl
0000:184F CD 4E 00                      call    copy_sprites_2_11_data
0000:1852 21 08 69                      ld      hl, soft_sprite_ram+8                           ; sprite #2, y coord
0000:1855 0E 44                         ld      c, 68
0000:1857 FF                            rst     38h                                             ; add 68 to y coord for 10 sprites
0000:1858 C9                            ret
0000:1859                       ; ─────────────────────────────────────────────────────────────────
0000:1859
0000:1859                       loc_0_1859:                                                     ; CODE XREF: 0000:183D↑j
0000:1859 21 5C 38                      ld      hl, kong_normal_spr
0000:185C CD 4E 00                      call    copy_sprites_2_11_data
0000:185F 21 08 69                      ld      hl, soft_sprite_ram+8                           ; sprite #2, y coord
0000:1862 0E 44                         ld      c, 68
0000:1864 FF                            rst     38h                                             ; add 68 to y coord for 10 sprites
0000:1865 3E 20                         ld      a, 20h ; ' '
0000:1867 32 09 60                      ld      (byte_0_6009), a
0000:186A 21 88 63                      ld      hl, unk_0_6388
0000:186D 34                            inc     (hl)
0000:186E C9                            ret
0000:186F                       ; ─────────────────────────────────────────────────────────────────
0000:186F
0000:186F                       loc_0_186F:                                                     ; DATA XREF: 0000:164E↑o
0000:186F DF                            rst     18h
0000:1870 21 1F 3A                      ld      hl, fk_falling_spr
0000:1873 CD 4E 00                      call    copy_sprites_2_11_data
0000:1876 3E 03                         ld      a, 3
0000:1878 32 84 60                      ld      (unk_0_6084), a
0000:187B 21 88 63                      ld      hl, unk_0_6388
0000:187E 34                            inc     (hl)
0000:187F C9                            ret
0000:1880                       ; ─────────────────────────────────────────────────────────────────
0000:1880
0000:1880                       loc_0_1880:                                                     ; DATA XREF: 0000:1650↑o
0000:1880 21 0B 69                      ld      hl, soft_sprite_ram+0Bh                         ; sprite #2, x coord
0000:1883 0E 01                         ld      c, 1                                            ; +1
0000:1885 FF                            rst     38h                                             ; add 1 to x coord for 10 sprites
0000:1886 3A 1B 69                      ld      a, (soft_sprite_ram+1Bh)
0000:1889 FE D0                         cp      0D0h ; 'ð'
0000:188B C0                            ret     nz
0000:188C 3E 20                         ld      a, 20h ; ' '
0000:188E 32 19 69                      ld      (soft_sprite_ram+19h), a
0000:1891 21 24 6A                      ld      hl, soft_sprite_ram+124h
0000:1894 36 7F                         ld      (hl), 7Fh ; ' '
0000:1896 2C                            inc     l
0000:1897 36 39                         ld      (hl), 39h ; '9'
0000:1899 2C                            inc     l
0000:189A 36 01                         ld      (hl), 1
0000:189C 2C                            inc     l
0000:189D 36 D8                         ld      (hl), 0D8h ; 'Ï'
0000:189F 21 C6 76                      ld      hl, VRAM_start+2C6h
0000:18A2 CD 26 18                      call    clear_14x5_HL
0000:18A5 11 5F 3A                      ld      de, draw_data_rivet_end5
0000:18A8 CD A7 0D                      call    sub_0_DA7
0000:18AB 11 04 00                      ld      de, 4
0000:18AE 01 28 02                      ld      bc, 228h
0000:18B1 21 03 69                      ld      hl, soft_sprite_ram+3                           ; sprite #0, x coord
0000:18B4 CD 3D 00                      call    loc_0_3D
0000:18B7 3E 00                         ld      a, 0
0000:18B9 32 AF 62                      ld      (unk_0_62AF), a
0000:18BC 3E 03                         ld      a, 3
0000:18BE 32 82 60                      ld      (unk_0_6082), a
0000:18C1 21 88 63                      ld      hl, unk_0_6388
0000:18C4 34                            inc     (hl)
0000:18C5 C9                            ret
0000:18C6                       ; ─────────────────────────────────────────────────────────────────
0000:18C6
0000:18C6                       loc_0_18C6:                                                     ; DATA XREF: 0000:1652↑o
0000:18C6 21 AF 62                      ld      hl, unk_0_62AF
0000:18C9 35                            dec     (hl)
0000:18CA CA 3D 19                      jp      z, loc_0_193D
0000:18CD 7E                            ld      a, (hl)
0000:18CE E6 07                         and     7
0000:18D0 C0                            ret     nz
0000:18D1 21 25 6A                      ld      hl, soft_sprite_ram+125h
0000:18D4 7E                            ld      a, (hl)
0000:18D5 EE 80                         xor     80h ; 'Ç'
0000:18D7 77                            ld      (hl), a
0000:18D8 21 19 69                      ld      hl, soft_sprite_ram+19h
0000:18DB 46                            ld      b, (hl)
0000:18DC CB A8                         res     5, b
0000:18DE AF                            xor     a
0000:18DF CD 09 30                      call    sub_0_3009
0000:18E2 F6 20                         or      20h ; ' '
0000:18E4 77                            ld      (hl), a
0000:18E5 21 AF 62                      ld      hl, unk_0_62AF
0000:18E8 7E                            ld      a, (hl)
0000:18E9 FE E0                         cp      0E0h ; 'Ó'
0000:18EB C2 10 19                      jp      nz, loc_0_1910
0000:18EE 3E 50                         ld      a, 50h ; 'P'
0000:18F0 32 4F 69                      ld      (soft_sprite_ram+4Fh), a
0000:18F3 3E 00                         ld      a, 0
0000:18F5 32 4D 69                      ld      (soft_sprite_ram+4Dh), a
0000:18F8 3E 9F                         ld      a, 9Fh ; 'ƒ'
0000:18FA 32 4C 69                      ld      (soft_sprite_ram+4Ch), a
0000:18FD 3A 03 62                      ld      a, (mario_x)
0000:1900 FE 80                         cp      80h ; 'Ç'
0000:1902 D2 0F 19                      jp      nc, loc_0_190F
0000:1905 3E 80                         ld      a, 80h ; 'Ç'
0000:1907 32 4D 69                      ld      (soft_sprite_ram+4Dh), a
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0000:190A 3E 5F                      ld      a, 5Fh ; '_'
0000:190C 32 4C 69                   ld      (soft_sprite_ram+4Ch), a
0000:190F
0000:190F             loc_0_190F:                                     ; CODE XREF: 0000:1902↑j
0000:190F 7E                         ld      a, (hl)
0000:1910
0000:1910             loc_0_1910:                                     ; CODE XREF: 0000:18EB↑j
0000:1910 FE C0                      cp      0C0h ; 'L'
0000:1912 C0                         ret     nz
0000:1913 21 8A 60                   ld      hl, unk_0_608A
0000:1916 36 0C                      ld      (hl), 0Ch
0000:1918 3A 29 62                   ld      a, (level)
0000:191B 0F                         rrca
0000:191C 38 02                      jr      c, loc_0_1920
0000:191E 36 05                      ld      (hl), 5
0000:1920
0000:1920             loc_0_1920:                                     ; CODE XREF: 0000:191C↑j
0000:1920 23                         inc     hl
0000:1921 36 03                      ld      (hl), 3
0000:1923 21 23 6A                   ld      hl, soft_sprite_ram+123h
0000:1926 36 40                      ld      (hl), 40h ; '@'
0000:1928 2B                         dec     hl
0000:1929 36 09                      ld      (hl), 9
0000:192B 2B                         dec     hl
0000:192C 36 76                      ld      (hl), 76h ; 'v'
0000:192E 2B                         dec     hl
0000:192F 36 8F                      ld      (hl), 8Fh ; 'Å'
0000:1931 3A 03 62                   ld      a, (mario_x)
0000:1934 FE 80                      cp      80h ; 'Ç'
0000:1936 D0                         ret     nc
0000:1937 3E 6F                      ld      a, 6Fh ; 'o'
0000:1939 32 20 6A                   ld      (soft_sprite_ram+120h), a
0000:193C C9                         ret
0000:193D             ; ————————————————————————————————————————————————————————————————
0000:193D
0000:193D             loc_0_193D:                                     ; CODE XREF: 0000:18CA↑j
0000:193D 2A 2A 62                   ld      hl, (seq_data)
0000:1940 23                         inc     hl
0000:1941 7E                         ld      a, (hl)
0000:1942 FE 7F                      cp      7Fh ; ' '                ; restart repeating levels?
0000:1944 C2 4B 19                   jp      nz, loc_0_194B           ; no, skip
0000:1947 21 73 3A                   ld      hl, level_seq_2          ; start repeating levels
0000:194A 7E                         ld      a, (hl)                  ; get new level
0000:194B
0000:194B             loc_0_194B:                                     ; CODE XREF: 0000:1944↑j
0000:194B 22 2A 62                   ld      (seq_data), hl
0000:194E 32 27 62                   ld      (level_type), a
0000:1951 21 29 62                   ld      hl, level
0000:1954 34                         inc     (hl)                     ; next level counter
0000:1955 11 00 05                   ld      de, 500h
0000:1958 CD 9F 30                   call    sub_0_309F
0000:195B AF                         xor     a
0000:195C 32 2E 62                   ld      (unk_0_622E), a
0000:195F 32 88 63                   ld      (unk_0_6388), a
0000:1962 21 09 60                   ld      hl, byte_0_6009
0000:1965 36 E0                      ld      (hl), 0E0h ; 'Ó'
0000:1967 23                         inc     hl
0000:1968 36 08                      ld      (hl), 8                  ; set how high screen
0000:196A C9                         ret
0000:196B             ; ————————————————————————————————————————————————————————————————
0000:196B
0000:196B             loc_0_196B:                                     ; DATA XREF: 0000:0730↑o
0000:196B CD 52 08                   call    clear_tiles_and_sprites
0000:196E 3A 0E 60                   ld      a, (unk_0_600E)
0000:1971 C6 12                      add     a, 12h
0000:1973 32 0A 60                   ld      (game_sequencer), a
0000:1976 C9                         ret
0000:1977             ; ————————————————————————————————————————————————————————————————
0000:1977
0000:1977             attract_mode_gameplay:                          ; DATA XREF: 0000:074E↑o
0000:1977 CD EE 21                   call    next_attract_action
0000:197A
0000:197A             gameplay:                                       ; DATA XREF: 0000:071A↑o
0000:197A CD BD 1D                   call    sub_0_1DBD
0000:197D CD 8C 1E                   call    sub_0_1E8C
0000:1980 CD C3 1A                   call    sub_0_1AC3
0000:1983 CD 72 1F                   call    sub_0_1F72
0000:1986 CD 8F 2C                   call    sub_0_2C8F
0000:1989 CD 03 2C                   call    sub_0_2C03
0000:198C CD ED 30                   call    sub_0_30ED               ; process fireballs?
0000:198F CD 04 2E                   call    sub_0_2E04               ; process springs
0000:1992 CD EA 24                   call    sub_0_24EA
0000:1995 CD DB 2D                   call    sub_0_2DDB
0000:1998 CD D4 2E                   call    sub_0_2ED4
0000:199B CD 07 22                   call    sub_0_2207
0000:199E CD 33 1A                   call    sub_0_1A33
0000:19A1 CD 85 2A                   call    sub_0_2A85
0000:19A4 CD 46 1F                   call    sub_0_1F46
0000:19A7 CD FA 26                   call    sub_0_26FA
0000:19AA CD F2 25                   call    sub_0_25F2
0000:19AD CD DA 19                   call    sub_0_19DA
0000:19B0 CD FB 03                   call    animate_kong_and_pauline
0000:19B3 CD 08 28                   call    sub_0_2808
0000:19B6 CD 1D 28                   call    sub_0_281D
0000:19B9 CD 57 1E                   call    sub_0_1E57
0000:19BC CD 07 1A                   call    sub_0_1A07
0000:19BF CD CB 2F                   call    sub_0_2FCB
0000:19C2 00                         nop
0000:19C3 00                         nop
0000:19C4 00                         nop
0000:19C5 3A 00 62                   ld      a, (is_mario_alive)
0000:19C8 A7                         and     a
0000:19C9 C0                         ret     nz
0000:19CA CD 1C 01                   call    stop_sound
0000:19CD 21 82 60                   ld      hl, unk_0_6082
0000:19D0 36 03                      ld      (hl), 3
0000:19D2
0000:19D2             loc_0_19D2:                                     ; CODE XREF: 0000:1A30├j
0000:19D2 21 0A 60                   ld      hl, game_sequencer
0000:19D5 34                         inc     (hl)
0000:19D6 2B                         dec     hl
0000:19D7 36 40                      ld      (hl), 40h ; '@'
0000:19D9 C9                         ret
0000:19DA             ; ██████████████ S U B R O U T I N E ██████████████████████████████
0000:19DA
0000:19DA
0000:19DA             sub_0_19DA:                                     ; CODE XREF: 0000:19AD↑p
0000:19DA 3A 03 62                   ld      a, (mario_x)
0000:19DD 06 03                      ld      b, 3
0000:19DF 21 0C 6A                   ld      hl, soft_sprite_ram+10Ch
0000:19E2
0000:19E2             loc_0_19E2:                                     ; CODE XREF: sub_0_19DA+10├j
0000:19E2 BE                         cp      (hl)
0000:19E3 CA ED 19                   jp      z, loc_0_19ED
0000:19E6 2C                         inc     l
0000:19E7 2C                         inc     l
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0000:19E8 2C                            inc     l
0000:19E9 2C                            inc     l
0000:19EA 10 F6                         djnz    loc_0_19E2
0000:19EC C9                            ret
0000:19ED              ; ─────────────────────────────────────────────────────────────
0000:19ED
0000:19ED              loc_0_19ED:                              ; CODE XREF: sub_0_19DA+9↑j
0000:19ED 3A 05 62                      ld      a, (mario_y)
0000:19F0 2C                            inc     l
0000:19F1 2C                            inc     l
0000:19F2 2C                            inc     l
0000:19F3 BE                            cp      (hl)
0000:19F4 C0                            ret     nz
0000:19F5 2D                            dec     l
0000:19F6 2D                            dec     l
0000:19F7 CB 5E                         bit     3, (hl)
0000:19F9 C0                            ret     nz
0000:19FA 2D                            dec     l
0000:19FB 22 43 63                      ld      (unk_0_6343), hl
0000:19FE AF                            xor     a
0000:19FF 32 42 63                      ld      (unk_0_6342), a
0000:1A02 3C                            inc     a
0000:1A03 32 40 63                      ld      (unk_0_6340), a
0000:1A06 C9                            ret
0000:1A06              ; End of function sub_0_19DA
0000:1A06
0000:1A07
0000:1A07              ; ▆▆▆▆▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:1A07
0000:1A07
0000:1A07              sub_0_1A07:                              ; CODE XREF: 0000:19BC↑p
0000:1A07 3A 86 63                      ld      a, (unk_0_6386)
0000:1A0A EF                            rst     28h                             ; go!
0000:1A0A              ; ─────────────────────────────────────────────────────────────
0000:1A0B 1E 1A                         .dw     locret_0_1A1E                   ; Jump table
0000:1A0D 15 1A                         .dw     loc_0_1A15
0000:1A0F 1F 1A                         .dw     loc_0_1A1F
0000:1A11 2A 1A                         .dw     loc_0_1A2A
0000:1A13 00 00                         .dw     0
0000:1A15              ; ─────────────────────────────────────────────────────────────
0000:1A15
0000:1A15              loc_0_1A15:                              ; DATA XREF: sub_0_1A07+6↑o
0000:1A15 AF                            xor     a
0000:1A16 32 87 63                      ld      (unk_0_6387), a
0000:1A19 3E 02                         ld      a, 2
0000:1A1B 32 86 63                      ld      (unk_0_6386), a
0000:1A1E
0000:1A1E              locret_0_1A1E:                           ; DATA XREF: sub_0_1A07+4↑o
0000:1A1E C9                            ret
0000:1A1E              ; End of function sub_0_1A07
0000:1A1E
0000:1A1F              ; ─────────────────────────────────────────────────────────────
0000:1A1F
0000:1A1F              loc_0_1A1F:                              ; DATA XREF: sub_0_1A07+8↑o
0000:1A1F 21 87 63                      ld      hl, 6387h
0000:1A22 35                            dec     (hl)
0000:1A23 C0                            ret     nz
0000:1A24 3E 03                         ld      a, 3
0000:1A26 32 86 63                      ld      (unk_0_6386), a
0000:1A29 C9                            ret
0000:1A2A              ; ─────────────────────────────────────────────────────────────
0000:1A2A
0000:1A2A              loc_0_1A2A:                              ; DATA XREF: sub_0_1A07+A↑o
0000:1A2A 3A 16 62                      ld      a, (mario_jumping)
0000:1A2D A7                            and     a
0000:1A2E C0                            ret     nz
0000:1A2F E1                            pop     hl
0000:1A30 C3 D2 19                      jp      loc_0_19D2
0000:1A33
0000:1A33              ; ▆▆▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:1A33
0000:1A33
0000:1A33              sub_0_1A33:                              ; CODE XREF: 0000:199E↑p
0000:1A33 3E 08                         ld      a, 8
0000:1A35 F7                            rst     30h                             ; return if level bit not set
0000:1A36 3A 03 62                      ld      a, (mario_x)
0000:1A39 FE 4B                         cp      4Bh ; 'K'
0000:1A3B CA 4B 1A                      jp      z, loc_0_1A4B
0000:1A3E FE B3                         cp      0B3h ; '│'
0000:1A40 CA 4B 1A                      jp      z, loc_0_1A4B
0000:1A43 3A 91 62                      ld      a, (unk_0_6291)
0000:1A46 3D                            dec     a
0000:1A47 CA 51 1A                      jp      z, loc_0_1A51
0000:1A4A C9                            ret
0000:1A4B              ; ─────────────────────────────────────────────────────────────
0000:1A4B
0000:1A4B              loc_0_1A4B:                              ; CODE XREF: sub_0_1A33+8↑j
0000:1A4B 3E 01                                                 ; sub_0_1A33+D↑j
0000:1A4B                               ld      a, 1
0000:1A4D 32 91 62                      ld      (unk_0_6291), a
0000:1A50 C9                            ret
0000:1A51              ; ─────────────────────────────────────────────────────────────
0000:1A51
0000:1A51              loc_0_1A51:                              ; CODE XREF: sub_0_1A33+14↑j
0000:1A51 32 91 62                      ld      (unk_0_6291), a
0000:1A54 47                            ld      b, a
0000:1A55 3A 05 62                      ld      a, (mario_y)
0000:1A58 3D                            dec     a
0000:1A59 FE D0                         cp      0D0h ; 'ð'
0000:1A5B D0                            ret     nc
0000:1A5C 07                            rlca
0000:1A5D D2 62 1A                      jp      nc, loc_0_1A62
0000:1A60 CB D0                         set     2, b
0000:1A62              loc_0_1A62:                              ; CODE XREF: sub_0_1A33+2A↑j
0000:1A62 07                            rlca
0000:1A63 07                            rlca
0000:1A64 D2 69 1A                      jp      nc, loc_0_1A69
0000:1A67 CB C8                         set     1, b
0000:1A69              loc_0_1A69:                              ; CODE XREF: sub_0_1A33+31↑j
0000:1A69 E6 07                         and     7
0000:1A6B FE 06                         cp      6
0000:1A6D C2 72 1A                      jp      nz, loc_0_1A72
0000:1A70 CB C8                         set     1, b
0000:1A72              loc_0_1A72:                              ; CODE XREF: sub_0_1A33+3A↑j
0000:1A72 3A 03 62                      ld      a, (mario_x)
0000:1A75 07                            rlca
0000:1A76 D2 7B 1A                      jp      nc, loc_0_1A7B
0000:1A79 CB C0                         set     0, b
0000:1A7B              loc_0_1A7B:                              ; CODE XREF: sub_0_1A33+43↑j
0000:1A7B 21 92 62                      ld      hl, unk_0_6292
0000:1A7E 78                            ld      a, b
0000:1A7F 85                            add     a, l
0000:1A80 6F                            ld      l, a
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0000:1A81 7E                              ld      a, (hl)
0000:1A82 A7                              and     a
0000:1A83 C8                              ret     z
0000:1A84 36 00                           ld      (hl), 0
0000:1A86 21 90 62                        ld      hl, unk_0_6290
0000:1A89 35                              dec     (hl)
0000:1A8A 78                              ld      a, b
0000:1A8B 01 05 00                        ld      bc, 5
0000:1A8E 1F                              rra
0000:1A8F DA BD 1A                        jp      c, loc_0_1ABD
0000:1A92 21 CB 02                        ld      hl, 2CBh
0000:1A95
0000:1A95                loc_0_1A95:                                              ; CODE XREF: sub_0_1A33+8D┤j
0000:1A95 A7                              and     a
0000:1A96 CA 9E 1A                        jp      z, loc_0_1A9E
0000:1A99
0000:1A99                loc_0_1A99:                                              ; CODE XREF: sub_0_1A33+68┤j
0000:1A99 09                              add     hl, bc
0000:1A9A 3D                              dec     a
0000:1A9B C2 99 1A                        jp      nz, loc_0_1A99
0000:1A9E
0000:1A9E                loc_0_1A9E:                                              ; CODE XREF: sub_0_1A33+63↑j
0000:1A9E 01 00 74                        ld      bc, VRAM_start
0000:1AA1 09                              add     hl, bc
0000:1AA2 3E 10                           ld      a, 10h
0000:1AA4 77                              ld      (hl), a
0000:1AA5 2D                              dec     l
0000:1AA6 77                              ld      (hl), a
0000:1AA7 2C                              inc     l
0000:1AA8 2C                              inc     l
0000:1AA9 77                              ld      (hl), a
0000:1AAA 3E 01                           ld      a, 1
0000:1AAC 32 40 63                        ld      (unk_0_6340), a
0000:1AAF 32 42 63                        ld      (unk_0_6342), a
0000:1AB2 32 25 62                        ld      (unk_0_6225), a
0000:1AB5 3A 16 62                        ld      a, (mario_jumping)
0000:1AB8 A7                              and     a
0000:1AB9 CC 95 1D                        call    z, sub_0_1D95
0000:1ABC C9                              ret
0000:1ABD                ; ─────────────────────────────────────────────────────────────
0000:1ABD
0000:1ABD                loc_0_1ABD:                                              ; CODE XREF: sub_0_1A33+5C↑j
0000:1ABD 21 2B 01                        ld      hl, 12Bh
0000:1AC0 C3 95 1A                        jp      loc_0_1A95
0000:1AC0                ; End of function sub_0_1A33
0000:1AC0
0000:1AC3
0000:1AC3                ; ▧▧▧▧▧▧▧▧▧▧▧▧ S U B R O U T I N E ▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧
0000:1AC3
0000:1AC3
0000:1AC3                sub_0_1AC3:                                              ; CODE XREF: 0000:1980↑p
0000:1AC3 3A 16 62                        ld      a, (mario_jumping)
0000:1AC6 3D                              dec     a
0000:1AC7 CA B2 1B                        jp      z, loc_0_1BB2
0000:1ACA 3A 1E 62                        ld      a, (unk_0_621E)
0000:1ACD A7                              and     a
0000:1ACE C2 55 1B                        jp      nz, loc_0_1B55
0000:1AD1 3A 17 62                        ld      a, (unk_0_6217)
0000:1AD4 3D                              dec     a
0000:1AD5 CA E6 1A                        jp      z, loc_0_1AE6
0000:1AD8 3A 15 62                        ld      a, (mario_climbing)
0000:1ADB 3D                              dec     a
0000:1ADC CA 38 1B                        jp      z, loc_0_1B38
0000:1ADF 3A 10 60                        ld      a, (controller_in)
0000:1AE2 17                              rla                                     ; jump pressed?
0000:1AE3 DA 6E 1B                        jp      c, loc_0_1B6E                    ; yes, skip
0000:1AE6
0000:1AE6                loc_0_1AE6:                                              ; CODE XREF: sub_0_1AC3+12↑j
0000:1AE6 CD 1F 24                        call    sub_0_241F
0000:1AE9 3A 10 60                        ld      a, (controller_in)
0000:1AEC 1D                              dec     e
0000:1AED CA F5 1A                        jp      z, loc_0_1AF5
0000:1AF0 CB 47                           bit     0, a
0000:1AF2 C2 8F 1C                        jp      nz, loc_0_1C8F
0000:1AF5
0000:1AF5                loc_0_1AF5:                                              ; CODE XREF: sub_0_1AC3+2A↑j
0000:1AF5 15                              dec     d
0000:1AF6 CA FE 1A                        jp      z, loc_0_1AFE
0000:1AF9 CB 4F                           bit     1, a
0000:1AFB C2 AB 1C                        jp      nz, loc_0_1CAB
0000:1AFE
0000:1AFE                loc_0_1AFE:                                              ; CODE XREF: sub_0_1AC3+33↑j
0000:1AFE 3A 17 62                        ld      a, (unk_0_6217)
0000:1B01 3D                              dec     a
0000:1B02 C8                              ret     z
0000:1B03 3A 05 62                        ld      a, (mario_y)
0000:1B06 C6 08                           add     a, 8
0000:1B08 57                              ld      d, a
0000:1B09 3A 03 62                        ld      a, (mario_x)
0000:1B0C F6 03                           or      3
0000:1B0E CB 97                           res     2, a
0000:1B10 01 15 00                        ld      bc, 15h
0000:1B13 CD 6E 23                        call    sub_0_236E
0000:1B16 F5                              push    af
0000:1B17 21 07 62                        ld      hl, mario_sprite_tile
0000:1B1A 7E                              ld      a, (hl)
0000:1B1B E6 80                           and     80h ; 'Ç'
0000:1B1D F6 06                           or      6                               ; mario climbing character
0000:1B1F 77                              ld      (hl), a
0000:1B20 21 1A 62                        ld      hl, unk_0_621A
0000:1B23 3E 04                           ld      a, 4
0000:1B25 B9                              cp      c
0000:1B26 36 01                           ld      (hl), 1                         ; set as broken ladder
0000:1B28 D2 2C 1B                        jp      nc, loc_0_1B2C
0000:1B2B 35                              dec     (hl)                            ; set as normal ladder
0000:1B2C
0000:1B2C                loc_0_1B2C:                                              ; CODE XREF: sub_0_1AC3+65↑j
0000:1B2C F1                              pop     af
0000:1B2D A7                              and     a
0000:1B2E CA 4E 1B                        jp      z, loc_0_1B4E
0000:1B31 7E                              ld      a, (hl)
0000:1B32 A7                              and     a
0000:1B33 C0                              ret     nz
0000:1B34 2C                              inc     l
0000:1B35 72                              ld      (hl), d
0000:1B36 2C                              inc     l                               ; set top coordinate of ladder
0000:1B37 70                              ld      (hl), b                         ; set bottom Y coordinate of ladder
0000:1B38
0000:1B38                loc_0_1B38:                                              ; CODE XREF: sub_0_1AC3+19↑j
0000:1B38 3A 10 60                        ld      a, (controller_in)
0000:1B3B CB 5F                           bit     3, a                            ; down?
0000:1B3D C2 F2 1C                        jp      nz, loc_0_1CF2                   ; yes, go
0000:1B40 3A 15 62                        ld      a, (mario_climbing)
0000:1B43 A7                              and     a
0000:1B44 C8                              ret     z
0000:1B45
0000:1B45                loc_0_1B45:                                              ; CODE XREF: sub_0_1AC3+8F┤j
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0000:1B45 3A 10 60                    ld      a, (controller_in)
0000:1B48 CB 57                       bit     2, a                               ; up?
0000:1B4A C2 03 1D                    jp      nz, loc_0_1D03                     ; yes, go
0000:1B4D C9                          ret
0000:1B4E               ; ─────────────────────────────────────────────────────────────────
0000:1B4E
0000:1B4E               loc_0_1B4E:                                              ; CODE XREF: sub_0_1AC3+6B↑j
0000:1B4E 2C                          inc     l
0000:1B4F 70                          ld      (hl), b
0000:1B50 2C                          inc     l                                 ; set top Y corordinate of ladder
0000:1B51 72                          ld      (hl), d                           ; set bottom coordinate of ladder
0000:1B52 C3 45 1B                    jp      loc_0_1B45
0000:1B55               ; ─────────────────────────────────────────────────────────────────
0000:1B55
0000:1B55               loc_0_1B55:                                              ; CODE XREF: sub_0_1AC3+B↑j
0000:1B55 21 1E 62                    ld      hl, unk_0_621E
0000:1B58 35                          dec     (hl)
0000:1B59 C0                          ret     nz
0000:1B5A 3A 18 62                    ld      a, (unk_0_6218)
0000:1B5D 32 17 62                    ld      (unk_0_6217), a
0000:1B60 21 07 62                    ld      hl, mario_sprite_tile
0000:1B63 7E                          ld      a, (hl)
0000:1B64 E6 80                       and     80h ; 'Ç'                          ; h-flip mario
0000:1B66 77                          ld      (hl), a
0000:1B67 AF                          xor     a
0000:1B68 32 02 62                    ld      (unk_0_6202), a
0000:1B6B C3 A6 1D                    jp      loc_0_1DA6
0000:1B6E               ; ─────────────────────────────────────────────────────────────────
0000:1B6E
0000:1B6E               loc_0_1B6E:                                              ; CODE XREF: sub_0_1AC3+20↑j
0000:1B6E 3E 01                       ld      a, 1                              ; start_jump
0000:1B70 32 16 62                    ld      (mario_jumping), a                ; set mario jumping
0000:1B73 21 10 62                    ld      hl, unk_0_6210
0000:1B76 3A 10 60                    ld      a, (controller_in)
0000:1B79 01 80 00                    ld      bc, 80h ; 'Ç'
0000:1B7C 1F                          rra                                       ; right?
0000:1B7D DA 8A 1B                    jp      c, loc_0_1B8A                     ; yes, skip
0000:1B80 01 80 FF                    ld      bc, 0FF80h
0000:1B83 1F                          rra                                       ; left?
0000:1B84 DA 8A 1B                    jp      c, loc_0_1B8A                     ; yes, skip
0000:1B87 01 00 00                    ld      bc, 0
0000:1B8A
0000:1B8A               loc_0_1B8A:                                              ; CODE XREF: sub_0_1AC3+BA↑j
0000:1B8A AF                                                                    ; sub_0_1AC3+C1↑j
0000:1B8A                             xor     a
0000:1B8B 70                          ld      (hl), b
0000:1B8C 2C                          inc     l
0000:1B8D 71                          ld      (hl), c
0000:1B8E 2C                          inc     l
0000:1B8F 36 01                       ld      (hl), 1
0000:1B91 2C                          inc     l
0000:1B92 36 48                       ld      (hl), 48h ; 'H'
0000:1B94 2C                          inc     l
0000:1B95 77                          ld      (hl), a
0000:1B96 32 04 62                    ld      (unk_0_6204), a
0000:1B99 32 06 62                    ld      (unk_0_6206), a
0000:1B9C 3A 07 62                    ld      a, (mario_sprite_tile)
0000:1B9F E6 80                       and     80h ; 'Ç'
0000:1BA1 F6 0E                       or      0Eh                               ; mario jumping character
0000:1BA3 32 07 62                    ld      (mario_sprite_tile), a
0000:1BA6 3A 05 62                    ld      a, (mario_y)
0000:1BA9 32 0E 62                    ld      (unk_0_620E), a
0000:1BAC 21 81 60                    ld      hl, unk_0_6081
0000:1BAF 36 03                       ld      (hl), 3
0000:1BB1 C9                          ret
0000:1BB2               ; ─────────────────────────────────────────────────────────────────
0000:1BB2
0000:1BB2               loc_0_1BB2:                                              ; CODE XREF: sub_0_1AC3+4↑j
0000:1BB2 DD 21 00 62                 ld      ix, is_mario_alive
0000:1BB6 3A 03 62                    ld      a, (mario_x)
0000:1BB9 DD 77 0B                    ld      (ix+0Bh), a                       ; store X position before a jump
0000:1BBC 3A 05 62                    ld      a, (mario_y)
0000:1BBF DD 77 0C                    ld      (ix+0Ch), a                       ; store Y position before a jump
0000:1BC2 CD 9C 23                    call    sub_0_239C
0000:1BC5 CD 1F 24                    call    sub_0_241F
0000:1BC8 15                          dec     d
0000:1BC9 C2 F2 1B                    jp      nz, loc_0_1BF2
0000:1BCC DD 36 10 00                 ld      (ix+10h), 0
0000:1BD0 DD 36 11 80                 ld      (ix+11h), 80h ; 'Ç'
0000:1BD4 DD CB 07 FE                 set     7, (ix+7)                         ; h-flip sprite
0000:1BD8
0000:1BD8               loc_0_1BD8:                                              ; CODE XREF: sub_0_1AC3+13F├j
0000:1BD8 3A 20 62                    ld      a, (unk_0_6220)
0000:1BDB 3D                          dec     a
0000:1BDC CA EC 1B                    jp      z, loc_0_1BEC
0000:1BDF CD 07 24                    call    sub_0_2407
0000:1BE2 DD 74 12                    ld      (ix+12h), h
0000:1BE5 DD 75 13                    ld      (ix+13h), l
0000:1BE8 DD 36 14 00                 ld      (ix+14h), 0
0000:1BEC
0000:1BEC               loc_0_1BEC:                                              ; CODE XREF: sub_0_1AC3+119↑j
0000:1BEC CD 9C 23                    call    sub_0_239C
0000:1BEF C3 05 1C                    jp      loc_0_1C05
0000:1BF2               ; ─────────────────────────────────────────────────────────────────
0000:1BF2
0000:1BF2               loc_0_1BF2:                                              ; CODE XREF: sub_0_1AC3+106↑j
0000:1BF2 1D                          dec     e
0000:1BF3 C2 05 1C                    jp      nz, loc_0_1C05
0000:1BF6 DD 36 10 FF                 ld      (ix+10h), 0FFh
0000:1BFA DD 36 11 80                 ld      (ix+11h), 80h ; 'Ç'
0000:1BFE DD CB 07 BE                 res     7, (ix+7)                         ; un-hflip sprite
0000:1C02 C3 D8 1B                    jp      loc_0_1BD8
0000:1C05               ; ─────────────────────────────────────────────────────────────────
0000:1C05
0000:1C05               loc_0_1C05:                                              ; CODE XREF: sub_0_1AC3+12C↑j
0000:1C05 CD 1C 2B                                                              ; sub_0_1AC3+130↑j
0000:1C05                             call    sub_0_2B1C
0000:1C08 3D                          dec     a                                 ; are we jumping?
0000:1C09 CA 3A 1C                    jp      z, loc_0_1C3A
0000:1C0C 3A 1F 62                    ld      a, (unk_0_621F)
0000:1C0F 3D                          dec     a
0000:1C10 CA 76 1C                    jp      z, loc_0_1C76
0000:1C13 3A 14 62                    ld      a, (unk_0_6214)
0000:1C16 D6 14                       sub     14h
0000:1C18 C2 33 1C                    jp      nz, loc_0_1C33
0000:1C1B 3E 01                       ld      a, 1                              ; peak of the jump
0000:1C1D 32 1F 62                    ld      (unk_0_621F), a
0000:1C20 CD 53 28                    call    sub_0_2853                        ; check for bonus points?
0000:1C23 A7                          and     a                                 ; any bonus points?
0000:1C24 CA A6 1D                    jp      z, loc_0_1DA6                     ; no, exit
0000:1C27 32 42 63                    ld      (unk_0_6342), a
0000:1C2A 3E 01                       ld      a, 1                              ; register bonus
0000:1C2C 32 40 63                    ld      (unk_0_6340), a
0000:1C2F 32 25 62                    ld      (unk_0_6225), a
0000:1C32 00                          nop
0000:1C33
0000:1C33               loc_0_1C33:                                              ; CODE XREF: sub_0_1AC3+155↑j
```

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0000:1C33 3C                              inc      a
0000:1C34 CC 54 29                        call     z, sub_0_2954
0000:1C37 C3 A6 1D                        jp       loc_0_1DA6
0000:1C3A              ; ─────────────────────────────────────────────────────────────
0000:1C3A
0000:1C3A                   loc_0_1C3A:                                  ; CODE XREF: sub_0_1AC3+146↑j
0000:1C3A 05                              dec      b
0000:1C3B CA 4F 1C                        jp       z, loc_0_1C4F
0000:1C3E 3C                              inc      a
0000:1C3F 32 1F 62                        ld       (unk_0_621F), a
0000:1C42 AF                              xor      a
0000:1C43 21 10 62                        ld       hl, 6210h
0000:1C46 06 05                           ld       b, 5
0000:1C48
0000:1C48                   loc_0_1C48:                                  ; CODE XREF: sub_0_1AC3+187↑j
0000:1C48 77                              ld       (hl), a
0000:1C49 2C                              inc      l
0000:1C4A 10 FC                           djnz     loc_0_1C48
0000:1C4C C3 A6 1D                        jp       loc_0_1DA6
0000:1C4F              ; ─────────────────────────────────────────────────────────────
0000:1C4F
0000:1C4F                   loc_0_1C4F:                                  ; CODE XREF: sub_0_1AC3+178↑j
0000:1C4F 32 16 62                        ld       (mario_jumping), a
0000:1C52 3A 20 62                        ld       a, (unk_0_6220)
0000:1C55 EE 01                           xor      1
0000:1C57 32 00 62                        ld       (is_mario_alive), a             ; set whether mario survives a jump
0000:1C5A 21 07 62                        ld       hl, mario_sprite_tile
0000:1C5D 7E                              ld       a, (hl)
0000:1C5E E6 80                           and      80h ; 'Ç'
0000:1C60 F6 0F                           or       0Fh                             ; mario landing character
0000:1C62 77                              ld       (hl), a
0000:1C63 3E 04                           ld       a, 4
0000:1C65 32 1E 62                        ld       (unk_0_621E), a
0000:1C68 AF                              xor      a
0000:1C69 32 1F 62                        ld       (unk_0_621F), a
0000:1C6C 3A 25 62                        ld       a, (unk_0_6225)
0000:1C6F 3D                              dec      a
0000:1C70 CC 95 1D                        call     z, sub_0_1D95
0000:1C73 C3 A6 1D                        jp       loc_0_1DA6
0000:1C76              ; ─────────────────────────────────────────────────────────────
0000:1C76
0000:1C76                   loc_0_1C76:                                  ; CODE XREF: sub_0_1AC3+14D↑j
0000:1C76 3A 05 62                        ld       a, (mario_y)
0000:1C79 21 0E 62                        ld       hl, unk_0_620E
0000:1C7C D6 0F                           sub      0Fh
0000:1C7E BE                              cp       (hl)
0000:1C7F DA A6 1D                        jp       c, loc_0_1DA6
0000:1C82 3E 01                           ld       a, 1
0000:1C84 32 20 62                        ld       (unk_0_6220), a
0000:1C87 21 84 60                        ld       hl, 6084h
0000:1C8A 36 03                           ld       (hl), 3
0000:1C8C C3 A6 1D                        jp       loc_0_1DA6
0000:1C8F              ; ─────────────────────────────────────────────────────────────
0000:1C8F
0000:1C8F                   loc_0_1C8F:                                  ; CODE XREF: sub_0_1AC3+2F↑j
0000:1C8F 06 01                           ld       b, 1
0000:1C91 3A 0F 62                        ld       a, (unk_0_620F)
0000:1C94 A7                              and      a
0000:1C95 C2 D2 1C                        jp       nz, loc_0_1CD2
0000:1C98 3A 02 62                        ld       a, (unk_0_6202)
0000:1C9B 47                              ld       b, a
0000:1C9C 3E 05                           ld       a, 5
0000:1C9E CD 09 30                        call     sub_0_3009
0000:1CA1 32 02 62                        ld       (unk_0_6202), a
0000:1CA4 E6 03                           and      3
0000:1CA6 F6 80                           or       80h ; 'Ç'
0000:1CA8 C3 C2 1C                        jp       loc_0_1CC2
0000:1CAB              ; ─────────────────────────────────────────────────────────────
0000:1CAB
0000:1CAB                   loc_0_1CAB:                                  ; CODE XREF: sub_0_1AC3+38↑j
0000:1CAB 06 FF                           ld       b, 0FFh
0000:1CAD 3A 0F 62                        ld       a, (unk_0_620F)
0000:1CB0 A7                              and      a
0000:1CB1 C2 D2 1C                        jp       nz, loc_0_1CD2
0000:1CB4 3A 02 62                        ld       a, (unk_0_6202)
0000:1CB7 47                              ld       b, a
0000:1CB8 3E 01                           ld       a, 1
0000:1CBA CD 09 30                        call     sub_0_3009
0000:1CBD 32 02 62                        ld       (unk_0_6202), a
0000:1CC0 E6 03                           and      3                              ; animate mario running
0000:1CC2                   loc_0_1CC2:                                  ; CODE XREF: sub_0_1AC3+1E5↑j
0000:1CC2 21 07 62                        ld       hl, mario_sprite_tile
0000:1CC5 77                              ld       (hl), a                        ; set amrio character
0000:1CC6 1F                              rra
0000:1CC7 DC 8F 1D                        call     c, sub_0_1D8F
0000:1CCA 3E 02                           ld       a, 2
0000:1CCC 32 0F 62                        ld       (unk_0_620F), a
0000:1CCF C3 A6 1D                        jp       loc_0_1DA6
0000:1CD2              ; ─────────────────────────────────────────────────────────────
0000:1CD2
0000:1CD2                   loc_0_1CD2:                                  ; CODE XREF: sub_0_1AC3+1D2↑j
0000:1CD2 21 03 62                        ld       hl, mario_x                    ; sub_0_1AC3+1EE↑j
0000:1CD2                                 ld       hl, mario_x
0000:1CD5 7E                              ld       a, (hl)
0000:1CD6 80                              add      a, b
0000:1CD7 77                              ld       (hl), a
0000:1CD8 3A 27 62                        ld       a, (level_type)
0000:1CDB 3D                              dec      a
0000:1CDC C2 EB 1C                        jp       nz, loc_0_1CEB
0000:1CDF 66                              ld       h, (hl)
0000:1CE0 3A 05 62                        ld       a, (mario_y)
0000:1CE3 6F                              ld       l, a
0000:1CE4 CD 33 23                        call     sub_0_2333
0000:1CE7 7D                              ld       a, l
0000:1CE8 32 05 62                        ld       (mario_y), a
0000:1CEB
0000:1CEB                   loc_0_1CEB:                                  ; CODE XREF: sub_0_1AC3+219↑j
0000:1CEB 21 0F 62                        ld       hl, unk_0_620F
0000:1CEE 35                              dec      (hl)
0000:1CEF C3 A6 1D                        jp       loc_0_1DA6
0000:1CF2              ; ─────────────────────────────────────────────────────────────
0000:1CF2
0000:1CF2                   loc_0_1CF2:                                  ; CODE XREF: sub_0_1AC3+7A↑j
0000:1CF2 3A 0F 62                        ld       a, (unk_0_620F)                ; check timer
0000:1CF5 A7                              and      a                              ; expired?
0000:1CF6 C2 8A 1D                        jp       nz, loc_0_1D8A                 ; no, skip
0000:1CF9 3E 03                           ld       a, 3
0000:1CFB 32 0F 62                        ld       (unk_0_620F), a                ; reset timer
0000:1CFE 3E 02                           ld       a, 2
0000:1D00 C3 11 1D                        jp       loc_0_1D11
0000:1D03              ; ─────────────────────────────────────────────────────────────
0000:1D03
0000:1D03                   loc_0_1D03:                                  ; CODE XREF: sub_0_1AC3+87↑j
0000:1D03 3A 0F 62                        ld       a, (unk_0_620F)                ; check timer
0000:1D06 A7                              and      a                              ; expired?
0000:1D07 C2 76 1D                        jp       nz, loc_0_1D76                 ; no, skip
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0000:1D0A 3E 04                          ld      a, 4
0000:1D0C 32 0F 62                       ld      (unk_0_620F), a                 ; reset timer
0000:1D0F 3E FE                          ld      a, 0FEh ; '■'
0000:1D11
0000:1D11                 loc_0_1D11:                                            ; CODE XREF: sub_0_1AC3+23D↑j
0000:1D11 21 05 62                       ld      hl, mario_y
0000:1D14 86                             add     a, (hl)
0000:1D15 77                             ld      (hl), a
0000:1D16 47                             ld      b, a
0000:1D17 3A 22 62                       ld      a, (unk_0_6222)
0000:1D1A EE 01                          xor     1
0000:1D1C 32 22 62                       ld      (unk_0_6222), a
0000:1D1F C2 51 1D                       jp      nz, loc_0_1D51
0000:1D22 78                             ld      a, b
0000:1D23 C6 08                          add     a, 8
0000:1D25 21 1C 62                       ld      hl, unk_0_621C
0000:1D28 BE                             cp      (hl)                            ; bottom y coordinate of ladder
0000:1D29 CA 67 1D                       jp      z, loc_0_1D67                   ; stop from climbing
0000:1D2C 2D                             dec     l
0000:1D2D 96                             sub     (hl)                            ; top y coordinate of ladder
0000:1D2E CA 67 1D                       jp      z, loc_0_1D67                   ; stop from climbing
0000:1D31 06 05                          ld      b, 5
0000:1D33 D6 08                          sub     8
0000:1D35 CA 3F 1D                       jp      z, loc_0_1D3F
0000:1D38 05                             dec     b
0000:1D39 D6 04                          sub     4
0000:1D3B CA 3F 1D                       jp      z, loc_0_1D3F
0000:1D3E 05                             dec     b
0000:1D3F
0000:1D3F                 loc_0_1D3F:                                            ; CODE XREF: sub_0_1AC3+272↑j
0000:1D3F 3E 80                                                                  ; sub_0_1AC3+278↑j
0000:1D3F                                ld      a, 80h ; 'Ç'
0000:1D41 21 07 62                       ld      hl, mario_sprite_tile
0000:1D44 A6                             and     (hl)
0000:1D45 EE 80                          xor     80h ; 'Ç'                       ; hflip mario
0000:1D47 B0                             or      b
0000:1D48 77                             ld      (hl), a
0000:1D49
0000:1D49                 loc_0_1D49:                                            ; CODE XREF: sub_0_1AC3+2A1↑j
0000:1D49 3E 01                          ld      a, 1                            ; flag mario climbing a ladder
0000:1D4B 32 15 62                       ld      (mario_climbing), a
0000:1D4E C3 A6 1D                       jp      loc_0_1DA6
0000:1D51                 ; ─────────────────────────────────────────────────────────────
0000:1D51
0000:1D51                 loc_0_1D51:                                            ; CODE XREF: sub_0_1AC3+25C↑j
0000:1D51 2D                             dec     l
0000:1D52 2D                             dec     l
0000:1D53 7E                             ld      a, (hl)
0000:1D54 F6 03                          or      3
0000:1D56 CB 97                          res     2, a
0000:1D58 77                             ld      (hl), a
0000:1D59 3A 24 62                       ld      a, (unk_0_6224)
0000:1D5C EE 01                          xor     1
0000:1D5E 32 24 62                       ld      (unk_0_6224), a
0000:1D61 CC 8F 1D                       call    z, sub_0_1D8F
0000:1D64 C3 49 1D                       jp      loc_0_1D49
0000:1D67                 ; ─────────────────────────────────────────────────────────────
0000:1D67
0000:1D67                 loc_0_1D67:                                            ; CODE XREF: sub_0_1AC3+266↑j
0000:1D67 3E 06                                                                  ; sub_0_1AC3+26B↑j
0000:1D67                                ld      a, 6                            ; mario climbing character
0000:1D69 32 07 62                       ld      (mario_sprite_tile), a
0000:1D6C AF                             xor     a
0000:1D6D 32 19 62                       ld      (unk_0_6219), a
0000:1D70 32 15 62                       ld      (mario_climbing), a             ; flaf not climbing a ladder
0000:1D73 C3 A6 1D                       jp      loc_0_1DA6
0000:1D76                 ; ─────────────────────────────────────────────────────────────
0000:1D76
0000:1D76                 loc_0_1D76:                                            ; CODE XREF: sub_0_1AC3+244↑j
0000:1D76 3A 1A 62                       ld      a, (unk_0_621A)
0000:1D79 A7                             and     a
0000:1D7A CA 8A 1D                       jp      z, loc_0_1D8A
0000:1D7D 32 19 62                       ld      (unk_0_6219), a
0000:1D80 3A 1C 62                       ld      a, (unk_0_621C)
0000:1D83 D6 13                          sub     13h
0000:1D85 21 05 62                       ld      hl, mario_y
0000:1D88 BE                             cp      (hl)
0000:1D89 D0                             ret     nc
0000:1D8A
0000:1D8A                 loc_0_1D8A:                                            ; CODE XREF: sub_0_1AC3+233↑j
0000:1D8A 21 0F 62                                                               ; sub_0_1AC3+2B7↑j
0000:1D8A                                ld      hl, unk_0_620F
0000:1D8D 35                             dec     (hl)
0000:1D8E C9                             ret
0000:1D8E                 ; End of function sub_0_1AC3
0000:1D8E
0000:1D8F
0000:1D8F                 ; ██████████████ S U B R O U T I N E ██████████████████████████████████
0000:1D8F
0000:1D8F
0000:1D8F                 sub_0_1D8F:                                            ; CODE XREF: sub_0_1AC3+204↑p
0000:1D8F 3E 03                                                                  ; sub_0_1AC3+29E↑p
0000:1D8F                                ld      a, 3
0000:1D91 32 80 60                       ld      (unk_0_6080), a
0000:1D94 C9                             ret
0000:1D94                 ; End of function sub_0_1D8F
0000:1D94
0000:1D95
0000:1D95                 ; ██████████████ S U B R O U T I N E ██████████████████████████████████
0000:1D95
0000:1D95
0000:1D95                 sub_0_1D95:                                            ; CODE XREF: sub_0_1A33+86↑p
0000:1D95 32 25 62                                                               ; sub_0_1AC3+1AD↑p
0000:1D95                                ld      (unk_0_6225), a
0000:1D98 3A 27 62                       ld      a, (level_type)
0000:1D9B 3D                             dec     a
0000:1D9C C8                             ret     z
0000:1D9D 21 8A 60                       ld      hl, unk_0_608A
0000:1DA0 36 0D                          ld      (hl), 0Dh
0000:1DA2 2C                             inc     l
0000:1DA3 36 03                          ld      (hl), 3
0000:1DA5 C9                             ret
0000:1DA5                 ; End of function sub_0_1D95
0000:1DA5
0000:1DA6                 ; ─────────────────────────────────────────────────────────────
0000:1DA6
0000:1DA6                 loc_0_1DA6:                                            ; CODE XREF: sub_0_1AC3+A8↑j
0000:1DA6 21 4C 69                                                              ; sub_0_1AC3+161↑j ...
0000:1DA6                                ld      hl, soft_sprite_ram+4Ch
0000:1DA9 3A 03 62                       ld      a, (mario_x)
0000:1DAC 77                             ld      (hl), a
0000:1DAD 3A 07 62                       ld      a, (mario_sprite_tile)
0000:1DB0 2C                             inc     l
0000:1DB1 77                             ld      (hl), a
0000:1DB2 3A 08 62                       ld      a, (mario_hflip_pal)
0000:1DB5 2C                             inc     l
0000:1DB6 77                             ld      (hl), a
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0000:1DB7 3A 05 62                   ld      a, (mario_y)
0000:1DBA 2C                         inc     l
0000:1DBB 77                         ld      (hl), a
0000:1DBC C9                         ret
0000:1DBD
0000:1DBD                 ; � █████████████ S U B R O U T I N E ███████████████████████████████
0000:1DBD
0000:1DBD
0000:1DBD                 sub_0_1DBD:                                   ; CODE XREF: 0000:127C↑p
0000:1DBD 3A 40 63                   ld      a, (unk_0_6340)           ; 0000:1641↑p ...
0000:1DC0 EF                         rst     28h                       ; go!
0000:1DC1 49                         ld      c, c
0000:1DC2 1E C9                      ld      e, 0C9h ; '╔'
0000:1DC4 1D                         dec     e
0000:1DC5 4A                         ld      c, d
0000:1DC6 1E 00                      ld      e, 0
0000:1DC8 00                         nop
0000:1DC9 3E 40                      ld      a, 40h ; '@'
0000:1DCB 32 41 63                   ld      (unk_0_6341), a
0000:1DCE 3E 02                      ld      a, 2
0000:1DD0 32 40 63                   ld      (unk_0_6340), a
0000:1DD3 3A 42 63                   ld      a, (unk_0_6342)
0000:1DD6 1F                         rra
0000:1DD7 DA 70 3E                   jp      c, loc_0_3E70
0000:1DDA 1F                         rra
0000:1DDB DA 00 1E                   jp      c, loc_0_1E00
0000:1DDE 1F                         rra
0000:1DDF DA F5 1D                   jp      c, loc_0_1DF5
0000:1DE2 21 85 60                   ld      hl, unk_0_6085
0000:1DE5 36 03                      ld      (hl), 3
0000:1DE7 3A 29 62                   ld      a, (level)
0000:1DEA 3D                         dec     a
0000:1DEB CA 00 1E                   jp      z, loc_0_1E00
0000:1DEE 3D                         dec     a
0000:1DEF CA 08 1E                   jp      z, award_500_pts
0000:1DF2 C3 10 1E                   jp      award_800_pts
0000:1DF5            ; ──────────────────────────────────────────────────────────────────
0000:1DF5
0000:1DF5                 loc_0_1DF5:                                   ; CODE XREF: sub_0_1DBD+22↑j
0000:1DF5 3A 18 60                   ld      a, (random_no)
0000:1DF8 1F                         rra                               ; 50% chance for 500 pts
0000:1DF9 DA 08 1E                   jp      c, award_500_pts          ; award 500 pts
0000:1DFC 1F                         rra                               ; 25% chance for 800 pts
0000:1DFD DA 10 1E                   jp      c, award_800_pts          ; award 800 pts
0000:1E00                 loc_0_1E00:                                   ; CODE XREF: sub_0_1DBD+1E↑j
0000:1E00 06 7D                                                        ; sub_0_1DBD+2E↑j
0000:1E00                            ld      b, 7Dh ; '}'              ; '300' sprite tile
0000:1E02 11 03 00                   ld      de, 3                     ; award 3 (300) points
0000:1E05 C3 15 1E                   jp      award_points
0000:1E08            ; ──────────────────────────────────────────────────────────────────
0000:1E08
0000:1E08                 award_500_pts:                               ; CODE XREF: sub_0_1DBD+32↑j
0000:1E08 06 7E                                                        ; sub_0_1DBD+3C↑j
0000:1E08                            ld      b, 7Eh ; '~'              ; '500' sprite tile
0000:1E0A 11 05 00                   ld      de, 5                     ; award 5 (500) points
0000:1E0D C3 15 1E                   jp      award_points
0000:1E10            ; ──────────────────────────────────────────────────────────────────
0000:1E10
0000:1E10                 award_800_pts:                               ; CODE XREF: sub_0_1DBD+35↑j
0000:1E10 06 7F                                                        ; sub_0_1DBD+40↑j
0000:1E10                            ld      b, 7Fh ; ' '             ; '800' sprite tile
0000:1E12 11 08 00                   ld      de, 8                     ; award 8 (800) points
0000:1E15                 award_points:                                ; CODE XREF: sub_0_1DBD+48↑j
0000:1E15 CD 9F 30                                                     ; sub_0_1DBD+50↑j
0000:1E15                            call    sub_0_309F                ; schedule award points
0000:1E18 2A 43 63                   ld      hl, (unk_0_6343)          ; ptr x position
0000:1E1B 7E                         ld      a, (hl)                   ; prize x position
0000:1E1C 36 00                      ld      (hl), 0                   ; erase prize
0000:1E1E 2C                         inc     l                         ; go to y position
0000:1E1F 2C                         inc     l
0000:1E20 2C                         inc     l
0000:1E21 4E                         ld      c, (hl)                   ; get y position
0000:1E22 C3 36 1E                   jp      loc_0_1E36                ; program award sprite
0000:1E25            ; ──────────────────────────────────────────────────────────────────
0000:1E25 11 01 00                   ld      de, 1                     ; award 1 (100) pts
0000:1E28                 loc_0_1E28:                                   ; CODE XREF: 0000:3E76├j
0000:1E28 CD 9F 30                                                     ; 0000:3E7E├j ...
0000:1E28                            call    sub_0_309F                ; schedule award points
0000:1E2B 3A 05 62                   ld      a, (mario_y)
0000:1E2E C6 14                      add     a, 14h
0000:1E30 4F                         ld      c, a
0000:1E31 3A 03 62                   ld      a, (mario_x)
0000:1E34 00                         nop
0000:1E35 00                         nop
0000:1E36                 loc_0_1E36:                                   ; CODE XREF: sub_0_1DBD+65↑j
0000:1E36 21 30 6A                   ld      hl, soft_sprite_ram+130h  ; add bonus points sprite to display
0000:1E39 77                         ld      (hl), a
0000:1E3A 2C                         inc     l
0000:1E3B 70                         ld      (hl), b
0000:1E3C 2C                         inc     l
0000:1E3D 36 07                      ld      (hl), 7
0000:1E3F 2C                         inc     l
0000:1E40 71                         ld      (hl), c
0000:1E41 3E 05                      ld      a, 5
0000:1E43 F7                         rst     30h                       ; return if level bit not set
0000:1E44 21 85 60                   ld      hl, unk_0_6085
0000:1E47 36 03                      ld      (hl), 3
0000:1E49 C9                         ret
0000:1E49            ; End of function sub_0_1DBD
0000:1E49
0000:1E4A            ; ──────────────────────────────────────────────────────────────────
0000:1E4A 21 41 63                   ld      hl, unk_0_6341
0000:1E4D 35                         dec     (hl)
0000:1E4E C0                         ret     nz
0000:1E4F AF                         xor     a
0000:1E50 32 30 6A                   ld      (soft_sprite_ram+130h), a
0000:1E53 32 40 63                   ld      (unk_0_6340), a
0000:1E56 C9                         ret
0000:1E57
0000:1E57                 ; � █████████████ S U B R O U T I N E ███████████████████████████████
0000:1E57
0000:1E57
0000:1E57                 sub_0_1E57:                                  ; CODE XREF: 0000:19B9↑p
0000:1E57 3A 27 62                   ld      a, (level_type)
0000:1E5A CB 57                      bit     2, a
0000:1E5C C2 80 1E                   jp      nz, loc_0_1E80
0000:1E5F 1F                         rra
0000:1E60 3A 05 62                   ld      a, (mario_y)
0000:1E63 DA 7A 1E                   jp      c, loc_0_1E7A
0000:1E66 FE 51                      cp      51h ; 'Q'
0000:1E68 D0                         ret     nc
0000:1E69 3A 03 62                   ld      a, (mario_x)
```

```
0000:1E6C 17                          rla
0000:1E6D
0000:1E6D              loc_0_1E6D:                                            ; CODE XREF: sub_0_1E57+26├j
0000:1E6D 3E 00                       ld      a, 0
0000:1E6F DA 74 1E                    jp      c, loc_0_1E74
0000:1E72 3E 80                       ld      a, 80h ; 'Ç'
0000:1E74
0000:1E74              loc_0_1E74:                                            ; CODE XREF: sub_0_1E57+18↑j
0000:1E74 32 4D 69                    ld      (soft_sprite_ram+4Dh), a
0000:1E77 C3 85 1E                    jp      loc_0_1E85
0000:1E7A              ; ─────────────────────────────────────────────────────
0000:1E7A
0000:1E7A              loc_0_1E7A:                                            ; CODE XREF: sub_0_1E57+C↑j
0000:1E7A FE 31                       cp      31h ; '1'
0000:1E7C D0                          ret     nc
0000:1E7D C3 6D 1E                    jp      loc_0_1E6D
0000:1E80              ; ─────────────────────────────────────────────────────
0000:1E80
0000:1E80              loc_0_1E80:                                            ; CODE XREF: sub_0_1E57+5↑j
0000:1E80 3A 90 62                    ld      a, (unk_0_6290)
0000:1E83 A7                          and     a
0000:1E84 C0                          ret     nz
0000:1E85
0000:1E85              loc_0_1E85:                                            ; CODE XREF: sub_0_1E57+20↑j
0000:1E85 3E 16                       ld      a, 16h
0000:1E87 32 0A 60                    ld      (game_sequencer), a
0000:1E8A E1                          pop     hl
0000:1E8B C9                          ret
0000:1E8B              ; End of function sub_0_1E57
0000:1E8B
0000:1E8C
0000:1E8C              ; ▐███████████ S U B R O U T I N E ███████████████████████████████
0000:1E8C
0000:1E8C
0000:1E8C              sub_0_1E8C:                                            ; CODE XREF: 0000:197D↑p
0000:1E8C 3A 50 63                    ld      a, (unk_0_6350)
0000:1E8F A7                          and     a
0000:1E90 C8                          ret     z
0000:1E91 CD 96 1E                    call    sub_0_1E96
0000:1E94 E1                          pop     hl
0000:1E95 C9                          ret
0000:1E95              ; End of function sub_0_1E8C
0000:1E95
0000:1E96
0000:1E96              ; ▐███████████ S U B R O U T I N E ███████████████████████████████
0000:1E96
0000:1E96
0000:1E96              sub_0_1E96:                                            ; CODE XREF: sub_0_1E8C+5↑p
0000:1E96 3A 45 63                    ld      a, (unk_0_6345)
0000:1E99 EF                          rst     28h                            ; go!
0000:1E9A              ; ─────────────────────────────────────────────────────
0000:1E9A A0 1E                       .dw     loc_0_1EA0
0000:1E9C 09 1F                       .dw     loc_0_1F09
0000:1E9E 23 1F                       .dw     loc_0_1F23                     ; Jump table
0000:1EA0              ; ─────────────────────────────────────────────────────
0000:1EA0
0000:1EA0              loc_0_1EA0:                                            ; DATA XREF: sub_0_1E96+4↑o
0000:1EA0 3A 52 63                    ld      a, (unk_0_6352)                ; hammer just hit something
0000:1EA3 FE 65                       cp      65h ; 'e'
0000:1EA5 21 B8 69                    ld      hl, soft_sprite_ram+0B8h       ; process hammer hit effect (start)
0000:1EA8 CA B4 1E                    jp      z, loc_0_1EB4
0000:1EAB 21 D0 69                    ld      hl, soft_sprite_ram+0D0h       ; fireball area in sprite ram
0000:1EAE DA B4 1E                    jp      c, loc_0_1EB4
0000:1EB1 21 80 69                    ld      hl, soft_sprite_ram+80h
0000:1EB4
0000:1EB4              loc_0_1EB4:                                            ; CODE XREF: sub_0_1E96+12↑j
0000:1EB4 DD 2A 51 63                 ld      ix, (unk_0_6351)               ; sub_0_1E96+18↑j
0000:1EB8 16 00                       ld      d, 0
0000:1EBA 3A 53 63                    ld      a, (unk_0_6353)
0000:1EBD 5F                          ld      e, a
0000:1EBE 01 04 00                    ld      bc, 4
0000:1EC1 3A 54 63                    ld      a, (unk_0_6354)
0000:1EC4 A7                          and     a
0000:1EC5 CA CF 1E                    jp      z, loc_0_1ECF
0000:1EC8
0000:1EC8              loc_0_1EC8:                                            ; CODE XREF: sub_0_1E96+36├j
0000:1EC8 09                          add     hl, bc
0000:1EC9 DD 19                       add     ix, de
0000:1ECB 3D                          dec     a
0000:1ECC C2 C8 1E                    jp      nz, loc_0_1EC8
0000:1ECF
0000:1ECF              loc_0_1ECF:                                            ; CODE XREF: sub_0_1E96+2F↑j
0000:1ECF DD 36 00 00                 ld      (ix+0), 0
0000:1ED3 DD 7E 15                    ld      a, (ix+15h)
0000:1ED6 A7                          and     a
0000:1ED7 3E 02                       ld      a, 2
0000:1ED9 CA DE 1E                    jp      z, loc_0_1EDE
0000:1EDC 3E 04                       ld      a, 4
0000:1EDE
0000:1EDE              loc_0_1EDE:                                            ; CODE XREF: sub_0_1E96+43↑j
0000:1EDE 32 42 63                    ld      (unk_0_6342), a
0000:1EE1 01 2C 6A                    ld      bc, soft_sprite_ram+12Ch
0000:1EE4 7E                          ld      a, (hl)
0000:1EE5 36 00                       ld      (hl), 0
0000:1EE7 02                          ld      (bc), a                        ; flash sprite x coord
0000:1EE8 0C                          inc     c
0000:1EE9 2C                          inc     l
0000:1EEA 3E 60                       ld      a, 60h ; '`'                   ; initial hit sprite character
0000:1EEC 02                          ld      (bc), a                        ; flash sprite character
0000:1EED 0C                          inc     c
0000:1EEE 2C                          inc     l
0000:1EEF 3E 0C                       ld      a, 0Ch
0000:1EF1 02                          ld      (bc), a
0000:1EF2 0C                          inc     c
0000:1EF3 2C                          inc     l
0000:1EF4 7E                          ld      a, (hl)
0000:1EF5 02                          ld      (bc), a                        ; flash sprite y coord
0000:1EF6 21 45 63                    ld      hl, unk_0_6345
0000:1EF9 34                          inc     (hl)
0000:1EFA 2C                          inc     l
0000:1EFB 36 06                       ld      (hl), 6
0000:1EFD 2C                          inc     l
0000:1EFE 36 05                       ld      (hl), 5
0000:1F00 21 8A 60                    ld      hl, unk_0_608A
0000:1F03 36 06                       ld      (hl), 6
0000:1F05 2C                          inc     l
0000:1F06 36 03                       ld      (hl), 3
0000:1F08 C9                          ret
0000:1F08              ; End of function sub_0_1E96
0000:1F08
0000:1F09              ; ─────────────────────────────────────────────────────
0000:1F09
0000:1F09              loc_0_1F09:                                            ; DATA XREF: sub_0_1E96+6↑o
0000:1F09 21 46 63                    ld      hl, unk_0_6346                 ; process hammer hit effect (middle)
0000:1F0C 35                          dec     (hl)
0000:1F0D C0                          ret     nz
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```
0000:1F0E 36 06                       ld      (hl), 6
0000:1F10 2C                          inc     l
0000:1F11 35                          dec     (hl)
0000:1F12 CA 1D 1F                    jp      z, loc_0_1F1D
0000:1F15 21 2D 6A                    ld      hl, 6A2Dh
0000:1F18 7E                          ld      a, (hl)
0000:1F19 EE 01                       xor     1                               ; animate hit flash
0000:1F1B 77                          ld      (hl), a
0000:1F1C C9                          ret
0000:1F1D             ; ———————————————————————————————————————————————————————
0000:1F1D
0000:1F1D             loc_0_1F1D:                                             ; CODE XREF: 0000:1F12↑j
0000:1F1D 36 04                       ld      (hl), 4
0000:1F1F 2D                          dec     l
0000:1F20 2D                          dec     l
0000:1F21 34                          inc     (hl)
0000:1F22 C9                          ret
0000:1F23             ; ———————————————————————————————————————————————————————
0000:1F23
0000:1F23             loc_0_1F23:                                             ; DATA XREF: sub_0_1E96+8↑o
0000:1F23 21 46 63                    ld      hl, unk_0_6346                  ; process hammer hit effect (end)
0000:1F26 35                          dec     (hl)
0000:1F27 C0                          ret     nz
0000:1F28 36 0C                       ld      (hl), 0Ch
0000:1F2A 2C                          inc     l
0000:1F2B 35                          dec     (hl)
0000:1F2C CA 34 1F                    jp      z, loc_0_1F34
0000:1F2F 21 2D 6A                    ld      hl, soft_sprite_ram+12Dh
0000:1F32 34                          inc     (hl)                            ; animate hit flash
0000:1F33 C9                          ret
0000:1F34             ; ———————————————————————————————————————————————————————
0000:1F34
0000:1F34             loc_0_1F34:                                             ; CODE XREF: 0000:1F2C↑j
0000:1F34 2D                          dec     l
0000:1F35 2D                          dec     l
0000:1F36 AF                          xor     a
0000:1F37 77                          ld      (hl), a
0000:1F38 32 50 63                    ld      (unk_0_6350), a                 ; stop effect process
0000:1F3B 3C                          inc     a
0000:1F3C 32 40 63                    ld      (unk_0_6340), a
0000:1F3F 21 2C 6A                    ld      hl, soft_sprite_ram+12Ch
0000:1F42 22 43 63                    ld      (unk_0_6343), hl
0000:1F45 C9                          ret
0000:1F46             ; ██████████████ S U B R O U T I N E ██████████████████████████████████████████
0000:1F46
0000:1F46
0000:1F46             sub_0_1F46:                                             ; CODE XREF: 0000:19A4↑p
0000:1F46 3A 21 62                    ld      a, (unk_0_6221)
0000:1F49 A7                          and     a
0000:1F4A C8                          ret     z
0000:1F4B AF                          xor     a
0000:1F4C 32 04 62                    ld      (unk_0_6204), a
0000:1F4F 32 06 62                    ld      (unk_0_6206), a
0000:1F52 32 21 62                    ld      (unk_0_6221), a
0000:1F55 32 10 62                    ld      (unk_0_6210), a
0000:1F58 32 11 62                    ld      (unk_0_6211), a
0000:1F5B 32 12 62                    ld      (unk_0_6212), a
0000:1F5E 32 13 62                    ld      (unk_0_6213), a
0000:1F61 32 14 62                    ld      (unk_0_6214), a
0000:1F64 3C                          inc     a
0000:1F65 32 16 62                    ld      (mario_jumping), a
0000:1F68 32 1F 62                    ld      (unk_0_621F), a
0000:1F6B 3A 05 62                    ld      a, (mario_y)
0000:1F6E 32 0E 62                    ld      (unk_0_620E), a
0000:1F71 C9                          ret
0000:1F71             ; End of function sub_0_1F46
0000:1F71
0000:1F72             ; ██████████████ S U B R O U T I N E ██████████████████████████████████████████
0000:1F72
0000:1F72
0000:1F72             sub_0_1F72:                                             ; CODE XREF: 0000:1983↑p
0000:1F72 3A 27 62                    ld      a, (level_type)
0000:1F75 3D                          dec     a
0000:1F76 C0                          ret     nz
0000:1F77 DD 21 00 67                 ld      ix, unk_0_6700
0000:1F7B 21 80 69                    ld      hl, soft_sprite_ram+80h
0000:1F7E 11 20 00                    ld      de, 20h ; ' '
0000:1F81 06 0A                       ld      b, 0Ah
0000:1F83
0000:1F83             loc_0_1F83:                                             ; CODE XREF: sub_0_1F72+1E┼j
0000:1F83 DD 7E 00                    ld      a, (ix+0)
0000:1F86 3D                          dec     a
0000:1F87 CA 93 1F                    jp      z, loc_0_1F93
0000:1F8A 2C                          inc     l
0000:1F8B 2C                          inc     l
0000:1F8C 2C                          inc     l
0000:1F8D
0000:1F8D             loc_0_1F8D:                                             ; CODE XREF: 0000:21CE┼j
0000:1F8D 2C                          inc     l
0000:1F8E DD 19                       add     ix, de
0000:1F90 10 F1                       djnz    loc_0_1F83
0000:1F92 C9                          ret
0000:1F93             ; ———————————————————————————————————————————————————————
0000:1F93
0000:1F93             loc_0_1F93:                                             ; CODE XREF: sub_0_1F72+15↑j
0000:1F93 DD 7E 01                    ld      a, (ix+1)
0000:1F96 3D                          dec     a
0000:1F97 CA EC 20                    jp      z, loc_0_20EC
0000:1F9A DD 7E 02                    ld      a, (ix+2)
0000:1F9D 1F                          rra
0000:1F9E DA AC 1F                    jp      c, loc_0_1FAC
0000:1FA1 1F                          rra
0000:1FA2 DA E5 1F                    jp      c, loc_0_1FE5
0000:1FA5 1F                          rra
0000:1FA6 DA EF 1F                    jp      c, loc_0_1FEF
0000:1FA9 C3 53 20                    jp      loc_0_2053
0000:1FAC             ; ———————————————————————————————————————————————————————
0000:1FAC
0000:1FAC             loc_0_1FAC:                                             ; CODE XREF: sub_0_1F72+2C↑j
0000:1FAC D9                          exx
0000:1FAD DD 34 05                    inc     (ix+5)
0000:1FB0 DD 7E 17                    ld      a, (ix+17h)
0000:1FB3 DD BE 05                    cp      (ix+5)
0000:1FB6 C2 CE 1F                    jp      nz, loc_0_1FCE
0000:1FB9 DD 7E 15                    ld      a, (ix+15h)
0000:1FBC 07                          rlca
0000:1FBD 07                          rlca
0000:1FBE C6 15                       add     a, 15h                          ; switch downwards (sideways) barrel to rolling barrel
0000:1FC0 DD 77 07                    ld      (ix+7), a
0000:1FC3 DD 7E 02                    ld      a, (ix+2)
0000:1FC6 EE 07                       xor     7
0000:1FC8 DD 77 02                    ld      (ix+2), a
0000:1FCB C3 BA 21                    jp      loc_0_21BA
0000:1FCE             ; ———————————————————————————————————————————————————————
0000:1FCE
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0000:1FCE              loc_0_1FCE:                                          ; CODE XREF: sub_0_1F72+44↑j
0000:1FCE DD 7E 0F                   ld      a, (ix+0Fh)                   ; sub_0_1F72+199├j
0000:1FD1 3D                         dec     a
0000:1FD2 C2 DF 1F                   jp      nz, loc_0_1FDF
0000:1FD5 DD 7E 07                   ld      a, (ix+7)                      ; animate sideways barrel sprite
0000:1FD8 EE 01                      xor     1
0000:1FDA DD 77 07                   ld      (ix+7), a
0000:1FDD 3E 04                      ld      a, 4
0000:1FDF
0000:1FDF              loc_0_1FDF:                                          ; CODE XREF: sub_0_1F72+60↑j
0000:1FDF DD 77 0F                   ld      (ix+0Fh), a
0000:1FE2 C3 BA 21                   jp      loc_0_21BA
0000:1FE5              ; ─────────────────────────────────────────────────────────────
0000:1FE5
0000:1FE5              loc_0_1FE5:                                          ; CODE XREF: sub_0_1F72+30↑j
0000:1FE5 D9                         exx
0000:1FE6 01 00 01                   ld      bc, 100h
0000:1FE9 DD 34 03                   inc     (ix+3)
0000:1FEC C3 F6 1F                   jp      loc_0_1FF6
0000:1FEF              ; ─────────────────────────────────────────────────────────────
0000:1FEF
0000:1FEF              loc_0_1FEF:                                          ; CODE XREF: sub_0_1F72+34↑j
0000:1FEF D9                         exx
0000:1FF0 01 04 FF                   ld      bc, 0FF04h
0000:1FF3 DD 35 03                   dec     (ix+3)
0000:1FF6
0000:1FF6              loc_0_1FF6:                                          ; CODE XREF: sub_0_1F72+7A↑j
0000:1FF6 DD 66 03                   ld      h, (ix+3)
0000:1FF9 DD 6E 05                   ld      l, (ix+5)
0000:1FFC 7C                         ld      a, h
0000:1FFD E6 07                      and     7
0000:1FFF FE 03                      cp      3
0000:2001 CA 5F 21                   jp      z, loc_0_215F
0000:2004 2D                         dec     l
0000:2005 2D                         dec     l
0000:2006 2D                         dec     l
0000:2007 CD 33 23                   call    sub_0_2333
0000:200A 2C                         inc     l
0000:200B 2C                         inc     l
0000:200C 2C                         inc     l
0000:200D 7D                         ld      a, l
0000:200E DD 77 05                   ld      (ix+5), a
0000:2011 CD DE 23                   call    sub_0_23DE
0000:2014 CD B4 24                   call    sub_0_24B4
0000:2017 DD 7E 03                   ld      a, (ix+3)
0000:201A FE 1C                      cp      1Ch
0000:201C DA 2F 20                   jp      c, loc_0_202F
0000:201F FE E4                      cp      0E4h ; 'õ'
0000:2021 DA BA 21                   jp      c, loc_0_21BA
0000:2024 AF                         xor     a
0000:2025 DD 77 10                   ld      (ix+10h), a
0000:2028 DD 36 11 60                ld      (ix+11h), 60h ; '`'
0000:202C C3 38 20                   jp      loc_0_2038
0000:202F              ; ─────────────────────────────────────────────────────────────
0000:202F
0000:202F              loc_0_202F:                                          ; CODE XREF: sub_0_1F72+AA↑j
0000:202F AF                         xor     a
0000:2030 DD 36 10 FF                ld      (ix+10h), 0FFh
0000:2034 DD 36 11 A0                ld      (ix+11h), 0A0h ; 'á'
0000:2038
0000:2038              loc_0_2038:                                          ; CODE XREF: sub_0_1F72+BA↑j
0000:2038 DD 36 12 FF                ld      (ix+12h), 0FFh
0000:203C DD 36 13 F0                ld      (ix+13h), 0F0h ; '-'
0000:2040 DD 77 14                   ld      (ix+14h), a
0000:2043 DD 77 0E                   ld      (ix+0Eh), a
0000:2046 DD 77 04                   ld      (ix+4), a
0000:2049 DD 77 06                   ld      (ix+6), a
0000:204C DD 36 02 08                ld      (ix+2), 8
0000:2050 C3 BA 21                   jp      loc_0_21BA
0000:2053              ; ─────────────────────────────────────────────────────────────
0000:2053
0000:2053              loc_0_2053:                                          ; CODE XREF: sub_0_1F72+37↑j
0000:2053 D9                         exx
0000:2054 CD 9C 23                   call    sub_0_239C
0000:2057 CD 2F 2A                   call    sub_0_2A2F
0000:205A A7                         and     a
0000:205B C2 83 20                   jp      nz, loc_0_2083
0000:205E DD 7E 03                   ld      a, (ix+3)
0000:2061 C6 08                      add     a, 8
0000:2063 FE 10                      cp      10h
0000:2065 DA 79 20                   jp      c, loc_0_2079
0000:2068 CD B4 24                   call    sub_0_24B4
0000:206B DD 7E 10                   ld      a, (ix+10h)
0000:206E E6 01                      and     1
0000:2070 07                         rlca
0000:2071 07                         rlca
0000:2072 4F                         ld      c, a
0000:2073 CD DE 23                   call    sub_0_23DE
0000:2076 C3 BA 21                   jp      loc_0_21BA
0000:2079              ; ─────────────────────────────────────────────────────────────
0000:2079
0000:2079              loc_0_2079:                                          ; CODE XREF: sub_0_1F72+F3↑j
0000:2079 AF                         xor     a
0000:207A DD 77 00                   ld      (ix+0), a
0000:207D DD 77 03                   ld      (ix+3), a
0000:2080 C3 BA 21                   jp      loc_0_21BA
0000:2083              ; ─────────────────────────────────────────────────────────────
0000:2083
0000:2083              loc_0_2083:                                          ; CODE XREF: sub_0_1F72+E9↑j
0000:2083 DD 34 0E                   inc     (ix+0Eh)
0000:2086 DD 7E 0E                   ld      a, (ix+0Eh)
0000:2089 3D                         dec     a
0000:208A CA A2 20                   jp      z, loc_0_20A2
0000:208D 3D                         dec     a
0000:208E CA C3 20                   jp      z, loc_0_20C3
0000:2091 DD 7E 10                   ld      a, (ix+10h)
0000:2094 3D                         dec     a
0000:2095 3E 04                      ld      a, 4
0000:2097 C2 9C 20                   jp      nz, loc_0_209C
0000:209A 3E 02                      ld      a, 2
0000:209C              loc_0_209C:                                          ; CODE XREF: sub_0_1F72+125↑j
0000:209C DD 77 02                   ld      (ix+2), a
0000:209F C3 BA 21                   jp      loc_0_21BA
0000:20A2              ; ─────────────────────────────────────────────────────────────
0000:20A2
0000:20A2              loc_0_20A2:                                          ; CODE XREF: sub_0_1F72+118↑j
0000:20A2 DD 7E 15                   ld      a, (ix+15h)
0000:20A5 A7                         and     a
0000:20A6 C2 B5 20                   jp      nz, loc_0_20B5
0000:20A9 21 05 62                   ld      hl, mario_y
0000:20AC DD 7E 05                   ld      a, (ix+5)
0000:20AF D6 16                      sub     16h                            ; check har far mario has fallen when jumping
0000:20B1 BE                         cp      (hl)
0000:20B2 D2 C3 20                   jp      nc, loc_0_20C3
0000:20B5
```

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0000:20B5                      loc_0_20B5:                                       ; CODE XREF: sub_0_1F72+134↑j
0000:20B5 DD 7E 10                         ld      a, (ix+10h)
0000:20B8 A7                               and     a
0000:20B9 C2 E1 20                         jp      nz, loc_0_20E1
0000:20BC DD 77 11                         ld      (ix+11h), a
0000:20BF DD 36 10 FF                      ld      (ix+10h), 0FFh
0000:20C3
0000:20C3                      loc_0_20C3:                                       ; CODE XREF: sub_0_1F72+11C↑j
0000:20C3 CD 07 24                         call    sub_0_2407                    ; sub_0_1F72+140↑j ...
0000:20C6 CB 3C                            srl     h
0000:20C8 CB 1D                            rr      l
0000:20CA CB 3C                            srl     h
0000:20CC CB 1D                            rr      l
0000:20CE DD 74 12                         ld      (ix+12h), h
0000:20D1 DD 75 13                         ld      (ix+13h), l
0000:20D4 AF                               xor     a
0000:20D5 DD 77 14                         ld      (ix+14h), a
0000:20D8 DD 77 04                         ld      (ix+4), a
0000:20DB DD 77 06                         ld      (ix+6), a
0000:20DE C3 BA 21                         jp      loc_0_21BA
0000:20E1              ; ───────────────────────────────────────────────────────
0000:20E1
0000:20E1
0000:20E1                      loc_0_20E1:                                       ; CODE XREF: sub_0_1F72+147↑j
0000:20E1 DD 36 10 01                      ld      (ix+10h), 1
0000:20E5 DD 36 11 00                      ld      (ix+11h), 0
0000:20E9 C3 C3 20                         jp      loc_0_20C3
0000:20EC              ; ───────────────────────────────────────────────────────
0000:20EC
0000:20EC
0000:20EC                      loc_0_20EC:                                       ; CODE XREF: sub_0_1F72+25↑j
0000:20EC D9                               exx
0000:20ED CD 9C 23                         call    sub_0_239C
0000:20F0 7C                               ld      a, h
0000:20F1 D6 1A                            sub     1Ah
0000:20F3 DD 46 19                         ld      b, (ix+19h)
0000:20F6 B8                               cp      b
0000:20F7 DA 04 21                         jp      c, loc_0_2104
0000:20FA CD 2F 2A                         call    sub_0_2A2F
0000:20FD A7                               and     a
0000:20FE C2 18 21                         jp      nz, loc_0_2118
0000:2101 CD B4 24                         call    sub_0_24B4
0000:2104
0000:2104                      loc_0_2104:                                       ; CODE XREF: sub_0_1F72+185↑j
0000:2104 DD 7E 03                         ld      a, (ix+3)
0000:2107 C6 08                            add     a, 8
0000:2109 FE 10                            cp      10h
0000:210B D2 CE 1F                         jp      nc, loc_0_1FCE
0000:210E AF                               xor     a
0000:210F DD 77 00                         ld      (ix+0), a
0000:2112 DD 77 03                         ld      (ix+3), a
0000:2115 C3 BA 21                         jp      loc_0_21BA
0000:2118              ; ───────────────────────────────────────────────────────
0000:2118
0000:2118                      loc_0_2118:                                       ; CODE XREF: sub_0_1F72+18C↑j
0000:2118 DD 7E 05                         ld      a, (ix+5)
0000:211B FE E0                            cp      0E0h ; 'Ó'
0000:211D DA 46 21                         jp      c, loc_0_2146
0000:2120 DD 7E 07                         ld      a, (ix+7)
0000:2123 E6 FC                            and     0FCh ; '³'                     ; switch falling (sideways) barrel to rolling bounce barrel
0000:2125 F6 01                            or      1
0000:2127 DD 77 07                         ld      (ix+7), a
0000:212A AF                               xor     a
0000:212B DD 77 01                         ld      (ix+1), a
0000:212E DD 77 02                         ld      (ix+2), a
0000:2131 DD 36 10 FF                      ld      (ix+10h), 0FFh
0000:2135 DD 77 11                         ld      (ix+11h), a
0000:2138 DD 77 12                         ld      (ix+12h), a
0000:213B DD 36 13 B0                      ld      (ix+13h), 0B0h ; '▓'
0000:213F DD 36 0E 01                      ld      (ix+0Eh), 1
0000:2143 C3 53 21                         jp      loc_0_2153
0000:2146              ; ───────────────────────────────────────────────────────
0000:2146
0000:2146                      loc_0_2146:                                       ; CODE XREF: sub_0_1F72+1AB↑j
0000:2146 CD 07 24                         call    sub_0_2407
0000:2149 CD CB 22                         call    sub_0_22CB
0000:214C DD 7E 05                         ld      a, (ix+5)
0000:214F DD 77 19                         ld      (ix+19h), a
0000:2152 AF                               xor     a
0000:2153
0000:2153                      loc_0_2153:                                       ; CODE XREF: sub_0_1F72+1D1↑j
0000:2153 DD 77 14                         ld      (ix+14h), a
0000:2156 DD 77 04                         ld      (ix+4), a
0000:2159 DD 77 06                         ld      (ix+6), a
0000:215C C3 BA 21                         jp      loc_0_21BA
0000:215F              ; ───────────────────────────────────────────────────────
0000:215F
0000:215F                      loc_0_215F:                                       ; CODE XREF: sub_0_1F72+8F↑j
0000:215F 7D                               ld      a, l
0000:2160 C6 05                            add     a, 5
0000:2162 57                               ld      d, a
0000:2163 7C                               ld      a, h
0000:2164 01 15 00                         ld      bc, 15h
0000:2167 CD 6D 21                         call    sub_0_216D
0000:216A C3 BA 21                         jp      loc_0_21BA
0000:216A              ; End of function sub_0_1F72
0000:216A
0000:216D
0000:216D              ; ██████████████ S U B R O U T I N E ██████████████████████████████████████
0000:216D
0000:216D
0000:216D                      sub_0_216D:                                       ; CODE XREF: sub_0_1F72+1F5↑p
0000:216D CD 6E 23                         call    sub_0_236E
0000:2170 3D                               dec     a
0000:2171 C0                               ret     nz
0000:2172 78                               ld      a, b
0000:2173 D6 05                            sub     5
0000:2175 DD 77 17                         ld      (ix+17h), a
0000:2178 3A 48 63                         ld      a, (unk_0_6348)
0000:217B A7                               and     a
0000:217C CA B2 21                         jp      z, loc_0_21B2
0000:217F 3A 05 62                         ld      a, (mario_y)
0000:2182 D6 04                            sub     4
0000:2184 BA                               cp      d
0000:2185 D8                               ret     c
0000:2186 3A 80 63                         ld      a, (unk_0_6380)
0000:2189 1F                               rra
0000:218A 3C                               inc     a
0000:218B 47                               ld      b, a
0000:218C 3A 18 60                         ld      a, (random_no)
0000:218F 4F                               ld      c, a
0000:2190 E6 03                            and     3
0000:2192 B8                               cp      b
0000:2193 D0                               ret     nc
0000:2194 21 10 60                         ld      hl, controller_in
0000:2197 3A 03 62                         ld      a, (mario_x)
0000:219A BB                               cp      e
0000:219B CA B2 21                         jp      z, loc_0_21B2
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0000:219E D2 A9 21                        jp      nc, loc_0_21A9
0000:21A1 CB 46                           bit     0, (hl)                             ; right?
0000:21A3 CA AE 21                        jp      z, loc_0_21AE                       ; no, skip
0000:21A6 C3 B2 21                        jp      loc_0_21B2
0000:21A9                 ; ─────────────────────────────────────────────────────────
0000:21A9
0000:21A9                 loc_0_21A9:                                                 ; CODE XREF: sub_0_216D+31↑j
0000:21A9 CB 4E                           bit     1, (hl)                             ; left?
0000:21AB C2 B2 21                        jp      nz, loc_0_21B2                       ; yes, skip
0000:21AE
0000:21AE                 loc_0_21AE:                                                 ; CODE XREF: sub_0_216D+36↑j
0000:21AE 79                              ld      a, c
0000:21AF E6 18                           and     18h
0000:21B1 C0                              ret     nz
0000:21B2
0000:21B2                 loc_0_21B2:                                                 ; CODE XREF: sub_0_216D+F↑j
0000:21B2 DD 34 07                                                                    ; sub_0_216D+2E↑j ...
0000:21B2                                 inc     (ix+7)                              ; sprite tile #
0000:21B5 DD CB 02 C6                     set     0, (ix+2)                           ; switch rolling barrel to going-down-ladder barrel
0000:21B9 C9                              ret
0000:21B9                 ; End of function sub_0_216D
0000:21B9
0000:21BA                 ; ─────────────────────────────────────────────────────────
0000:21BA
0000:21BA                 loc_0_21BA:                                                 ; CODE XREF: sub_0_1F72+59↑j
0000:21BA D9                                                                          ; sub_0_1F72+70↑j ...
0000:21BA                                 exx
0000:21BB DD 7E 03                        ld      a, (ix+3)                           ; set sprite X
0000:21BE 77                              ld      (hl), a
0000:21BF 2C                              inc     l
0000:21C0 DD 7E 07                        ld      a, (ix+7)                           ; set sprite tile #
0000:21C3 77                              ld      (hl), a
0000:21C4 2C                              inc     l
0000:21C5 DD 7E 08                        ld      a, (ix+8)                           ; set sprite vflip & palette
0000:21C8 77                              ld      (hl), a
0000:21C9 2C                              inc     l
0000:21CA DD 7E 05                        ld      a, (ix+5)                           ; set sprite Y
0000:21CD 77                              ld      (hl), a
0000:21CE C3 8D 1F                        jp      loc_0_1F8D
0000:21CE                 ; ─────────────────────────────────────────────────────────
0000:21D1 80 FE          attract_mario_inputs:.dw 0FE80h                             ; DATA XREF: next_attract_action↓o
0000:21D1                                                                             ; 1st byte is input, 2nd is timer
0000:21D3 01 C0                           .dw     0C001h
0000:21D5 04 50                           .dw     5004h
0000:21D7 02 10                           .dw     1002h
0000:21D9 82 60                           .dw     6082h
0000:21DB 02 10                           .dw     1002h
0000:21DD 82 CA                           .dw     0CA82h
0000:21DF 01 10                           .dw     1001h
0000:21E1 81 FF                           .dw     0FF81h
0000:21E3 02 38                           .dw     3802h
0000:21E5 01 80                           .dw     8001h
0000:21E7 02 FF                           .dw     0FF02h
0000:21E9 04 80                           .dw     8004h
0000:21EB 04 60                           .dw     6004h
0000:21ED 80                              .db     80h
0000:21EE
0000:21EE                 ; ██████████████ S U B R O U T I N E ██████████████████████████████
0000:21EE
0000:21EE
0000:21EE                 next_attract_action:                                       ; CODE XREF: 0000:1977↑p
0000:21EE 11 D1 21                        ld      de, attract_mario_inputs
0000:21F1 21 CC 63                        ld      hl, attract_movement_entry
0000:21F4 7E                              ld      a, (hl)                             ; get entry
0000:21F5 07                              rlca                                        ; convert to word
0000:21F6 83                              add     a, e                                ; add to base
0000:21F7 5F                              ld      e, a                                ; ptr to entry
0000:21F8 1A                              ld      a, (de)                             ; 1st byte of entry
0000:21F9 32 10 60                        ld      (controller_in), a                  ; store simulated inputs
0000:21FC 2C                              inc     l
0000:21FD 7E                              ld      a, (hl)                             ; get movement timer
0000:21FE 35                              dec     (hl)                                ; done?
0000:21FF A7                              and     a
0000:2200 C0                              ret     nz                                  ; no, return
0000:2201 1C                              inc     e                                   ; ptr 2nd byte of entry
0000:2202 1A                              ld      a, (de)                             ; get 2nd byte
0000:2203 77                              ld      (hl), a                             ; store as timer
0000:2204 2D                              dec     l                                   ; back to entry
0000:2205 34                              inc     (hl)                                ; next entry
0000:2206 C9                              ret
0000:2206                 ; End of function next_attract_action
0000:2206
0000:2207
0000:2207                 ; ██████████████ S U B R O U T I N E ██████████████████████████████
0000:2207
0000:2207
0000:2207                 sub_0_2207:                                                 ; CODE XREF: 0000:199B↑p
0000:2207 3E 02                           ld      a, 2
0000:2209 F7                              rst     30h                                 ; return if level bit not set
0000:220A 3A 1A 60                        ld      a, (gen_purpose_timer)
0000:220D 1F                              rra
0000:220E 21 80 62                        ld      hl, unk_0_6280
0000:2211 7E                              ld      a, (hl)
0000:2212 DA 19 22                        jp      c, loc_0_2219
0000:2215 21 88 62                        ld      hl, unk_0_6288
0000:2218 7E                              ld      a, (hl)
0000:2219
0000:2219                 loc_0_2219:                                                 ; CODE XREF: sub_0_2207+B↑j
0000:2219 E5                              push    hl
0000:221A EF                              rst     28h                                 ; go!
0000:221B 27                              daa
0000:221C 22 59 22                        ld      (loc_0_2259), hl
0000:221F 99                              sbc     a, c
0000:2220 22 A2 22                        ld      (loc_0_22A2), hl
0000:2223 00                              nop
0000:2224 00                              nop
0000:2225 00                              nop
0000:2226 00                              nop
0000:2227 E1                              pop     hl
0000:2228 2C                              inc     l
0000:2229 35                              dec     (hl)
0000:222A C2 3A 22                        jp      nz, loc_0_223A
0000:222D 2D                              dec     l
0000:222E 34                              inc     (hl)
0000:222F 2C                              inc     l
0000:2230 2C                              inc     l
0000:2231 CD 43 22                        call    sub_0_2243
0000:2234 3E 01                           ld      a, 1
0000:2236 32 1A 62                        ld      (unk_0_621A), a
0000:2239 C9                              ret
0000:223A                 ; ─────────────────────────────────────────────────────────
0000:223A
0000:223A                 loc_0_223A:                                                 ; CODE XREF: sub_0_2207+23↑j
0000:223A 2C                              inc     l
0000:223B CD 43 22                        call    sub_0_2243
0000:223E AF                              xor     a
0000:223F 32 1A 62                        ld      (unk_0_621A), a
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0000:2242 C9                               ret
0000:2242                  ; End of function sub_0_2207
0000:2242
0000:2243
0000:2243                  ; ▉▉▉▉▉▉▉▉▉▉▉▉ S U B R O U T I N E ▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉
0000:2243
0000:2243
0000:2243                  sub_0_2243:                                     ; CODE XREF: sub_0_2207+2A↑p
0000:2243 3A 05 62                                                         ; sub_0_2207+34↑p ...
0000:2243                                  ld      a, (mario_y)
0000:2246 FE 7A                            cp      7Ah ; 'z'
0000:2248 D2 57 22                         jp      nc, loc_0_2257
0000:224B 3A 16 62                         ld      a, (mario_jumping)
0000:224E A7                               and     a
0000:224F C2 57 22                         jp      nz, loc_0_2257
0000:2252 3A 03 62                         ld      a, (mario_x)
0000:2255 BE                               cp      (hl)
0000:2256 C8                               ret     z
0000:2257
0000:2257                  loc_0_2257:                                     ; CODE XREF: sub_0_2243+5↑j
0000:2257 E1                                                               ; sub_0_2243+C↑j
0000:2257                                  pop     hl
0000:2258 C9                               ret
0000:2258                  ; End of function sub_0_2243
0000:2258
0000:2259*                 ; ─────────────────────────────────────────────────────────────
0000:2259*
0000:2259*                 loc_0_2259:                                     ; DATA XREF: sub_0_2207+15↑w
0000:2259*E1                               pop     hl
0000:225A 2C                               inc     l
0000:225B 2C                               inc     l
0000:225C 2C                               inc     l
0000:225D 2C                               inc     l
0000:225E 35                               dec     (hl)
0000:225F C0                               ret     nz
0000:2260 3E 04                            ld      a, 4
0000:2262 77                               ld      (hl), a
0000:2263 2D                               dec     l
0000:2264 34                               inc     (hl)
0000:2265 CD BD 22                         call    sub_0_22BD
0000:2268 3E 78                            ld      a, 78h ; 'x'
0000:226A BE                               cp      (hl)
0000:226B C2 75 22                         jp      nz, loc_0_2275
0000:226E 2D                               dec     l
0000:226F 2D                               dec     l
0000:2270 2D                               dec     l
0000:2271 34                               inc     (hl)
0000:2272 2C                               inc     l
0000:2273 2C                               inc     l
0000:2274 2C                               inc     l
0000:2275
0000:2275                  loc_0_2275:                                     ; CODE XREF: 0000:226B↑j
0000:2275 2D                               dec     l
0000:2276 CD 43 22                         call    sub_0_2243
0000:2279 3A 05 62                         ld      a, (mario_y)
0000:227C FE 68                            cp      68h ; 'h'
0000:227E D2 8A 22                         jp      nc, loc_0_228A
0000:2281
0000:2281                  loc_0_2281:                                     ; CODE XREF: 0000:228B├j
0000:2281 21 05 62                         ld      hl, mario_y
0000:2284 34                               inc     (hl)
0000:2285 CD C0 3F                         call    sub_0_3FC0
0000:2288 34                               inc     (hl)
0000:2289 C9                               ret
0000:228A                  ; ─────────────────────────────────────────────────────────────
0000:228A
0000:228A                  loc_0_228A:                                     ; CODE XREF: 0000:227E↑j
0000:228A 1F                               rra
0000:228B DA 81 22                         jp      c, loc_0_2281
0000:228E 1F                               rra
0000:228F 3E 01                            ld      a, 1
0000:2291 DA 95 22                         jp      c, loc_0_2295
0000:2294 AF                               xor     a
0000:2295
0000:2295                  loc_0_2295:                                     ; CODE XREF: 0000:2291↑j
0000:2295 32 22 62                         ld      (unk_0_6222), a
0000:2298 C9                               ret
0000:2299                  ; ─────────────────────────────────────────────────────────────
0000:2299 E1                               pop     hl
0000:229A 3A 18 60                         ld      a, (random_no)
0000:229D E6 3C                            and     3Ch ; '<'
0000:229F C0                               ret     nz
0000:22A0 34                               inc     (hl)
0000:22A1 C9                               ret
0000:22A2*                 ; ─────────────────────────────────────────────────────────────
0000:22A2*
0000:22A2*                 loc_0_22A2:                                     ; DATA XREF: sub_0_2207+19↑w
0000:22A2*E1                               pop     hl
0000:22A3 2C                               inc     l
0000:22A4 2C                               inc     l
0000:22A5 2C                               inc     l
0000:22A6 2C                               inc     l
0000:22A7 35                               dec     (hl)
0000:22A8 C0                               ret     nz
0000:22A9 36 02                            ld      (hl), 2
0000:22AB 2D                               dec     l
0000:22AC 35                               dec     (hl)
0000:22AD CD BD 22                         call    sub_0_22BD
0000:22B0 3E 68                            ld      a, 68h ; 'h'
0000:22B2 BE                               cp      (hl)
0000:22B3 C0                               ret     nz
0000:22B4 AF                               xor     a
0000:22B5 06 80                            ld      b, 80h ; 'Ç'
0000:22B7 2D                               dec     l
0000:22B8 2D                               dec     l
0000:22B9 70                               ld      (hl), b
0000:22BA 2D                               dec     l
0000:22BB 77                               ld      (hl), a
0000:22BC C9                               ret
0000:22BD
0000:22BD                  ; ▉▉▉▉▉▉▉▉▉▉▉▉ S U B R O U T I N E ▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉
0000:22BD
0000:22BD
0000:22BD                  sub_0_22BD:                                     ; CODE XREF: 0000:2265↑p
0000:22BD 7E                                                               ; 0000:22AD↑p
0000:22BD                                  ld      a, (hl)
0000:22BE CB 5D                            bit     3, l
0000:22C0 11 4B 69                         ld      de, soft_sprite_ram+4Bh
0000:22C3 C2 C9 22                         jp      nz, loc_0_22C9
0000:22C6 11 47 69                         ld      de, soft_sprite_ram+47h
0000:22C9
0000:22C9                  loc_0_22C9:                                     ; CODE XREF: sub_0_22BD+6↑j
0000:22C9 12                               ld      (de), a
0000:22CA C9                               ret
0000:22CA                  ; End of function sub_0_22BD
0000:22CA
0000:22CB
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0000:22CB                  ; ▓▓▓▓▓▓▓▓▓▓▓▓  S U B R O U T I N E  ▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓
0000:22CB
0000:22CB
0000:22CB                  sub_0_22CB:                                     ; CODE XREF: sub_0_1F72+1D7↑p
0000:22CB 3A 48 63                    ld      a, (unk_0_6348)
0000:22CE A7                          and     a
0000:22CF CA E1 22                    jp      z, loc_0_22E1
0000:22D2 3A 80 63                    ld      a, (unk_0_6380)
0000:22D5 3D                          dec     a
0000:22D6 EF                          rst     28h                         ; go!
0000:22D6                  ; ─────────────────────────────────────────────────────────────
0000:22D7 F6 22                       .dw     loc_0_22F6                  ; Jump table
0000:22D9 F6 22                       .dw     loc_0_22F6
0000:22DB 03 23                       .dw     loc_0_2303
0000:22DD 03 23                       .dw     loc_0_2303
0000:22DF 1A 23                       .dw     loc_0_231A
0000:22E1                  ; ─────────────────────────────────────────────────────────────
0000:22E1
0000:22E1                  loc_0_22E1:                                     ; CODE XREF: sub_0_22CB+4↑j
0000:22E1 3A 29 62                    ld      a, (level)
0000:22E4 47                          ld      b, a
0000:22E5 05                          dec     b
0000:22E6 3E 01                       ld      a, 1
0000:22E8 CA F9 22                    jp      z, loc_0_22F9
0000:22EB 05                          dec     b
0000:22EC 3E B1                       ld      a, 0B1h ; '▓'
0000:22EE CA F9 22                    jp      z, loc_0_22F9
0000:22F1 3E E9                       ld      a, 0E9h ; 'Ú'
0000:22F3 C3 F9 22                    jp      loc_0_22F9
0000:22F6                  ; ─────────────────────────────────────────────────────────────
0000:22F6
0000:22F6                  loc_0_22F6:                                     ; DATA XREF: sub_0_22CB+C↑o
0000:22F6 3A 18 60                                                        ; sub_0_22CB+E↑o
0000:22F6                            ld      a, (random_no)
0000:22F9
0000:22F9                  loc_0_22F9:                                     ; CODE XREF: sub_0_22CB+1D↑j
0000:22F9 DD 77 11                                                        ; sub_0_22CB+23↑j ...
0000:22F9                            ld      (ix+11h), a
0000:22FC E6 01                       and     1
0000:22FE 3D                          dec     a
0000:22FF DD 77 10                    ld      (ix+10h), a
0000:2302 C9                          ret
0000:2302                  ; End of function sub_0_22CB
0000:2302
0000:2303                  ; ─────────────────────────────────────────────────────────────
0000:2303
0000:2303                  loc_0_2303:                                     ; DATA XREF: sub_0_22CB+10↑o
0000:2303 3A 18 60                                                        ; sub_0_22CB+12↑o
0000:2303                            ld      a, (random_no)
0000:2306 DD 77 11                    ld      (ix+11h), a
0000:2309 3A 03 62                    ld      a, (mario_x)
0000:230C DD BE 03                    cp      (ix+3)
0000:230F 3E 01                       ld      a, 1
0000:2311 D2 16 23                    jp      nc, loc_0_2316
0000:2314 3D                          dec     a
0000:2315 3D                          dec     a
0000:2316
0000:2316                  loc_0_2316:                                     ; CODE XREF: 0000:2311↑j
0000:2316 DD 77 10                    ld      (ix+10h), a
0000:2319 C9                          ret
0000:231A                  ; ─────────────────────────────────────────────────────────────
0000:231A
0000:231A                  loc_0_231A:                                     ; DATA XREF: sub_0_22CB+14↑o
0000:231A 3A 03 62                    ld      a, (mario_x)
0000:231D DD 96 03                    sub     (ix+3)
0000:2320 0E FF                       ld      c, 0FFh
0000:2322 DA 26 23                    jp      c, loc_0_2326
0000:2325 0C                          inc     c
0000:2326
0000:2326                  loc_0_2326:                                     ; CODE XREF: 0000:2322↑j
0000:2326 07                          rlca
0000:2327 CB 11                       rl      c
0000:2329 07                          rlca
0000:232A CB 11                       rl      c
0000:232C DD 71 10                    ld      (ix+10h), c
0000:232F DD 77 11                    ld      (ix+11h), a
0000:2332 C9                          ret
0000:2333                  ; ▓▓▓▓▓▓▓▓▓▓▓▓  S U B R O U T I N E  ▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓
0000:2333
0000:2333
0000:2333                  sub_0_2333:                                     ; CODE XREF: sub_0_1AC3+221↑p
0000:2333 3E 0F                                                           ; sub_0_1F72+95↑p ...
0000:2333                            ld      a, 0Fh
0000:2335 A4                          and     h
0000:2336 05                          dec     b
0000:2337 CA 42 23                    jp      z, loc_0_2342
0000:233A FE 0F                       cp      0Fh
0000:233C D8                          ret     c
0000:233D 06 FF                       ld      b, 0FFh
0000:233F C3 47 23                    jp      loc_0_2347
0000:2342                  ; ─────────────────────────────────────────────────────────────
0000:2342
0000:2342                  loc_0_2342:                                     ; CODE XREF: sub_0_2333+4↑j
0000:2342 FE 01                       cp      1
0000:2344 D0                          ret     nc
0000:2345 06 01                       ld      b, 1
0000:2347
0000:2347                  loc_0_2347:                                     ; CODE XREF: sub_0_2333+C↑j
0000:2347 3E F0                       ld      a, 0F0h ; ''
0000:2349 BD                          cp      l
0000:234A CA 60 23                    jp      z, loc_0_2360
0000:234D 3E 4C                       ld      a, 4Ch ; 'L'
0000:234F BD                          cp      l
0000:2350 CA 66 23                    jp      z, loc_0_2366
0000:2353 7D                          ld      a, l
0000:2354 CB 6F                       bit     5, a
0000:2356 CA 5C 23                    jp      z, loc_0_235C
0000:2359
0000:2359                  loc_0_2359:                                     ; CODE XREF: sub_0_2333+2F├j
0000:2359 90                          sub     b
0000:235A
0000:235A                  loc_0_235A:                                     ; CODE XREF: sub_0_2333+2A├j
0000:235A 6F                          ld      l, a
0000:235B C9                          ret
0000:235C                  ; ─────────────────────────────────────────────────────────────
0000:235C
0000:235C                  loc_0_235C:                                     ; CODE XREF: sub_0_2333+23↑j
0000:235C 80                                                              ; sub_0_2333+38├j
0000:235C                            add     a, b
0000:235D C3 5A 23                    jp      loc_0_235A
0000:2360                  ; ─────────────────────────────────────────────────────────────
0000:2360
0000:2360                  loc_0_2360:                                     ; CODE XREF: sub_0_2333+17↑j
0000:2360 CB 7C                       bit     7, h
0000:2362 C2 59 23                    jp      nz, loc_0_2359
0000:2365 C9                          ret
```

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0000:2366                   ; ———————————————————————————————————————————————————————————————————
0000:2366
0000:2366                   loc_0_2366:                                          ; CODE XREF: sub_0_2333+1D↑j
0000:2366 7C                          ld      a, h
0000:2367 FE 98                       cp      98h ; 'ÿ'
0000:2369 D8                          ret     c
0000:236A 7D                          ld      a, l
0000:236B C3 5C 23                    jp      loc_0_235C
0000:236B                   ; End of function sub_0_2333
0000:236B
0000:236E
0000:236E                   ; ▉▉▉▉▉▉▉▉▉▉▉▉ S U B R O U T I N E ▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉
0000:236E
0000:236E
0000:236E                   sub_0_236E:                                          ; CODE XREF: sub_0_1AC3+50↑p
0000:236E 21 00 63                                                               ; sub_0_216D↑p ...
0000:236E                          ld      hl, unk_0_6300
0000:2371
0000:2371                   loc_0_2371:                                          ; CODE XREF: sub_0_236E+1E╞j
0000:2371 ED B1                       cpir
0000:2373 C2 9A 23                    jp      nz, loc_0_239A
0000:2376 E5                          push    hl
0000:2377 C5                          push    bc
0000:2378 01 14 00                    ld      bc, 14h
0000:237B 09                          add     hl, bc
0000:237C 0C                          inc     c
0000:237D 5F                          ld      e, a
0000:237E 7A                          ld      a, d
0000:237F BE                          cp      (hl)
0000:2380 CA 8F 23                    jp      z, loc_0_238F
0000:2383 09                          add     hl, bc
0000:2384 BE                          cp      (hl)
0000:2385 CA 95 23                    jp      z, loc_0_2395
0000:2388 57                          ld      d, a
0000:2389 7B                          ld      a, e
0000:238A C1                          pop     bc
0000:238B E1                          pop     hl
0000:238C C3 71 23                    jp      loc_0_2371
0000:238F                   ; ———————————————————————————————————————————————————————————————————
0000:238F
0000:238F                   loc_0_238F:                                          ; CODE XREF: sub_0_236E+12↑j
0000:238F 09                          add     hl, bc
0000:2390 3E 01                       ld      a, 1
0000:2392 C3 98 23                    jp      loc_0_2398
0000:2395                   ; ———————————————————————————————————————————————————————————————————
0000:2395
0000:2395                   loc_0_2395:                                          ; CODE XREF: sub_0_236E+17↑j
0000:2395 AF                          xor     a
0000:2396 ED 42                       sbc     hl, bc
0000:2398
0000:2398                   loc_0_2398:                                          ; CODE XREF: sub_0_236E+24↑j
0000:2398 C1                          pop     bc
0000:2399 46                          ld      b, (hl)
0000:239A
0000:239A                   loc_0_239A:                                          ; CODE XREF: sub_0_236E+5↑j
0000:239A E1                          pop     hl
0000:239B C9                          ret
0000:239B                   ; End of function sub_0_236E
0000:239B
0000:239C
0000:239C                   ; ▉▉▉▉▉▉▉▉▉▉▉▉ S U B R O U T I N E ▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉
0000:239C
0000:239C
0000:239C                   sub_0_239C:                                          ; CODE XREF: sub_0_1AC3+FF↑p
0000:239C DD 7E 04                                                               ; sub_0_1AC3+129↑p ...
0000:239C                          ld      a, (ix+4)
0000:239F DD 86 11                    add     a, (ix+11h)
0000:23A2 DD 77 04                    ld      (ix+4), a
0000:23A5 DD 7E 03                    ld      a, (ix+3)
0000:23A8 DD 8E 10                    adc     a, (ix+10h)
0000:23AB DD 77 03                    ld      (ix+3), a
0000:23AE DD 7E 06                    ld      a, (ix+6)
0000:23B1 DD 96 13                    sub     (ix+13h)
0000:23B4 6F                          ld      l, a
0000:23B5 DD 7E 05                    ld      a, (ix+5)
0000:23B8 DD 9E 12                    sbc     a, (ix+12h)
0000:23BB 67                          ld      h, a
0000:23BC DD 7E 14                    ld      a, (ix+14h)
0000:23BF A7                          and     a
0000:23C0 17                          rla
0000:23C1 3C                          inc     a
0000:23C2 06 00                       ld      b, 0
0000:23C4 CB 10                       rl      b
0000:23C6 CB 27                       sla     a
0000:23C8 CB 10                       rl      b
0000:23CA CB 27                       sla     a
0000:23CC CB 10                       rl      b
0000:23CE CB 27                       sla     a
0000:23D0 CB 10                       rl      b
0000:23D2 4F                          ld      c, a
0000:23D3 09                          add     hl, bc
0000:23D4 DD 74 05                    ld      (ix+5), h
0000:23D7 DD 75 06                    ld      (ix+6), l
0000:23DA DD 34 14                    inc     (ix+14h)
0000:23DD C9                          ret
0000:23DD                   ; End of function sub_0_239C
0000:23DD
0000:23DE
0000:23DE                   ; ▉▉▉▉▉▉▉▉▉▉▉▉ S U B R O U T I N E ▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉
0000:23DE
0000:23DE
0000:23DE                   sub_0_23DE:                                          ; CODE XREF: sub_0_1F72+9F↑p
0000:23DE DD 7E 0F                                                               ; sub_0_1F72+101↑p
0000:23DE                          ld      a, (ix+0Fh)
0000:23E1 3D                          dec     a
0000:23E2 C2 03 24                    jp      nz, loc_0_2403
0000:23E5 AF                          xor     a                                  ; animate rolling barrels
0000:23E6 DD CB 07 26                 sla     (ix+7)                             ; toggle H & V flips
0000:23EA 17                          rla
0000:23EB DD CB 08 26                 sla     (ix+8)                             ; toggle H & V flips
0000:23EF 17                          rla
0000:23F0 47                          ld      b, a
0000:23F1 3E 03                       ld      a, 3
0000:23F3 B1                          or      c
0000:23F4 CD 09 30                    call    sub_0_3009
0000:23F7 1F                          rra
0000:23F8 DD CB 08 1E                 rr      (ix+8)                             ; toggle H & V flips
0000:23FC 1F                          rra
0000:23FD DD CB 07 1E                 rr      (ix+7)                             ; toggle H & V flips
0000:2401 3E 04                       ld      a, 4
0000:2403
0000:2403                   loc_0_2403:                                          ; CODE XREF: sub_0_23DE+4↑j
0000:2403 DD 77 0F                    ld      (ix+0Fh), a
0000:2406 C9                          ret
0000:2406                   ; End of function sub_0_23DE
0000:2406
0000:2407
```

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0000:2407                 ; ██████████████ S U B R O U T I N E ███████████████████████████████████████
0000:2407
0000:2407
0000:2407                 sub_0_2407:                                              ; CODE XREF: sub_0_1AC3+11C↑p
0000:2407 DD 7E 14                        ld      a, (ix+14h)                      ; sub_0_1F72+151↑p ...
0000:240A 07                              rlca
0000:240B 07                              rlca
0000:240C 07                              rlca
0000:240D 07                              rlca
0000:240E 4F                              ld      c, a
0000:240F E6 0F                           and     0Fh
0000:2411 67                              ld      h, a
0000:2412 79                              ld      a, c
0000:2413 E6 F0                           and     0F0h ; '-'
0000:2415 6F                              ld      l, a
0000:2416 DD 4E 13                        ld      c, (ix+13h)
0000:2419 DD 46 12                        ld      b, (ix+12h)
0000:241C ED 42                           sbc     hl, bc
0000:241E C9                              ret
0000:241E                 ; End of function sub_0_2407
0000:241E
0000:241F
0000:241F                 ; ██████████████ S U B R O U T I N E ███████████████████████████████████████
0000:241F
0000:241F
0000:241F                 sub_0_241F:                                              ; CODE XREF: sub_0_1AC3+23↑p
0000:241F 11 00 01                        ld      de, 100h                         ; sub_0_1AC3+102↑p ...
0000:241F
0000:2422 3A 03 62                        ld      a, (mario_x)
0000:2425 FE 16                           cp      16h
0000:2427 D8                              ret     c
0000:2428 15                              dec     d
0000:2429 1C                              inc     e
0000:242A FE EA                           cp      0EAh ; 'Û'
0000:242C D0                              ret     nc
0000:242D 1D                              dec     e
0000:242E 3A 27 62                        ld      a, (level_type)
0000:2431 0F                              rrca
0000:2432 D0                              ret     nc
0000:2433 3A 05 62                        ld      a, (mario_y)
0000:2436 FE 58                           cp      58h ; 'X'
0000:2438 D0                              ret     nc
0000:2439 3A 03 62                        ld      a, (mario_x)
0000:243C FE 6C                           cp      6Ch ; 'l'
0000:243E D0                              ret     nc
0000:243F 14                              inc     d
0000:2440 C9                              ret
0000:2440                 ; End of function sub_0_241F
0000:2440
0000:2441
0000:2441                 ; ██████████████ S U B R O U T I N E ███████████████████████████████████████
0000:2441
0000:2441
0000:2441                 sub_0_2441:                                              ; CODE XREF: 0000:0D62↑p
0000:2441 21 0C 3F                        ld      hl, byte_0_3F09+3                ; anti-tamper check?
0000:2444 3E 5E                           ld      a, 5Eh ; '^'
0000:2446 06 06                           ld      b, 6
0000:2448
0000:2448                 loc_0_2448:                                              ; CODE XREF: sub_0_2441+9↓j
0000:2448 86                              add     a, (hl)
0000:2449 23                              inc     hl
0000:244A 10 FC                           djnz    loc_0_2448
0000:244C FD 21 10 63                     ld      iy, unk_0_6310
0000:2450 A7                              and     a
0000:2451 CA 56 24                        jp      z, loc_0_2456
0000:2454 FD 23                           inc     iy
0000:2456
0000:2456                 loc_0_2456:                                              ; CODE XREF: sub_0_2441+10↑j
0000:2456 3A 27 62                        ld      a, (level_type)
0000:2459 3D                              dec     a
0000:245A 21 E4 3A                        ld      hl, draw_data_girder
0000:245D CA 71 24                        jp      z, loc_0_2471
0000:2460 3D                              dec     a
0000:2461 21 5D 3B                        ld      hl, draw_data_cement
0000:2464 CA 71 24                        jp      z, loc_0_2471
0000:2467 3D                              dec     a
0000:2468 21 E5 3B                        ld      hl, draw_data_elevator
0000:246B CA 71 24                        jp      z, loc_0_2471
0000:246E 21 8B 3C                        ld      hl, draw_data_rivets
0000:2471
0000:2471                 loc_0_2471:                                              ; CODE XREF: sub_0_2441+1C↑j
0000:2471 DD 21 00 63                                                              ; sub_0_2441+23↑j ...
0000:2471                                 ld      ix, unk_0_6300
0000:2475 11 05 00                        ld      de, 5
0000:2478
0000:2478                 loc_0_2478:                                              ; CODE XREF: sub_0_2441+44↓j
0000:2478 7E                                                                       ; sub_0_2441+5A↓j ...
0000:2478                                 ld      a, (hl)
0000:2479 A7                              and     a
0000:247A CA 88 24                        jp      z, loc_0_2488
0000:247D 3D                              dec     a
0000:247E CA 9E 24                        jp      z, loc_0_249E
0000:2481 FE A9                           cp      0A9h ; '®'
0000:2483 C8                              ret     z
0000:2484 19                              add     hl, de
0000:2485 C3 78 24                        jp      loc_0_2478
0000:2488                 ; ───────────────────────────────────────────────────────────────────────
0000:2488
0000:2488                 loc_0_2488:                                              ; CODE XREF: sub_0_2441+39↑j
0000:2488 23                              inc     hl
0000:2489 7E                              ld      a, (hl)
0000:248A DD 77 00                        ld      (ix+0), a
0000:248D 23                              inc     hl
0000:248E 7E                              ld      a, (hl)
0000:248F DD 77 15                        ld      (ix+15h), a
0000:2492 23                              inc     hl
0000:2493 23                              inc     hl
0000:2494 7E                              ld      a, (hl)
0000:2495 DD 77 2A                        ld      (ix+2Ah), a
0000:2498 DD 23                           inc     ix
0000:249A 23                              inc     hl
0000:249B C3 78 24                        jp      loc_0_2478
0000:249E                 ; ───────────────────────────────────────────────────────────────────────
0000:249E
0000:249E                 loc_0_249E:                                              ; CODE XREF: sub_0_2441+3D↑j
0000:249E 23                              inc     hl
0000:249F 7E                              ld      a, (hl)
0000:24A0 FD 77 00                        ld      (iy+0), a
0000:24A3 23                              inc     hl
0000:24A4 7E                              ld      a, (hl)
0000:24A5 FD 77 15                        ld      (iy+15h), a
0000:24A8 23                              inc     hl
0000:24A9 23                              inc     hl
0000:24AA 7E                              ld      a, (hl)
0000:24AB FD 77 2A                        ld      (iy+2Ah), a
0000:24AE FD 23                           inc     iy
```

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0000:24B0 23                            inc     hl
0000:24B1 C3 78 24                      jp      loc_0_2478
0000:24B1                ; End of function sub_0_2441
0000:24B1
0000:24B4
0000:24B4                ; ▉▉▉▉▉▉▉▉▉▉▉▉ S U B R O U T I N E ▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉
0000:24B4
0000:24B4
0000:24B4                sub_0_24B4:                                         ; CODE XREF: sub_0_1F72+A2↑p
0000:24B4 DD 7E 05                                                          ; sub_0_1F72+F6↑p ...
0000:24B4 DD 7E 05                      ld      a, (ix+5)
0000:24B7 FE E8                         cp      0E8h ; 'Þ'
0000:24B9 D8                            ret     c
0000:24BA DD 7E 03                      ld      a, (ix+3)
0000:24BD FE 2A                         cp      2Ah ; '*'
0000:24BF D0                            ret     nc
0000:24C0 FE 20                         cp      20h ; ' '
0000:24C2 D8                            ret     c
0000:24C3 DD 7E 15                      ld      a, (ix+15h)
0000:24C6 A7                            and     a
0000:24C7 CA D0 24                      jp      z, loc_0_24D0
0000:24CA 3E 03                         ld      a, 3
0000:24CC 32 B9 62                      ld      (unk_0_62B9), a
0000:24CF AF                            xor     a
0000:24D0
0000:24D0                loc_0_24D0:                                        ; CODE XREF: sub_0_24B4+13↑j
0000:24D0 DD 77 00                      ld      (ix+0), a
0000:24D3 DD 77 03                      ld      (ix+3), a
0000:24D6 21 82 60                      ld      hl, unk_0_6082
0000:24D9 36 03                         ld      (hl), 3
0000:24DB E1                            pop     hl
0000:24DC 3A 48 63                      ld      a, (unk_0_6348)
0000:24DF A7                            and     a
0000:24E0 C2 BA 21                      jp      nz, loc_0_21BA
0000:24E3 3C                            inc     a
0000:24E4 32 48 63                      ld      (unk_0_6348), a
0000:24E7 C3 BA 21                      jp      loc_0_21BA
0000:24E7                ; End of function sub_0_24B4
0000:24E7
0000:24EA
0000:24EA                ; ▉▉▉▉▉▉▉▉▉▉▉▉ S U B R O U T I N E ▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉
0000:24EA
0000:24EA
0000:24EA                sub_0_24EA:                                        ; CODE XREF: 0000:1992↑p
0000:24EA 3E 02                         ld      a, 2
0000:24EC F7                            rst     30h                         ; return if level bit not set
0000:24ED CD 23 25                      call    sub_0_2523
0000:24F0 CD 91 25                      call    sub_0_2591
0000:24F3 DD 21 A0 65                   ld      ix, unk_0_65A0
0000:24F7 06 06                         ld      b, 6                        ; 6 sprites to update
0000:24F9 21 B8 69                      ld      hl, soft_sprite_ram+0B8h
0000:24FC
0000:24FC                loc_0_24FC:                                        ; CODE XREF: sub_0_24EA+2F┤j
0000:24FC DD 7E 00                      ld      a, (ix+0)
0000:24FF A7                            and     a
0000:2500 CA 1C 25                      jp      z, loc_0_251C
0000:2503 DD 7E 03                      ld      a, (ix+3)                   ; sprite X
0000:2506 77                            ld      (hl), a
0000:2507 2C                            inc     l
0000:2508 DD 7E 07                      ld      a, (ix+7)                   ; sprite tile #
0000:250B 77                            ld      (hl), a
0000:250C 2C                            inc     l
0000:250D DD 7E 08                      ld      a, (ix+8)                   ; sprite v flip & palette
0000:2510 77                            ld      (hl), a
0000:2511 2C                            inc     l
0000:2512 DD 7E 05                      ld      a, (ix+5)                   ; sprite Y
0000:2515 77                            ld      (hl), a
0000:2516 2C                            inc     l
0000:2517
0000:2517                loc_0_2517:                                        ; CODE XREF: sub_0_24EA+36┤j
0000:2517 DD 19                         add     ix, de
0000:2519 10 E1                         djnz    loc_0_24FC
0000:251B C9                            ret
0000:251C                ; ──────────────────────────────────────────────────────────────
0000:251C
0000:251C                loc_0_251C:                                        ; CODE XREF: sub_0_24EA+16↑j
0000:251C 7D                            ld      a, l
0000:251D C6 04                         add     a, 4
0000:251F 6F                            ld      l, a
0000:2520 C3 17 25                      jp      loc_0_2517
0000:2520                ; End of function sub_0_24EA
0000:2520
0000:2523
0000:2523                ; ▉▉▉▉▉▉▉▉▉▉▉▉ S U B R O U T I N E ▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉▉
0000:2523
0000:2523
0000:2523                sub_0_2523:                                        ; CODE XREF: sub_0_24EA+3↑p
0000:2523 21 9B 63                      ld      hl, unk_0_639B
0000:2526 7E                            ld      a, (hl)
0000:2527 A7                            and     a
0000:2528 C2 8F 25                      jp      nz, loc_0_258F
0000:252B 3A 9A 63                      ld      a, (unk_0_639A)
0000:252E A7                            and     a
0000:252F C8                            ret     z
0000:2530 06 06                         ld      b, 6
0000:2532 11 10 00                      ld      de, 10h
0000:2535 DD 21 A0 65                   ld      ix, unk_0_65A0
0000:2539
0000:2539                loc_0_2539:                                        ; CODE XREF: sub_0_2523+1F┤j
0000:2539 DD CB 00 46                   bit     0, (ix+0)
0000:253D CA 45 25                      jp      z, loc_0_2545
0000:2540 DD 19                         add     ix, de
0000:2542 10 F5                         djnz    loc_0_2539
0000:2544 C9                            ret
0000:2545                ; ──────────────────────────────────────────────────────────────
0000:2545
0000:2545                loc_0_2545:                                        ; CODE XREF: sub_0_2523+1A↑j
0000:2545 CD 57 00                      call    rand
0000:2548 FE 60                         cp      60h ; '`'
0000:254A DD 36 05 7C                   ld      (ix+5), 7Ch ; '|'
0000:254E DA 58 25                      jp      c, loc_0_2558
0000:2551 3A A3 62                      ld      a, (unk_0_62A3)
0000:2554 3D                            dec     a
0000:2555 C2 6E 25                      jp      nz, loc_0_256E
0000:2558
0000:2558                loc_0_2558:                                        ; CODE XREF: sub_0_2523+2B↑j
0000:2558 DD 36 05 CC                   ld      (ix+5), 0CCh ; '╟'
0000:255C 3A A6 62                      ld      a, (unk_0_62A6)
0000:255F 07                            rlca
0000:2560
0000:2560                loc_0_2560:                                        ; CODE XREF: sub_0_2523+50┤j
0000:2560 DD 36 03 07                   ld      (ix+3), 7
0000:2564 D2 76 25                      jp      nc, loc_0_2576
0000:2567 DD 36 03 F8                   ld      (ix+3), 0F8h ; '°'
0000:256B C3 76 25                      jp      loc_0_2576
0000:256E                ; ──────────────────────────────────────────────────────────────
0000:256E
0000:256E
```

```
0000:256E              loc_0_256E:                                              ; CODE XREF: sub_0_2523+32↑j
0000:256E CD 57 00                     call    rand
0000:2571 FE 68                        cp      68h ; 'h'
0000:2573 C3 60 25                     jp      loc_0_2560
0000:2576              ; ────────────────────────────────────────────────────────────────
0000:2576
0000:2576              loc_0_2576:                                              ; CODE XREF: sub_0_2523+41↑j
0000:2576 DD 36 00 01                                                          ; sub_0_2523+48↑j
0000:2576                              ld      (ix+0), 1
0000:257A DD 36 07 4B                  ld      (ix+7), 4Bh ; 'K'               ; cement pie sprite tile
0000:257E DD 36 09 08                  ld      (ix+9), 8
0000:2582 DD 36 0A 03                  ld      (ix+0Ah), 3
0000:2586 3E 7C                        ld      a, 7Ch ; '|'
0000:2588 32 9B 63                     ld      (unk_0_639B), a
0000:258B AF                           xor     a
0000:258C 32 9A 63                     ld      (unk_0_639A), a
0000:258F              loc_0_258F:                                              ; CODE XREF: sub_0_2523+5↑j
0000:258F 35                           dec     (hl)
0000:2590 C9                           ret
0000:2590              ; End of function sub_0_2523
0000:2590
0000:2591
0000:2591              ; ▆▆▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:2591
0000:2591
0000:2591              sub_0_2591:                                              ; CODE XREF: sub_0_24EA+6↑p
0000:2591 DD 21 A0 65                  ld      ix, unk_0_65A0
0000:2595 11 10 00                     ld      de, 10h
0000:2598 06 06                        ld      b, 6
0000:259A
0000:259A              loc_0_259A:                                              ; CODE XREF: sub_0_2591+2C├j
0000:259A DD CB 00 46                  bit     0, (ix+0)
0000:259E CA BB 25                     jp      z, loc_0_25BB
0000:25A1 DD 7E 03                     ld      a, (ix+3)
0000:25A4 67                           ld      h, a
0000:25A5 C6 07                        add     a, 7
0000:25A7 FE 0E                        cp      0Eh
0000:25A9 DA D6 25                     jp      c, loc_0_25D6
0000:25AC DD 7E 05                     ld      a, (ix+5)
0000:25AF FE 7C                        cp      7Ch ; '|'
0000:25B1 CA C0 25                     jp      z, loc_0_25C0
0000:25B4 3A A6 63                     ld      a, (unk_0_63A6)
0000:25B7 84                           add     a, h
0000:25B8 DD 77 03                     ld      (ix+3), a
0000:25BB              loc_0_25BB:                                              ; CODE XREF: sub_0_2591+D↑j
0000:25BB DD 19                                                                ; sub_0_2591+42├j ...
0000:25BB                              add     ix, de
0000:25BD 10 DB                        djnz    loc_0_259A
0000:25BF C9                           ret
0000:25C0              ; ────────────────────────────────────────────────────────────────
0000:25C0
0000:25C0              loc_0_25C0:                                              ; CODE XREF: sub_0_2591+20↑j
0000:25C0 7C                           ld      a, h
0000:25C1 FE 80                        cp      80h ; 'Ç'
0000:25C3 CA D6 25                     jp      z, loc_0_25D6
0000:25C6 3A A5 63                     ld      a, (unk_0_63A5)
0000:25C9 D2 CF 25                     jp      nc, loc_0_25CF
0000:25CC 3A A4 63                     ld      a, (unk_0_63A4)
0000:25CF              loc_0_25CF:                                              ; CODE XREF: sub_0_2591+38↑j
0000:25CF 84                           add     a, h
0000:25D0 DD 77 03                     ld      (ix+3), a
0000:25D3 C3 BB 25                     jp      loc_0_25BB
0000:25D6              ; ────────────────────────────────────────────────────────────────
0000:25D6
0000:25D6              loc_0_25D6:                                              ; CODE XREF: sub_0_2591+18↑j
0000:25D6 21 B8 69                                                             ; sub_0_2591+32↑j
0000:25D6                              ld      hl, soft_sprite_ram+0B8h
0000:25D9 3E 06                        ld      a, 6
0000:25DB 90                           sub     b
0000:25DC              loc_0_25DC:                                              ; CODE XREF: sub_0_2591+53├j
0000:25DC CA E7 25                     jp      z, loc_0_25E7
0000:25DF 2C                           inc     l
0000:25E0 2C                           inc     l
0000:25E1 2C                           inc     l
0000:25E2 2C                           inc     l
0000:25E3 3D                           dec     a
0000:25E4 C3 DC 25                     jp      loc_0_25DC
0000:25E7              ; ────────────────────────────────────────────────────────────────
0000:25E7
0000:25E7              loc_0_25E7:                                              ; CODE XREF: sub_0_2591+4B↑j
0000:25E7 AF                           xor     a
0000:25E8 DD 77 00                     ld      (ix+0), a
0000:25EB DD 77 03                     ld      (ix+3), a
0000:25EE 77                           ld      (hl), a
0000:25EF C3 BB 25                     jp      loc_0_25BB
0000:25EF              ; End of function sub_0_2591
0000:25EF
0000:25F2
0000:25F2              ; ▆▆▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:25F2
0000:25F2
0000:25F2              sub_0_25F2:                                              ; CODE XREF: 0000:19AA↑p
0000:25F2 3E 02                        ld      a, 2
0000:25F4 F7                           rst     30h                             ; return if level bit not set
0000:25F5 CD 02 26                     call    sub_0_2602
0000:25F8 CD 2F 26                     call    sub_0_262F
0000:25FB CD 79 26                     call    sub_0_2679
0000:25FE CD D3 2A                     call    sub_0_2AD3
0000:2601 C9                           ret
0000:2601              ; End of function sub_0_25F2
0000:2601
0000:2602
0000:2602              ; ▆▆▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:2602
0000:2602
0000:2602              sub_0_2602:                                              ; CODE XREF: 0000:16D5↑p
0000:2602 3A 1A 60                                                             ; sub_0_25F2+3↑p
0000:2602                              ld      a, (gen_purpose_timer)
0000:2605 0F                           rrca
0000:2606 DA 16 26                     jp      c, loc_0_2616
0000:2609 21 A0 62                     ld      hl, unk_0_62A0
0000:260C 35                           dec     (hl)
0000:260D C2 16 26                     jp      nz, loc_0_2616
0000:2610 36 80                        ld      (hl), 80h ; 'Ç'
0000:2612 2C                           inc     l
0000:2613 CD DE 26                     call    sub_0_26DE
0000:2616              loc_0_2616:                                              ; CODE XREF: sub_0_2602+4↑j
0000:2616 21 A1 62                                                             ; sub_0_2602+B↑j
0000:2616                              ld      hl, unk_0_62A1
0000:2619 CD E9 26                     call    sub_0_26E9
0000:261C 32 A3 63                     ld      (unk_0_63A3), a
0000:261F 3A 1A 60                     ld      a, (gen_purpose_timer)
```

```
0000:2622 E6 1F                          and     1Fh
0000:2624 FE 01                          cp      1
0000:2626 C0                             ret     nz
0000:2627 11 E4 69                       ld      de, soft_sprite_ram+0E4h
0000:262A EB                             ex      de, hl
0000:262B CD A6 26                       call    sub_0_26A6
0000:262E C9                             ret
0000:262E                  ; End of function sub_0_2602
0000:262E
0000:262F
0000:262F                  ; ▓▓▓▓▓▓▓▓▓▓▓▓ S U B R O U T I N E ▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓
0000:262F
0000:262F
0000:262F                  sub_0_262F:                             ; CODE XREF: sub_0_25F2+6↑p
0000:262F 21 A3 62                       ld      hl, unk_0_62A3
0000:2632 3A 05 62                       ld      a, (mario_y)
0000:2635 FE C0                          cp      0C0h ; 'L'
0000:2637 DA 6F 26                       jp      c, loc_0_266F
0000:263A 3A 1A 60                       ld      a, (gen_purpose_timer)
0000:263D 0F                             rrca
0000:263E DA 4C 26                       jp      c, loc_0_264C
0000:2641 2D                             dec     l
0000:2642 35                             dec     (hl)
0000:2643 C2 4C 26                       jp      nz, loc_0_264C
0000:2646 36 C0                          ld      (hl), 0C0h ; 'L'
0000:2648 2C                             inc     l
0000:2649 CD DE 26                       call    sub_0_26DE
0000:264C                  loc_0_264C:                             ; CODE XREF: sub_0_262F+F↑j
0000:264C                                                          ; sub_0_262F+14↑j ...
0000:264C 21 A3 62                       ld      hl, unk_0_62A3
0000:264F CD E9 26                       call    sub_0_26E9
0000:2652 32 A5 63                       ld      (unk_0_63A5), a
0000:2655 ED 44                          neg
0000:2657 32 A4 63                       ld      (unk_0_63A4), a
0000:265A 3A 1A 60                       ld      a, (gen_purpose_timer)
0000:265D E6 1F                          and     1Fh
0000:265F C0                             ret     nz
0000:2660 2D                             dec     l
0000:2661 11 EC 69                       ld      de, soft_sprite_ram+0ECh
0000:2664 EB                             ex      de, hl
0000:2665 CD A6 26                       call    sub_0_26A6
0000:2668 E6 7F                          and     7Fh ; ' '
0000:266A 21 ED 69                       ld      hl, soft_sprite_ram+0EDh
0000:266D 77                             ld      (hl), a
0000:266E C9                             ret
0000:266F                  ; ─────────────────────────────────────────────────────────────
0000:266F
0000:266F                  loc_0_266F:                             ; CODE XREF: sub_0_262F+8↑j
0000:266F CB 7E                          bit     7, (hl)
0000:2671 C2 4C 26                       jp      nz, loc_0_264C
0000:2674 36 FF                          ld      (hl), 0FFh
0000:2676 C3 4C 26                       jp      loc_0_264C
0000:2676                  ; End of function sub_0_262F
0000:2676
0000:2679
0000:2679                  ; ▓▓▓▓▓▓▓▓▓▓▓▓ S U B R O U T I N E ▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓
0000:2679
0000:2679
0000:2679                  sub_0_2679:                             ; CODE XREF: sub_0_25F2+9↑p
0000:2679 3A 1A 60                       ld      a, (gen_purpose_timer)
0000:267C 0F                             rrca
0000:267D DA 8D 26                       jp      c, loc_0_268D
0000:2680 21 A5 62                       ld      hl, unk_0_62A5
0000:2683 35                             dec     (hl)
0000:2684 C2 8D 26                       jp      nz, loc_0_268D
0000:2687 36 FF                          ld      (hl), 0FFh
0000:2689 2C                             inc     l
0000:268A CD DE 26                       call    sub_0_26DE
0000:268D                  loc_0_268D:                             ; CODE XREF: sub_0_2679+4↑j
0000:268D                                                          ; sub_0_2679+B↑j
0000:268D 21 A6 62                       ld      hl, unk_0_62A6
0000:2690 CD E9 26                       call    sub_0_26E9
0000:2693 32 A6 63                       ld      (unk_0_63A6), a
0000:2696 3A 1A 60                       ld      a, (gen_purpose_timer)
0000:2699 E6 1F                          and     1Fh
0000:269B FE 02                          cp      2
0000:269D C0                             ret     nz
0000:269E 11 F4 69                       ld      de, soft_sprite_ram+0F4h
0000:26A1 EB                             ex      de, hl
0000:26A2 CD A6 26                       call    sub_0_26A6
0000:26A5 C9                             ret
0000:26A5                  ; End of function sub_0_2679
0000:26A5
0000:26A6
0000:26A6                  ; ▓▓▓▓▓▓▓▓▓▓▓▓ S U B R O U T I N E ▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓
0000:26A6
0000:26A6
0000:26A6                  sub_0_26A6:                             ; CODE XREF: sub_0_2602+29↑p
0000:26A6 2C                                                       ; sub_0_262F+36↑p ...
0000:26A6                                inc     l
0000:26A7 1A                             ld      a, (de)
0000:26A8 17                             rla
0000:26A9 DA C5 26                       jp      c, loc_0_26C5
0000:26AC 7E                             ld      a, (hl)
0000:26AD 3C                             inc     a
0000:26AE FE 53                          cp      53h ; 'S'
0000:26B0 C2 B5 26                       jp      nz, loc_0_26B5
0000:26B3 3E 50                          ld      a, 50h ; 'P'
0000:26B5                  loc_0_26B5:                             ; CODE XREF: sub_0_26A6+A↑j
0000:26B5 77                             ld      (hl), a
0000:26B6 7D                             ld      a, l
0000:26B7 C6 04                          add     a, 4
0000:26B9 6F                             ld      l, a
0000:26BA 7E                             ld      a, (hl)
0000:26BB 3D                             dec     a
0000:26BC FE CF                          cp      0CFh ; 'ɑ'
0000:26BE C2 C3 26                       jp      nz, loc_0_26C3
0000:26C1 3E D2                          ld      a, 0D2h ; 'Ê'
0000:26C3                  loc_0_26C3:                             ; CODE XREF: sub_0_26A6+18↑j
0000:26C3 77                             ld      (hl), a
0000:26C4 C9                             ret
0000:26C5                  ; ─────────────────────────────────────────────────────────────
0000:26C5
0000:26C5                  loc_0_26C5:                             ; CODE XREF: sub_0_26A6+3↑j
0000:26C5 7E                             ld      a, (hl)
0000:26C6 3D                             dec     a
0000:26C7 FE 4F                          cp      4Fh ; 'O'
0000:26C9 C2 CE 26                       jp      nz, loc_0_26CE
0000:26CC 3E 52                          ld      a, 52h ; 'R'
0000:26CE                  loc_0_26CE:                             ; CODE XREF: sub_0_26A6+23↑j
0000:26CE 77                             ld      (hl), a
0000:26CF 7D                             ld      a, l
```

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0000:26D0 C6 04                          add      a, 4
0000:26D2 6F                             ld       l, a
0000:26D3 7E                             ld       a, (hl)
0000:26D4 3C                             inc      a
0000:26D5 FE D3                          cp       0D3h ; 'Ë'
0000:26D7 C2 DC 26                       jp       nz, loc_0_26DC
0000:26DA 3E D0                          ld       a, 0D0h ; 'ð'
0000:26DC              loc_0_26DC:                                        ; CODE XREF: sub_0_26A6+31↑j
0000:26DC 77                             ld       (hl), a
0000:26DD C9                             ret
0000:26DD              ; End of function sub_0_26A6
0000:26DD
0000:26DE
0000:26DE              ; ██████████████ S U B R O U T I N E ██████████████████████████████████
0000:26DE
0000:26DE
0000:26DE              sub_0_26DE:                                        ; CODE XREF: sub_0_2602+11↑p
0000:26DE CB 7E                                                          ; sub_0_262F+1A↑p ...
0000:26DE              bit      7, (hl)
0000:26E0 CA E6 26                       jp       z, loc_0_26E6
0000:26E3 36 02                          ld       (hl), 2
0000:26E5 C9                             ret
0000:26E6              ; ───────────────────────────────────────────────────────
0000:26E6
0000:26E6              loc_0_26E6:                                        ; CODE XREF: sub_0_26DE+2↑j
0000:26E6 36 FE                          ld       (hl), 0FEh ; '■'
0000:26E8 C9                             ret
0000:26E8              ; End of function sub_0_26DE
0000:26E8
0000:26E9
0000:26E9              ; ██████████████ S U B R O U T I N E ██████████████████████████████████
0000:26E9
0000:26E9
0000:26E9              sub_0_26E9:                                        ; CODE XREF: sub_0_2602+17↑p
0000:26E9 3A 1A 60                                                       ; sub_0_262F+20↑p ...
0000:26E9              ld       a, (gen_purpose_timer)
0000:26EC E6 01                          and      1
0000:26EE C8                             ret      z
0000:26EF CB 7E                          bit      7, (hl)
0000:26F1 3E FF                          ld       a, 0FFh
0000:26F3 C2 F8 26                       jp       nz, loc_0_26F8
0000:26F6 3E 01                          ld       a, 1
0000:26F8              loc_0_26F8:                                        ; CODE XREF: sub_0_26E9+A↑j
0000:26F8 77                             ld       (hl), a
0000:26F9 C9                             ret
0000:26F9              ; End of function sub_0_26E9
0000:26F9
0000:26FA
0000:26FA              ; ██████████████ S U B R O U T I N E ██████████████████████████████████
0000:26FA
0000:26FA
0000:26FA              sub_0_26FA:                                        ; CODE XREF: 0000:19A7↑p
0000:26FA 3E 04                          ld       a, 4
0000:26FC F7                             rst      30h                    ; return if level bit not set
0000:26FD 3A 05 62                       ld       a, (mario_y)
0000:2700 FE F0                          cp       0F0h ; '-'
0000:2702 D2 7F 27                       jp       nc, mario_dies_on_elevator   ; make mario die
0000:2705 3A 29 62                       ld       a, (level)
0000:2708 3D                             dec      a
0000:2709 3A 1A 60                       ld       a, (gen_purpose_timer)
0000:270C C2 1A 27                       jp       nz, loc_0_271A
0000:270F E6 03                          and      3
0000:2711 FE 01                          cp       1
0000:2713 CA 1E 27                       jp       z, loc_0_271E
0000:2716 DA 22 27                       jp       c, loc_0_2722
0000:2719 C9                             ret
0000:271A              ; ───────────────────────────────────────────────────────
0000:271A
0000:271A              loc_0_271A:                                        ; CODE XREF: sub_0_26FA+12↑j
0000:271A 0F                             rrca
0000:271B DA 22 27                       jp       c, loc_0_2722
0000:271E
0000:271E              loc_0_271E:                                        ; CODE XREF: sub_0_26FA+19↑j
0000:271E CD 45 27                       call     sub_0_2745
0000:2721 C9                             ret
0000:2722              ; ───────────────────────────────────────────────────────
0000:2722
0000:2722              loc_0_2722:                                        ; CODE XREF: sub_0_26FA+1C↑j
0000:2722 CD 97 27                                                       ; sub_0_26FA+21↑j
0000:2722              call     sub_0_2797
0000:2725 CD DA 27                       call     sub_0_27DA
0000:2728 06 06                          ld       b, 6                   ; six elevators
0000:272A 11 10 00                       ld       de, 10h
0000:272D 21 58 69                       ld       hl, soft_sprite_ram+58h
0000:2730 DD 21 00 66                    ld       ix, unk_0_6600
0000:2734
0000:2734              loc_0_2734:                                        ; CODE XREF: sub_0_26FA+48├j
0000:2734 DD 7E 03                       ld       a, (ix+3)              ; store coordinates
0000:2737 77                             ld       (hl), a
0000:2738 2C                             inc      l
0000:2739 2C                             inc      l
0000:273A 2C                             inc      l
0000:273B DD 7E 05                       ld       a, (ix+5)
0000:273E 77                             ld       (hl), a
0000:273F 2C                             inc      l
0000:2740 DD 19                          add      ix, de
0000:2742 10 F0                          djnz     loc_0_2734
0000:2744 C9                             ret
0000:2744              ; End of function sub_0_26FA
0000:2744
0000:2744
0000:2745
0000:2745              ; ██████████████ S U B R O U T I N E ██████████████████████████████████
0000:2745
0000:2745
0000:2745              sub_0_2745:                                        ; CODE XREF: sub_0_26FA+24↑p
0000:2745 3A 98 63                       ld       a, (mario_on_elevator)
0000:2748 A7                             and      a                      ; on elevator?
0000:2749 C8                             ret      z                      ; no, return
0000:274A 3A 16 62                       ld       a, (mario_jumping)
0000:274D A7                             and      a                      ; jumping?
0000:274E C0                             ret      nz                     ; yes, return
0000:274F 3A 03 62                       ld       a, (mario_x)
0000:2752 FE 2C                          cp       2Ch ; ','
0000:2754 DA 66 27                       jp       c, loc_0_2766          ; not not elevator
0000:2757 FE 43                          cp       43h ; 'C'
0000:2759 DA 6F 27                       jp       c, loc_0_276F          ; on left elevator
0000:275C FE 6C                          cp       6Ch ; 'l'
0000:275E DA 66 27                       jp       c, loc_0_2766          ; not on elevator
0000:2761 FE 83                          cp       83h ; 'â'
0000:2763 DA 87 27                       jp       c, loc_0_2787          ; on right elevator
0000:2766
0000:2766              loc_0_2766:                                        ; CODE XREF: sub_0_2745+F↑j
0000:2766 AF                                                             ; sub_0_2745+19↑j
0000:2766              xor      a                                        ; mark off elevator
0000:2767 32 98 63                       ld       (mario_on_elevator), a
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0000:276A 3C                               inc     a
0000:276B 32 21 62                         ld      (unk_0_6221), a
0000:276E C9                               ret
0000:276F                 ; ───────────────────────────────────────────────────────
0000:276F
0000:276F                 loc_0_276F:                                          ; CODE XREF: sub_0_2745+14↑j
0000:276F 3A 05 62                         ld      a, (mario_y)
0000:2772 FE 71                            cp      71h ; 'q'
0000:2774 DA 7F 27                         jp      c, mario_dies_on_elevator           ; make mario die
0000:2777 3D                               dec     a                                   ; on upwards moving elevator
0000:2778 32 05 62                         ld      (mario_y), a
0000:277B 32 4F 69                         ld      (soft_sprite_ram+4Fh), a
0000:277E C9                               ret
0000:277F                 ; ───────────────────────────────────────────────────────
0000:277F
0000:277F                 mario_dies_on_elevator:                             ; CODE XREF: sub_0_26FA+8↑j
0000:277F                                                                     ; sub_0_2745+2F↑j ...
0000:277F AF                               xor     a
0000:2780 32 00 62                         ld      (is_mario_alive), a
0000:2783 32 98 63                         ld      (mario_on_elevator), a
0000:2786 C9                               ret
0000:2787                 ; ───────────────────────────────────────────────────────
0000:2787
0000:2787                 loc_0_2787:                                         ; CODE XREF: sub_0_2745+1E↑j
0000:2787 3A 05 62                         ld      a, (mario_y)
0000:278A FE E8                            cp      0E8h ; 'Þ'
0000:278C D2 7F 27                         jp      nc, mario_dies_on_elevator
0000:278F 3C                               inc     a                                   ; on downwards moving elevator
0000:2790 32 05 62                         ld      (mario_y), a
0000:2793 32 4F 69                         ld      (soft_sprite_ram+4Fh), a
0000:2796 C9                               ret
0000:2796                 ; End of function sub_0_2745
0000:2796
0000:2797
0000:2797                 ; ██████████████ S U B R O U T I N E ███████████████████████████
0000:2797
0000:2797
0000:2797                 sub_0_2797:                                         ; CODE XREF: sub_0_26FA+28↑p
0000:2797 06 06                            ld      b, 6                                ; move elevators to the right side
0000:2799 11 10 00                         ld      de, 10h
0000:279C DD 21 00 66                      ld      ix, unk_0_6600
0000:27A0
0000:27A0                 loc_0_27A0:                                         ; CODE XREF: sub_0_2797+2D┤j
0000:27A0 DD CB 00 46                      bit     0, (ix+0)
0000:27A4 CA C2 27                         jp      z, loc_0_27C2
0000:27A7 DD CB 0D 5E                      bit     3, (ix+0Dh)
0000:27AB CA C7 27                         jp      z, loc_0_27C7
0000:27AE DD 7E 05                         ld      a, (ix+5)
0000:27B1 3D                               dec     a
0000:27B2 DD 77 05                         ld      (ix+5), a
0000:27B5 FE 60                            cp      60h ; '`'
0000:27B7 C2 C2 27                         jp      nz, loc_0_27C2
0000:27BA DD 36 03 77                      ld      (ix+3), 77h ; 'w'
0000:27BE DD 36 0D 04                      ld      (ix+0Dh), 4
0000:27C2
0000:27C2                 loc_0_27C2:                                         ; CODE XREF: sub_0_2797+D↑j
0000:27C2 DD 19                            add     ix, de                              ; sub_0_2797+20↑j ...
0000:27C4 10 DA                            djnz    loc_0_27A0
0000:27C6 C9                               ret
0000:27C7                 ; ───────────────────────────────────────────────────────
0000:27C7
0000:27C7                 loc_0_27C7:                                         ; CODE XREF: sub_0_2797+14↑j
0000:27C7 DD 7E 05                         ld      a, (ix+5)
0000:27CA 3C                               inc     a
0000:27CB DD 77 05                         ld      (ix+5), a
0000:27CE FE F8                            cp      0F8h ; 'ø'
0000:27D0 C2 C2 27                         jp      nz, loc_0_27C2
0000:27D3 DD 36 00 00                      ld      (ix+0), 0
0000:27D7 C3 C2 27                         jp      loc_0_27C2
0000:27D7                 ; End of function sub_0_2797
0000:27D7
0000:27DA
0000:27DA                 ; ██████████████ S U B R O U T I N E ███████████████████████████
0000:27DA
0000:27DA
0000:27DA                 sub_0_27DA:                                         ; CODE XREF: sub_0_26FA+2B↑p
0000:27DA 21 A7 62                         ld      hl, unk_0_62A7                      ; move elevators to the left side
0000:27DD 7E                               ld      a, (hl)
0000:27DE A7                               and     a
0000:27DF C2 06 28                         jp      nz, loc_0_2806
0000:27E2 06 06                            ld      b, 6
0000:27E4 DD 21 00 66                      ld      ix, unk_0_6600
0000:27E8
0000:27E8                 loc_0_27E8:                                         ; CODE XREF: sub_0_27DA+17┤j
0000:27E8 DD CB 00 46                      bit     0, (ix+0)
0000:27EC CA F4 27                         jp      z, loc_0_27F4
0000:27EF DD 19                            add     ix, de
0000:27F1 10 F5                            djnz    loc_0_27E8
0000:27F3 C9                               ret
0000:27F4                 ; ───────────────────────────────────────────────────────
0000:27F4
0000:27F4                 loc_0_27F4:                                         ; CODE XREF: sub_0_27DA+12↑j
0000:27F4 DD 36 00 01                      ld      (ix+0), 1
0000:27F8 DD 36 03 37                      ld      (ix+3), 37h ; '7'
0000:27FC DD 36 05 F8                      ld      (ix+5), 0F8h ; 'ø'
0000:2800 DD 36 0D 08                      ld      (ix+0Dh), 8
0000:2804 36 34                            ld      (hl), 34h ; '4'
0000:2806
0000:2806                 loc_0_2806:                                         ; CODE XREF: sub_0_27DA+5↑j
0000:2806 35                               dec     (hl)
0000:2807 C9                               ret
0000:2807                 ; End of function sub_0_27DA
0000:2807
0000:2808
0000:2808                 ; ██████████████ S U B R O U T I N E ███████████████████████████
0000:2808
0000:2808
0000:2808                 sub_0_2808:                                         ; CODE XREF: 0000:19B3↑p
0000:2808 FD 21 00 62                      ld      iy, is_mario_alive
0000:280C 3A 05 62                         ld      a, (mario_y)
0000:280F 4F                               ld      c, a
0000:2810 21 07 04                         ld      hl, 407h
0000:2813 CD 6F 28                         call    sub_0_286F
0000:2816 A7                               and     a
0000:2817 C8                               ret     z
0000:2818 3D                               dec     a                                   ; die
0000:2819 32 00 62                         ld      (is_mario_alive), a
0000:281C C9                               ret
0000:281C                 ; End of function sub_0_2808
0000:281C
0000:281D
0000:281D                 ; ██████████████ S U B R O U T I N E ███████████████████████████
0000:281D
0000:281D
0000:281D                 sub_0_281D:                                         ; CODE XREF: 0000:19B6↑p
0000:281D 06 02                            ld      b, 2
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0000:281F 11 10 00                    ld      de, 10h
0000:2822 FD 21 80 66                 ld      iy, unk_0_6680                       ; hammer character data
0000:2826
0000:2826                 loc_0_2826:                                             ; CODE XREF: sub_0_281D+12↓j
0000:2826 FD CB 01 46                 bit     0, (iy+1)
0000:282A C2 32 28                    jp      nz, loc_0_2832
0000:282D FD 19                       add     iy, de
0000:282F 10 F5                       djnz    loc_0_2826
0000:2831 C9                          ret
0000:2832            ; ────────────────────────────────────────────────────────────────
0000:2832
0000:2832
0000:2832                 loc_0_2832:                                             ; CODE XREF: sub_0_281D+D↑j
0000:2832 FD 4E 05                    ld      c, (iy+5)
0000:2835 FD 66 09                    ld      h, (iy+9)
0000:2838 FD 6E 0A                    ld      l, (iy+0Ah)
0000:283B CD 6F 28                    call    sub_0_286F
0000:283E A7                          and     a
0000:283F C8                          ret     z
0000:2840 32 50 63                    ld      (unk_0_6350), a
0000:2843 3A B9 63                    ld      a, (unk_0_63B9)
0000:2846 90                          sub     b
0000:2847 32 54 63                    ld      (unk_0_6354), a
0000:284A 7B                          ld      a, e
0000:284B 32 53 63                    ld      (unk_0_6353), a
0000:284E DD 22 51 63                 ld      (unk_0_6351), ix
0000:2852 C9                          ret
0000:2852            ; End of function sub_0_281D
0000:2852
0000:2853
0000:2853            ; ████████████████  S U B R O U T I N E  ████████████████████████████████
0000:2853
0000:2853
0000:2853                 sub_0_2853:                                             ; CODE XREF: sub_0_1AC3+15D↑p
0000:2853 FD 21 00 62                 ld      iy, is_mario_alive
0000:2857 3A 05 62                    ld      a, (mario_y)
0000:285A
0000:285A                 loc_0_285A:
0000:285A C6 0C                       add     a, 0Ch
0000:285C 4F                          ld      c, a
0000:285D 3A 10 60                    ld      a, (controller_in)
0000:2860 E6 03                       and     3                                   ; left/right only
0000:2862 21 08 05                    ld      hl, 508h
0000:2865 CA 6B 28                    jp      z, loc_0_286B                       ; not left/right
0000:2868 21 08 13                    ld      hl, 1308h
0000:286B
0000:286B                 loc_0_286B:                                             ; CODE XREF: sub_0_2853+12↑j
0000:286B CD 88 3E                    call    sub_0_3E88
0000:286E C9                          ret
0000:286E            ; End of function sub_0_2853
0000:286E
0000:286F
0000:286F            ; ████████████████  S U B R O U T I N E  ████████████████████████████████
0000:286F
0000:286F
0000:286F                 sub_0_286F:                                             ; CODE XREF: sub_0_2808+B↑p
0000:286F 3A 27 62                                                                ; sub_0_281D+1E↑p
0000:286F                             ld      a, (level_type)
0000:2872 E5                          push    hl
0000:2873 EF                          rst     28h                                 ; go!
0000:2873            ; ────────────────────────────────────────────────────────────────
0000:2874 00 00                       .dw     0                                   ; Jump table
0000:2876 80 28                       .dw     l1_check_hammer_hit
0000:2878 B0 28                       .dw     l2_check_hammer_hit
0000:287A E0 28                       .dw     l3_check_hammer_hit
0000:287C 01 29                       .dw     l4_check_hammer_hit
0000:287E 00 00                       .dw     0
0000:2880            ; ────────────────────────────────────────────────────────────────
0000:2880
0000:2880                 l1_check_hammer_hit:                                    ; DATA XREF: sub_0_286F+7↑o
0000:2880 E1                          pop     hl
0000:2881 06 0A                       ld      b, 0Ah
0000:2883 78                          ld      a, b
0000:2884 32 B9 63                    ld      (unk_0_63B9), a
0000:2887 11 20 00                    ld      de, 20h ; ' '
0000:288A DD 21 00 67                 ld      ix, unk_0_6700
0000:288E CD 13 29                    call    sub_0_2913
0000:2891 06 05                       ld      b, 5
0000:2893 78                          ld      a, b
0000:2894 32 B9 63                    ld      (unk_0_63B9), a
0000:2897 1E 20                       ld      e, 20h ; ' '
0000:2899 DD 21 00 64                 ld      ix, unk_0_6400                      ; fireball character data
0000:289D CD 13 29                    call    sub_0_2913
0000:28A0 06 01                       ld      b, 1
0000:28A2 78                          ld      a, b
0000:28A3 32 B9 63                    ld      (unk_0_63B9), a
0000:28A6 1E 00                       ld      e, 0
0000:28A8 DD 21 A0 66                 ld      ix, unk_0_66A0
0000:28AC CD 13 29                    call    sub_0_2913
0000:28AF C9                          ret
0000:28AF            ; End of function sub_0_286F
0000:28AF
0000:28AF            ; ────────────────────────────────────────────────────────────────
0000:28B0
0000:28B0                 l2_check_hammer_hit:                                    ; DATA XREF: sub_0_286F+9↑o
0000:28B0 E1                                                                      ; sub_0_3E88+9┊o
0000:28B0                             pop     hl
0000:28B1 06 05                       ld      b, 5
0000:28B3 78                          ld      a, b
0000:28B4 32 B9 63                    ld      (unk_0_63B9), a
0000:28B7 11 20 00                    ld      de, 20h ; ' '
0000:28BA DD 21 00 64                 ld      ix, unk_0_6400                      ; fireball character data
0000:28BE CD 13 29                    call    sub_0_2913
0000:28C1 06 06                       ld      b, 6
0000:28C3 78                          ld      a, b
0000:28C4 32 B9 63                    ld      (unk_0_63B9), a
0000:28C7 1E 10                       ld      e, 10h
0000:28C9 DD 21 A0 65                 ld      ix, unk_0_65A0
0000:28CD CD 13 29                    call    sub_0_2913
0000:28D0 06 01                       ld      b, 1
0000:28D2 78                          ld      a, b
0000:28D3 32 B9 63                    ld      (unk_0_63B9), a
0000:28D6 1E 00                       ld      e, 0
0000:28D8 DD 21 A0 66                 ld      ix, unk_0_66A0
0000:28DC CD 13 29                    call    sub_0_2913
0000:28DF C9                          ret
0000:28E0            ; ────────────────────────────────────────────────────────────────
0000:28E0
0000:28E0                 l3_check_hammer_hit:                                    ; DATA XREF: sub_0_286F+B↑o
0000:28E0 E1                                                                      ; sub_0_3E88+B┊o
0000:28E0                             pop     hl
0000:28E1 06 05                       ld      b, 5
0000:28E3 78                          ld      a, b
0000:28E4 32 B9 63                    ld      (unk_0_63B9), a
0000:28E7 11 20 00                    ld      de, 20h ; ' '
0000:28EA DD 21 00 64                 ld      ix, unk_0_6400                      ; fireball character data
0000:28EE CD 13 29                    call    sub_0_2913
0000:28F1 06 0A                       ld      b, 0Ah
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0000:28F3 78                            ld      a, b
0000:28F4 32 B9 63                      ld      (unk_0_63B9), a
0000:28F7 1E 10                         ld      e, 10h
0000:28F9 DD 21 00 65                   ld      ix, unk_0_6500                        ; check if hammer hits a spring
0000:28FD CD 13 29                      call    sub_0_2913
0000:2900 C9                            ret
0000:2901                     ; ────────────────────────────────────────────────
0000:2901
0000:2901                     l4_check_hammer_hit:                                   ; DATA XREF: sub_0_286F+D↑o
0000:2901 E1                                                                         ; sub_0_3E88+D↑o
0000:2901                             pop     hl
0000:2902 06 07                         ld      b, 7
0000:2904 78                            ld      a, b
0000:2905 32 B9 63                      ld      (unk_0_63B9), a
0000:2908 11 20 00                      ld      de, 20h ; ' '
0000:290B DD 21 00 64                   ld      ix, unk_0_6400                        ; fireball character data
0000:290F CD 13 29                      call    sub_0_2913
0000:2912 C9                            ret
0000:2913              ; ███████████████ S U B R O U T I N E ███████████████████████████████████████████████
0000:2913
0000:2913
0000:2913                     sub_0_2913:                                            ; CODE XREF: sub_0_286F+1F↑p
0000:2913 DD E5                                                                      ; sub_0_286F+2E↑p ...
0000:2913                             push    ix
0000:2915
0000:2915                     loc_0_2915:                                            ; CODE XREF: sub_0_2913+3B┤j
0000:2915 DD CB 00 46                   bit     0, (ix+0)                             ; check if hammer hits something else
0000:2919 CA 4C 29                      jp      z, loc_0_294C
0000:291C 79                            ld      a, c
0000:291D DD 96 05                      sub     (ix+5)
0000:2920 D2 25 29                      jp      nc, loc_0_2925
0000:2923 ED 44                         neg
0000:2925
0000:2925                     loc_0_2925:                                            ; CODE XREF: sub_0_2913+D↑j
0000:2925 3C                            inc     a
0000:2926 95                            sub     l
0000:2927 DA 30 29                      jp      c, loc_0_2930
0000:292A DD 96 0A                      sub     (ix+0Ah)
0000:292D D2 4C 29                      jp      nc, loc_0_294C
0000:2930
0000:2930                     loc_0_2930:                                            ; CODE XREF: sub_0_2913+14↑j
0000:2930 FD 7E 03                      ld      a, (iy+3)
0000:2933 DD 96 03                      sub     (ix+3)
0000:2936 D2 3B 29                      jp      nc, loc_0_293B
0000:2939 ED 44                         neg
0000:293B
0000:293B                     loc_0_293B:                                            ; CODE XREF: sub_0_2913+23↑j
0000:293B 94                            sub     h
0000:293C DA 45 29                      jp      c, loc_0_2945
0000:293F DD 96 09                      sub     (ix+9)
0000:2942 D2 4C 29                      jp      nc, loc_0_294C
0000:2945
0000:2945                     loc_0_2945:                                            ; CODE XREF: sub_0_2913+29↑j
0000:2945 3E 01                         ld      a, 1
0000:2947 DD E1                         pop     ix
0000:2949 33                            inc     sp
0000:294A 33                            inc     sp
0000:294B C9                            ret
0000:294C                     ; ────────────────────────────────────────────────
0000:294C
0000:294C                     loc_0_294C:                                            ; CODE XREF: sub_0_2913+6↑j
0000:294C DD 19                                                                      ; sub_0_2913+1A↑j ...
0000:294C                             add     ix, de
0000:294E 10 C5                         djnz    loc_0_2915
0000:2950 AF                            xor     a
0000:2951 DD E1                         pop     ix
0000:2953 C9                            ret
0000:2953              ; End of function sub_0_2913
0000:2953
0000:2954
0000:2954              ; ███████████████ S U B R O U T I N E ███████████████████████████████████████████████
0000:2954
0000:2954
0000:2954                     sub_0_2954:                                            ; CODE XREF: sub_0_1AC3+171↑p
0000:2954 3E 0B                         ld      a, 0Bh
0000:2956 F7                            rst     30h                                   ; return if level bit not set
0000:2957 CD 74 29                      call    sub_0_2974
0000:295A 32 18 62                      ld      (unk_0_6218), a
0000:295D 0F                            rrca
0000:295E 0F                            rrca
0000:295F 32 85 60                      ld      (unk_0_6085), a
0000:2962 78                            ld      a, b
0000:2963 A7                            and     a
0000:2964 C8                            ret     z
0000:2965 FE 01                         cp      1
0000:2967 CA 6F 29                      jp      z, loc_0_296F
0000:296A DD 36 01 01                   ld      (ix+1), 1
0000:296E C9                            ret
0000:296F                     ; ────────────────────────────────────────────────
0000:296F
0000:296F                     loc_0_296F:                                            ; CODE XREF: sub_0_2954+13↑j
0000:296F DD 36 11 01                   ld      (ix+11h), 1
0000:2973 C9                            ret
0000:2973              ; End of function sub_0_2954
0000:2973
0000:2974
0000:2974              ; ███████████████ S U B R O U T I N E ███████████████████████████████████████████████
0000:2974
0000:2974
0000:2974                     sub_0_2974:                                            ; CODE XREF: sub_0_2954+3↑p
0000:2974 FD 21 00 62                   ld      iy, is_mario_alive
0000:2978 3A 05 62                      ld      a, (mario_y)
0000:297B 4F                            ld      c, a
0000:297C 21 08 04                      ld      hl, 408h
0000:297F 06 02                         ld      b, 2
0000:2981 11 10 00                      ld      de, 10h
0000:2984 DD 21 80 66                   ld      ix, unk_0_6680                        ; hammer character data
0000:2988 CD 13 29                      call    sub_0_2913
0000:298B C9                            ret
0000:298B              ; End of function sub_0_2974
0000:298B
0000:298C
0000:298C              ; ███████████████ S U B R O U T I N E ███████████████████████████████████████████████
0000:298C
0000:298C
0000:298C                     sub_0_298C:                                            ; CODE XREF: sub_0_3202+3C┤p
0000:298C 2A C8 63                      ld      hl, (unk_0_63C8)
0000:298F 7D                            ld      a, l
0000:2990 C6 0E                         add     a, 0Eh
0000:2992 6F                            ld      l, a
0000:2993 56                            ld      d, (hl)
0000:2994 2C                            inc     l
0000:2995 7E                            ld      a, (hl)
0000:2996 C6 0C                         add     a, 0Ch
0000:2998 5F                            ld      e, a
0000:2999 EB                            ex      de, hl
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0000:299A CD F0 2F                     call    sub_0_2FF0
0000:299D 7E                           ld      a, (hl)
0000:299E FE B0                        cp      0B0h ; '░'
0000:29A0 DA AC 29                     jp      c, loc_0_29AC
0000:29A3 E6 0F                        and     0Fh
0000:29A5 FE 08                        cp      8
0000:29A7 D2 AC 29                     jp      nc, loc_0_29AC
0000:29AA AF                           xor     a
0000:29AB C9                           ret
0000:29AC              ; —————————————————————————————————————————————————
0000:29AC
0000:29AC              loc_0_29AC:                                       ; CODE XREF: sub_0_298C+14↑j
0000:29AC                                                               ; sub_0_298C+1B↑j
0000:29AC 3E 01                        ld      a, 1
0000:29AE C9                           ret
0000:29AE              ; End of function sub_0_298C
0000:29AE
0000:29AF
0000:29AF              ; ██████████████ S U B R O U T I N E ██████████████████████████████████
0000:29AF
0000:29AF
0000:29AF              sub_0_29AF:                                       ; CODE XREF: sub_0_2B1C+7↑p
0000:29AF 3E 04                        ld      a, 4
0000:29B1 F7                           rst     30h                      ; return if level bit not set
0000:29B2 FD 21 00 62                  ld      iy, is_mario_alive
0000:29B6 3A 05 62                     ld      a, (mario_y)
0000:29B9 4F                           ld      c, a
0000:29BA 21 08 04                     ld      hl, 408h
0000:29BD CD 22 2A                     call    sub_0_2A22
0000:29C0 A7                           and     a
0000:29C1 CA 20 2A                     jp      z, loc_0_2A20
0000:29C4 3E 06                        ld      a, 6
0000:29C6 90                           sub     b
0000:29C7
0000:29C7              loc_0_29C7:                                       ; CODE XREF: sub_0_29AF+1E↓j
0000:29C7 CA D0 29                     jp      z, loc_0_29D0
0000:29CA DD 19                        add     ix, de
0000:29CC 3D                           dec     a
0000:29CD C3 C7 29                     jp      loc_0_29C7
0000:29D0              ; —————————————————————————————————————————————————
0000:29D0
0000:29D0              loc_0_29D0:                                       ; CODE XREF: sub_0_29AF+18↑j
0000:29D0 DD 7E 05                     ld      a, (ix+5)
0000:29D3 D6 04                        sub     4
0000:29D5 57                           ld      d, a
0000:29D6 3A 0C 62                     ld      a, (mario_y_before_jump)
0000:29D9 C6 05                        add     a, 5
0000:29DB BA                           cp      d                        ; check if on or below elevator
0000:29DC D2 EE 29                     jp      nc, loc_0_29EE
0000:29DF 7A                           ld      a, d
0000:29E0 D6 08                        sub     8
0000:29E2 32 05 62                     ld      (mario_y), a
0000:29E5 3E 01                        ld      a, 1                     ; flag on elevator
0000:29E7 47                           ld      b, a
0000:29E8 32 98 63                     ld      (mario_on_elevator), a
0000:29EB 33                           inc     sp
0000:29EC 33                           inc     sp
0000:29ED C9                           ret
0000:29EE              ; —————————————————————————————————————————————————
0000:29EE
0000:29EE              loc_0_29EE:                                       ; CODE XREF: sub_0_29AF+2D↑j
0000:29EE 3A 0C 62                     ld      a, (mario_y_before_jump) ; collide with side of elevator
0000:29F1 D6 0E                        sub     0Eh
0000:29F3 BA                           cp      d
0000:29F4 D2 1B 2A                     jp      nc, loc_0_2A1B
0000:29F7 3A 10 62                     ld      a, (unk_0_6210)
0000:29FA A7                           and     a
0000:29FB 3A 03 62                     ld      a, (mario_x)
0000:29FE CA 08 2A                     jp      z, loc_0_2A08
0000:2A01 F6 07                        or      7
0000:2A03 D6 04                        sub     4
0000:2A05 C3 0E 2A                     jp      loc_0_2A0E
0000:2A08              ; —————————————————————————————————————————————————
0000:2A08
0000:2A08              loc_0_2A08:                                       ; CODE XREF: sub_0_29AF+4F↑j
0000:2A08 D6 08                        sub     8
0000:2A0A F6 07                        or      7
0000:2A0C C6 04                        add     a, 4
0000:2A0E              loc_0_2A0E:                                       ; CODE XREF: sub_0_29AF+56↑j
0000:2A0E 32 03 62                     ld      (mario_x), a
0000:2A11 32 4C 69                     ld      (soft_sprite_ram+4Ch), a
0000:2A14 3E 01                        ld      a, 1
0000:2A16 06 00                        ld      b, 0
0000:2A18 33                           inc     sp
0000:2A19 33                           inc     sp
0000:2A1A C9                           ret
0000:2A1B              ; —————————————————————————————————————————————————
0000:2A1B
0000:2A1B              loc_0_2A1B:                                       ; CODE XREF: sub_0_29AF+45↑j
0000:2A1B AF                           xor     a
0000:2A1C 32 00 62                     ld      (is_mario_alive), a
0000:2A1F C9                           ret
0000:2A20              ; —————————————————————————————————————————————————
0000:2A20
0000:2A20              loc_0_2A20:                                       ; CODE XREF: sub_0_29AF+12↑j
0000:2A20 47                           ld      b, a
0000:2A21 C9                           ret
0000:2A21              ; End of function sub_0_29AF
0000:2A21
0000:2A22
0000:2A22              ; ██████████████ S U B R O U T I N E ██████████████████████████████████
0000:2A22
0000:2A22
0000:2A22              sub_0_2A22:                                       ; CODE XREF: sub_0_29AF+E↑p
0000:2A22 06 06                        ld      b, 6
0000:2A24 11 10 00                     ld      de, 10h
0000:2A27 DD 21 00 66                  ld      ix, unk_0_6600
0000:2A2B CD 13 29                     call    sub_0_2913
0000:2A2E C9                           ret
0000:2A2E              ; End of function sub_0_2A22
0000:2A2E
0000:2A2F
0000:2A2F              ; ██████████████ S U B R O U T I N E ██████████████████████████████████
0000:2A2F
0000:2A2F
0000:2A2F              sub_0_2A2F:                                       ; CODE XREF: sub_0_1F72+E5↑p
0000:2A2F                                                               ; sub_0_1F72+188↑p
0000:2A2F DD 7E 03                     ld      a, (ix+3)
0000:2A32 67                           ld      h, a
0000:2A33 DD 7E 05                     ld      a, (ix+5)
0000:2A36 C6 04                        add     a, 4
0000:2A38 6F                           ld      l, a
0000:2A39 E5                           push    hl
0000:2A3A CD F0 2F                     call    sub_0_2FF0
0000:2A3D D1                           pop     de
0000:2A3E 7E                           ld      a, (hl)
```

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0000:2A3F FE B0                      cp      0B0h ; '▓'
0000:2A41 DA 7B 2A                   jp      c, loc_0_2A7B
0000:2A44 E6 0F                      and     0Fh
0000:2A46 FE 08                      cp      8
0000:2A48 D2 7B 2A                   jp      nc, loc_0_2A7B
0000:2A4B 7E                         ld      a, (hl)
0000:2A4C FE C0                      cp      0C0h ; 'L'
0000:2A4E CA 7B 2A                   jp      z, loc_0_2A7B
0000:2A51 DA 69 2A                   jp      c, loc_0_2A69
0000:2A54 FE D0                      cp      0D0h ; 'ð'
0000:2A56 DA 6E 2A                   jp      c, loc_0_2A6E
0000:2A59 FE E0                      cp      0E0h ; 'Ö'
0000:2A5B DA 63 2A                   jp      c, loc_0_2A63
0000:2A5E FE F0                      cp      0F0h ; '-'
0000:2A60 DA 6E 2A                   jp      c, loc_0_2A6E
0000:2A63
0000:2A63             loc_0_2A63:                                    ; CODE XREF: sub_0_2A2F+2C↑j
0000:2A63 E6 0F                      and     0Fh
0000:2A65 3D                         dec     a
0000:2A66 C3 72 2A                   jp      loc_0_2A72
0000:2A69             ; ————————————————————————————————————————————————————————
0000:2A69
0000:2A69             loc_0_2A69:                                    ; CODE XREF: sub_0_2A2F+22↑j
0000:2A69 3E FF                      ld      a, 0FFh
0000:2A6B C3 72 2A                   jp      loc_0_2A72
0000:2A6E             ; ————————————————————————————————————————————————————————
0000:2A6E
0000:2A6E             loc_0_2A6E:                                    ; CODE XREF: sub_0_2A2F+27↑j
0000:2A6E E6 0F                                                      ; sub_0_2A2F+31↑j
0000:2A6E                            and     0Fh
0000:2A70 D6 09                      sub     9
0000:2A72
0000:2A72             loc_0_2A72:                                    ; CODE XREF: sub_0_2A2F+37↑j
0000:2A72 4F                                                         ; sub_0_2A2F+3C↑j
0000:2A72                            ld      c, a
0000:2A73 7B                         ld      a, e
0000:2A74 E6 F8                      and     0F8h ; '°'
0000:2A76 81                         add     a, c
0000:2A77 BB                         cp      e
0000:2A78 DA 7D 2A                   jp      c, loc_0_2A7D
0000:2A7B             loc_0_2A7B:                                    ; CODE XREF: sub_0_2A2F+12↑j
0000:2A7B AF                                                         ; sub_0_2A2F+19↑j ...
0000:2A7B                            xor     a
0000:2A7C C9                         ret
0000:2A7D             ; ————————————————————————————————————————————————————————
0000:2A7D
0000:2A7D             loc_0_2A7D:                                    ; CODE XREF: sub_0_2A2F+49↑j
0000:2A7D D6 04                      sub     4
0000:2A7F DD 77 05                   ld      (ix+5), a
0000:2A82 3E 01                      ld      a, 1
0000:2A84 C9                         ret
0000:2A84             ; End of function sub_0_2A2F
0000:2A84
0000:2A85
0000:2A85             ; ▐███████████ S U B R O U T I N E ███████████████████████████████
0000:2A85
0000:2A85
0000:2A85             sub_0_2A85:                                    ; CODE XREF: 0000:19A1↑p
0000:2A85 3A 15 62                   ld      a, (mario_climbing)
0000:2A88 A7                         and     a                      ; climbing?
0000:2A89 C0                         ret     nz                     ; yes, return
0000:2A8A 3A 16 62                   ld      a, (mario_jumping)
0000:2A8D A7                         and     a                      ; jumping?
0000:2A8E C0                         ret     nz                     ; yes, return
0000:2A8F 3A 98 63                   ld      a, (mario_on_elevator)
0000:2A92 FE 01                      cp      1                      ; on elevator?
0000:2A94 C8                         ret     z                      ; yes, return
0000:2A95 3A 03 62                   ld      a, (mario_x)
0000:2A98 D6 03                      sub     3
0000:2A9A 67                         ld      h, a
0000:2A9B 3A 05 62                   ld      a, (mario_y)
0000:2A9E C6 0C                      add     a, 0Ch
0000:2AA0 6F                         ld      l, a
0000:2AA1 E5                         push    hl
0000:2AA2 CD F0 2F                   call    sub_0_2FF0
0000:2AA5 D1                         pop     de
0000:2AA6 7E                         ld      a, (hl)
0000:2AA7 FE B0                      cp      0B0h ; '▓'
0000:2AA9 DA B4 2A                   jp      c, loc_0_2AB4
0000:2AAC E6 0F                      and     0Fh
0000:2AAE FE 08                      cp      8
0000:2AB0 D2 B4 2A                   jp      nc, loc_0_2AB4
0000:2AB3 C9                         ret
0000:2AB4             ; ————————————————————————————————————————————————————————
0000:2AB4
0000:2AB4             loc_0_2AB4:                                    ; CODE XREF: sub_0_2A85+24↑j
0000:2AB4 7A                                                         ; sub_0_2A85+2B↑j
0000:2AB4                            ld      a, d
0000:2AB5 E6 07                      and     7
0000:2AB7 CA CD 2A                   jp      z, loc_0_2ACD
0000:2ABA 01 20 00                   ld      bc, 20h ; ' '
0000:2ABD ED 42                      sbc     hl, bc
0000:2ABF 7E                         ld      a, (hl)
0000:2AC0 FE B0                      cp      0B0h ; '▓'
0000:2AC2 DA CD 2A                   jp      c, loc_0_2ACD
0000:2AC5 E6 0F                      and     0Fh
0000:2AC7 FE 08                      cp      8
0000:2AC9 D2 CD 2A                   jp      nc, loc_0_2ACD
0000:2ACC C9                         ret
0000:2ACD             ; ————————————————————————————————————————————————————————
0000:2ACD
0000:2ACD             loc_0_2ACD:                                    ; CODE XREF: sub_0_2A85+32↑j
0000:2ACD 3E 01                                                      ; sub_0_2A85+3D↑j ...
0000:2ACD                            ld      a, 1
0000:2ACF 32 21 62                   ld      (unk_0_6221), a
0000:2AD2 C9                         ret
0000:2AD2             ; End of function sub_0_2A85
0000:2AD2
0000:2AD3
0000:2AD3             ; ▐███████████ S U B R O U T I N E ███████████████████████████████
0000:2AD3
0000:2AD3
0000:2AD3             sub_0_2AD3:                                    ; CODE XREF: sub_0_25F2+C↑p
0000:2AD3 3A 03 62                   ld      a, (mario_x)
0000:2AD6 47                         ld      b, a
0000:2AD7 3A 05 62                   ld      a, (mario_y)
0000:2ADA FE 50                      cp      50h ; 'P'
0000:2ADC CA EA 2A                   jp      z, loc_0_2AEA
0000:2ADF FE 78                      cp      78h ; 'x'
0000:2AE1 CA F6 2A                   jp      z, loc_0_2AF6
0000:2AE4 FE C8                      cp      0C8h ; 'Ŀ'
0000:2AE6 CA F0 2A                   jp      z, loc_0_2AF0
0000:2AE9 C9                         ret
0000:2AEA             ; ————————————————————————————————————————————————————————
0000:2AEA
0000:2AEA             loc_0_2AEA:                                    ; CODE XREF: sub_0_2AD3+9↑j
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0000:2AEA 3A A3 63                    ld      a, (unk_0_63A3)
0000:2AED C3 02 2B                    jp      loc_0_2B02
0000:2AF0                 ; ─────────────────────────────────────────────────
0000:2AF0
0000:2AF0                 loc_0_2AF0:                                    ; CODE XREF: sub_0_2AD3+13↑j
0000:2AF0 3A A6 63                    ld      a, (unk_0_63A6)
0000:2AF3 C3 02 2B                    jp      loc_0_2B02
0000:2AF6                 ; ─────────────────────────────────────────────────
0000:2AF6
0000:2AF6                 loc_0_2AF6:                                    ; CODE XREF: sub_0_2AD3+E↑j
0000:2AF6 78                          ld      a, b
0000:2AF7 FE 80                       cp      80h ; 'Ç'
0000:2AF9 3A A5 63                    ld      a, (unk_0_63A5)
0000:2AFC D2 02 2B                    jp      nc, loc_0_2B02
0000:2AFF 3A A4 63                    ld      a, (unk_0_63A4)
0000:2B02
0000:2B02                 loc_0_2B02:                                    ; CODE XREF: sub_0_2AD3+1A↑j
0000:2B02                                                                ; sub_0_2AD3+20↑j ...
0000:2B02 80                          add     a, b
0000:2B03 32 03 62                    ld      (mario_x), a
0000:2B06 32 4C 69                    ld      (soft_sprite_ram+4Ch), a
0000:2B09 CD 1F 24                    call    sub_0_241F
0000:2B0C 21 03 62                    ld      hl, mario_x
0000:2B0F 1D                          dec     e
0000:2B10 CA 18 2B                    jp      z, loc_0_2B18
0000:2B13 15                          dec     d
0000:2B14 CA 1A 2B                    jp      z, loc_0_2B1A
0000:2B17 C9                          ret
0000:2B18                 ; ─────────────────────────────────────────────────
0000:2B18
0000:2B18                 loc_0_2B18:                                    ; CODE XREF: sub_0_2AD3+3D↑j
0000:2B18 35                          dec     (hl)
0000:2B19 C9                          ret
0000:2B1A                 ; ─────────────────────────────────────────────────
0000:2B1A
0000:2B1A                 loc_0_2B1A:                                    ; CODE XREF: sub_0_2AD3+41↑j
0000:2B1A 34                          inc     (hl)
0000:2B1B C9                          ret
0000:2B1B                 ; End of function sub_0_2AD3
0000:2B1B
0000:2B1C
0000:2B1C                 ; ██████████████ S U B R O U T I N E ██████████████████████████████████████
0000:2B1C
0000:2B1C
0000:2B1C                 sub_0_2B1C:                                    ; CODE XREF: sub_0_1AC3+142↑p
0000:2B1C DD 21 00 62                 ld      ix, is_mario_alive
0000:2B20 CD 29 2B                    call    sub_0_2B29
0000:2B23 CD AF 29                    call    sub_0_29AF
0000:2B26 AF                          xor     a
0000:2B27 47                          ld      b, a
0000:2B28 C9                          ret
0000:2B28                 ; End of function sub_0_2B1C
0000:2B28
0000:2B29
0000:2B29                 ; ██████████████ S U B R O U T I N E ██████████████████████████████████████
0000:2B29
0000:2B29
0000:2B29                 sub_0_2B29:                                    ; CODE XREF: sub_0_2B1C+4↑p
0000:2B29 3A 27 62                    ld      a, (level_type)
0000:2B2C 3D                          dec     a
0000:2B2D C2 53 2B                    jp      nz, loc_0_2B53
0000:2B30 3A 03 62                    ld      a, (mario_x)
0000:2B33 67                          ld      h, a
0000:2B34 3A 05 62                    ld      a, (mario_y)
0000:2B37 C6 07                       add     a, 7
0000:2B39 6F                          ld      l, a
0000:2B3A CD 9B 2B                    call    sub_0_2B9B
0000:2B3D A7                          and     a
0000:2B3E CA 51 2B                    jp      z, loc_0_2B51
0000:2B41 7B                          ld      a, e
0000:2B42 91                          sub     c
0000:2B43 FE 04                       cp      4
0000:2B45 D2 74 2B                    jp      nc, loc_0_2B74
0000:2B48 79                          ld      a, c
0000:2B49 D6 07                       sub     7
0000:2B4B 32 05 62                    ld      (mario_y), a
0000:2B4E 3E 01                       ld      a, 1
0000:2B50 47                          ld      b, a
0000:2B51
0000:2B51                 loc_0_2B51:                                    ; CODE XREF: sub_0_2B29+15↑j
0000:2B51 E1                          pop     hl
0000:2B52 C9                          ret
0000:2B53                 ; ─────────────────────────────────────────────────
0000:2B53
0000:2B53                 loc_0_2B53:                                    ; CODE XREF: sub_0_2B29+4↑j
0000:2B53 3A 03 62                    ld      a, (mario_x)
0000:2B56 D6 03                       sub     3
0000:2B58 67                          ld      h, a
0000:2B59 3A 05 62                    ld      a, (mario_y)
0000:2B5C C6 07                       add     a, 7
0000:2B5E 6F                          ld      l, a
0000:2B5F CD 9B 2B                    call    sub_0_2B9B
0000:2B62 FE 02                       cp      2
0000:2B64 CA 7A 2B                    jp      z, loc_0_2B7A
0000:2B67 7A                          ld      a, d
0000:2B68 C6 07                       add     a, 7
0000:2B6A 67                          ld      h, a
0000:2B6B 6B                          ld      l, e
0000:2B6C CD 9B 2B                    call    sub_0_2B9B
0000:2B6F A7                          and     a
0000:2B70 C8                          ret     z
0000:2B71 C3 7A 2B                    jp      loc_0_2B7A
0000:2B74                 ; ─────────────────────────────────────────────────
0000:2B74
0000:2B74                 loc_0_2B74:                                    ; CODE XREF: sub_0_2B29+1C↑j
0000:2B74 3E 00                       ld      a, 0
0000:2B76 06 00                       ld      b, 0
0000:2B78 E1                          pop     hl
0000:2B79 C9                          ret
0000:2B7A                 ; ─────────────────────────────────────────────────
0000:2B7A
0000:2B7A                 loc_0_2B7A:                                    ; CODE XREF: sub_0_2B29+3B↑j
0000:2B7A                                                                ; sub_0_2B29+48↑j
0000:2B7A 3A 10 62                    ld      a, (unk_0_6210)
0000:2B7D A7                          and     a
0000:2B7E 3A 03 62                    ld      a, (mario_x)
0000:2B81 CA 8B 2B                    jp      z, loc_0_2B8B
0000:2B84 F6 07                       or      7
0000:2B86 D6 04                       sub     4
0000:2B88 C3 91 2B                    jp      loc_0_2B91
0000:2B8B                 ; ─────────────────────────────────────────────────
0000:2B8B
0000:2B8B                 loc_0_2B8B:                                    ; CODE XREF: sub_0_2B29+58↑j
0000:2B8B D6 08                       sub     8
0000:2B8D F6 07                       or      7
0000:2B8F C6 04                       add     a, 4
0000:2B91
```

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0000:2B91                        loc_0_2B91:                                              ; CODE XREF: sub_0_2B29+5F↑j
0000:2B91 32 03 62                              ld       (mario_x), a
0000:2B94 32 4C 69                              ld       (soft_sprite_ram+4Ch), a
0000:2B97 3E 01                                 ld       a, 1
0000:2B99 E1                                    pop      hl
0000:2B9A C9                                    ret
0000:2B9A                        ; End of function sub_0_2B29
0000:2B9A
0000:2B9B
0000:2B9B                        ; ▆▆▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:2B9B
0000:2B9B
0000:2B9B                        sub_0_2B9B:                                              ; CODE XREF: sub_0_2B29+11↑p
0000:2B9B E5                                    push     hl                              ; sub_0_2B29+36↑p ...
0000:2B9C CD F0 2F                              call     sub_0_2FF0
0000:2B9F D1                                    pop      de
0000:2BA0 7E                                    ld       a, (hl)
0000:2BA1 FE B0                                 cp       0B0h ; '▒'
0000:2BA3 DA D9 2B                              jp       c, loc_0_2BD9
0000:2BA6 E6 0F                                 and      0Fh
0000:2BA8 FE 08                                 cp       8
0000:2BAA D2 D9 2B                              jp       nc, loc_0_2BD9
0000:2BAD 7E                                    ld       a, (hl)
0000:2BAE FE C0                                 cp       0C0h ; 'L'
0000:2BB0 CA D9 2B                              jp       z, loc_0_2BD9
0000:2BB3 DA DC 2B                              jp       c, loc_0_2BDC
0000:2BB6 FE D0                                 cp       0D0h ; 'ð'
0000:2BB8 DA CB 2B                              jp       c, loc_0_2BCB
0000:2BBB FE E0                                 cp       0E0h ; 'Ô'
0000:2BBD DA C5 2B                              jp       c, loc_0_2BC5
0000:2BC0 FE F0                                 cp       0F0h ; '-'
0000:2BC2 DA CB 2B                              jp       c, loc_0_2BCB
0000:2BC5
0000:2BC5                        loc_0_2BC5:                                              ; CODE XREF: sub_0_2B9B+22↑j
0000:2BC5 E6 0F                                 and      0Fh
0000:2BC7 3D                                    dec      a
0000:2BC8 C3 CF 2B                              jp       loc_0_2BCF
0000:2BCB                        ; ──────────────────────────────────────────────────────────────
0000:2BCB
0000:2BCB                        loc_0_2BCB:                                              ; CODE XREF: sub_0_2B9B+1D↑j
0000:2BCB E6 0F                                 and      0Fh                             ; sub_0_2B9B+27↑j
0000:2BCD D6 09                                 sub      9
0000:2BCF
0000:2BCF                        loc_0_2BCF:                                              ; CODE XREF: sub_0_2B9B+2D↑j
0000:2BCF 4F                                    ld       c, a
0000:2BD0 7B                                    ld       a, e
0000:2BD1 E6 F8                                 and      0F8h ; '°'
0000:2BD3 81                                    add      a, c
0000:2BD4 4F                                    ld       c, a
0000:2BD5 BB                                    cp       e
0000:2BD6 DA E1 2B                              jp       c, loc_0_2BE1
0000:2BD9
0000:2BD9                        loc_0_2BD9:                                              ; CODE XREF: sub_0_2B9B+8↑j
0000:2BD9 AF                                    xor      a                               ; sub_0_2B9B+F↑j ...
0000:2BDA 47                                    ld       b, a
0000:2BDB C9                                    ret
0000:2BDC                        ; ──────────────────────────────────────────────────────────────
0000:2BDC
0000:2BDC                        loc_0_2BDC:                                              ; CODE XREF: sub_0_2B9B+18↑j
0000:2BDC 7B                                    ld       a, e
0000:2BDD E6 F8                                 and      0F8h ; '°'
0000:2BDF 3D                                    dec      a
0000:2BE0 4F                                    ld       c, a
0000:2BE1
0000:2BE1                        loc_0_2BE1:                                              ; CODE XREF: sub_0_2B9B+3B↑j
0000:2BE1 3A 0C 62                              ld       a, (mario_y_before_jump)
0000:2BE4 DD 96 05                              sub      (ix+5)
0000:2BE7 83                                    add      a, e
0000:2BE8 B9                                    cp       c
0000:2BE9 CA EF 2B                              jp       z, loc_0_2BEF
0000:2BEC D2 F8 2B                              jp       nc, loc_0_2BF8
0000:2BEF
0000:2BEF                        loc_0_2BEF:                                              ; CODE XREF: sub_0_2B9B+4E↑j
0000:2BEF 79                                    ld       a, c
0000:2BF0 D6 07                                 sub      7
0000:2BF2 32 05 62                              ld       (mario_y), a
0000:2BF5 C3 FD 2B                              jp       loc_0_2BFD
0000:2BF8                        ; ──────────────────────────────────────────────────────────────
0000:2BF8
0000:2BF8                        loc_0_2BF8:                                              ; CODE XREF: sub_0_2B9B+51↑j
0000:2BF8 3E 02                                 ld       a, 2
0000:2BFA 06 00                                 ld       b, 0
0000:2BFC C9                                    ret
0000:2BFD                        ; ──────────────────────────────────────────────────────────────
0000:2BFD
0000:2BFD                        loc_0_2BFD:                                              ; CODE XREF: sub_0_2B9B+5A↑j
0000:2BFD 3E 01                                 ld       a, 1
0000:2BFF 47                                    ld       b, a
0000:2C00 E1                                    pop      hl
0000:2C01 E1                                    pop      hl
0000:2C02 C9                                    ret
0000:2C02                        ; End of function sub_0_2B9B
0000:2C02
0000:2C02
0000:2C03                        ; ▆▆▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:2C03
0000:2C03
0000:2C03                        sub_0_2C03:                                              ; CODE XREF: 0000:1989↑p
0000:2C03 3E 01                                 ld       a, 1
0000:2C05 F7                                    rst      30h                             ; return if level bit not set
0000:2C06 D7                                    rst      10h                             ; return if mario not alive
0000:2C07 3A 93 63                              ld       a, (barrel_deployment)
0000:2C0A 0F                                    rrca
0000:2C0B D8                                    ret      c
0000:2C0C 3A B1 62                              ld       a, (unk_0_62B1)
0000:2C0F A7                                    and      a
0000:2C10 C8                                    ret      z
0000:2C11 4F                                    ld       c, a
0000:2C12 3A B0 62                              ld       a, (unk_0_62B0)
0000:2C15 D6 02                                 sub      2
0000:2C17 B9                                    cp       c
0000:2C18 DA 7B 2C                              jp       c, loc_0_2C7B
0000:2C1B 3A 82 63                              ld       a, (unk_0_6382)
0000:2C1E CB 4F                                 bit      1, a
0000:2C20 C2 86 2C                              jp       nz, loc_0_2C86
0000:2C23 3A 80 63                              ld       a, (unk_0_6380)
0000:2C26 47                                    ld       b, a
0000:2C27 3A 1A 60                              ld       a, (gen_purpose_timer)
0000:2C2A E6 1F                                 and      1Fh
0000:2C2C
0000:2C2C                        loc_0_2C2C:                                              ; CODE XREF: sub_0_2C03+2D┤j
0000:2C2C B8                                    cp       b
0000:2C2D CA 33 2C                              jp       z, loc_0_2C33
0000:2C30 10 FA                                 djnz     loc_0_2C2C
```

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0000:2C32 C9                              ret
0000:2C33                ; ─────────────────────────────────────────────────────────────
0000:2C33
0000:2C33                loc_0_2C33:                                         ; CODE XREF: sub_0_2C03+2A↑j
0000:2C33 3A B0 62                        ld      a, (unk_0_62B0)
0000:2C36 CB 3F                           srl     a
0000:2C38 B9                              cp      c
0000:2C39 DA 41 2C                        jp      c, loc_0_2C41
0000:2C3C 3A 19 60                        ld      a, (random_no+1)
0000:2C3F 0F                              rrca
0000:2C40 D0                              ret     nc
0000:2C41
0000:2C41                loc_0_2C41:                                         ; CODE XREF: sub_0_2C03+36↑j
0000:2C41 CD 57 00                        call    rand
0000:2C44 E6 0F                           and     0Fh
0000:2C46 C2 86 2C                        jp      nz, loc_0_2C86
0000:2C49
0000:2C49                loc_0_2C49:                                         ; CODE XREF: sub_0_2C03+7B├j
0000:2C49 3E 01                           ld      a, 1
0000:2C4B
0000:2C4B                loc_0_2C4B:                                         ; CODE XREF: sub_0_2C03+80├j
0000:2C4B 32 82 63                        ld      (unk_0_6382), a
0000:2C4E 3C                              inc     a
0000:2C4F
0000:2C4F                loc_0_2C4F:                                         ; CODE XREF: sub_0_2C03+89├j
0000:2C4F 32 8F 63                        ld      (unk_0_638F), a
0000:2C52 3E 01                           ld      a, 1
0000:2C54 32 92 63                        ld      (unk_0_6392), a
0000:2C57 3A B2 62                        ld      a, (unk_0_62B2)
0000:2C5A B9                              cp      c
0000:2C5B C0                              ret     nz
0000:2C5C D6 08                           sub     8
0000:2C5E 32 B2 62                        ld      (unk_0_62B2), a
0000:2C61 11 20 00                        ld      de, 20h ; ' '
0000:2C64 21 00 64                        ld      hl, unk_0_6400                ; fireball character data
0000:2C67 06 05                           ld      b, 5
0000:2C69
0000:2C69                loc_0_2C69:                                         ; CODE XREF: sub_0_2C03+6C├j
0000:2C69 7E                              ld      a, (hl)
0000:2C6A A7                              and     a
0000:2C6B CA 72 2C                        jp      z, loc_0_2C72
0000:2C6E 19                              add     hl, de
0000:2C6F 10 F8                           djnz    loc_0_2C69
0000:2C71 C9                              ret
0000:2C72                ; ─────────────────────────────────────────────────────────────
0000:2C72
0000:2C72                loc_0_2C72:                                         ; CODE XREF: sub_0_2C03+68↑j
0000:2C72 3A 82 63                        ld      a, (unk_0_6382)
0000:2C75 F6 80                           or      80h ; 'Ç'
0000:2C77 32 82 63                        ld      (unk_0_6382), a
0000:2C7A C9                              ret
0000:2C7B                ; ─────────────────────────────────────────────────────────────
0000:2C7B
0000:2C7B                loc_0_2C7B:                                         ; CODE XREF: sub_0_2C03+15↑j
0000:2C7B C6 02                           add     a, 2
0000:2C7D B9                              cp      c
0000:2C7E CA 49 2C                        jp      z, loc_0_2C49
0000:2C81 3E 02                           ld      a, 2
0000:2C83 C3 4B 2C                        jp      loc_0_2C4B
0000:2C86                ; ─────────────────────────────────────────────────────────────
0000:2C86
0000:2C86                loc_0_2C86:                                         ; CODE XREF: sub_0_2C03+1D↑j
0000:2C86                                                                    ; sub_0_2C03+43↑j
0000:2C86 AF                              xor     a
0000:2C87 32 82 63                        ld      (unk_0_6382), a
0000:2C8A 3E 03                           ld      a, 3
0000:2C8C C3 4F 2C                        jp      loc_0_2C4F
0000:2C8C                ; End of function sub_0_2C03
0000:2C8C
0000:2C8F
0000:2C8F                ; ▐▌▌▌▌▌▌▌▌▌▌▌▌ S U B R O U T I N E ▐▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌▌
0000:2C8F
0000:2C8F
0000:2C8F                sub_0_2C8F:                                         ; CODE XREF: 0000:1986↑p
0000:2C8F 3E 01                           ld      a, 1
0000:2C91 F7                              rst     30h                           ; return if level bit not set
0000:2C92 D7                              rst     10h                           ; return if mario not alive
0000:2C93 3A 93 63                        ld      a, (barrel_deployment)
0000:2C96 0F                              rrca
0000:2C97 DA 15 2D                        jp      c, loc_0_2D15
0000:2C9A 3A 92 63                        ld      a, (unk_0_6392)
0000:2C9D 0F                              rrca
0000:2C9E D0                              ret     nc
0000:2C9F DD 21 00 67                     ld      ix, unk_0_6700
0000:2CA3 11 20 00                        ld      de, 20h ; ' '
0000:2CA6 06 0A                           ld      b, 0Ah
0000:2CA8
0000:2CA8                loc_0_2CA8:                                         ; CODE XREF: sub_0_2C8F+26├j
0000:2CA8 DD 7E 00                        ld      a, (ix+0)
0000:2CAB 0F                              rrca
0000:2CAC DA B3 2C                        jp      c, loc_0_2CB3
0000:2CAF 0F                              rrca
0000:2CB0 D2 B8 2C                        jp      nc, loc_0_2CB8
0000:2CB3
0000:2CB3                loc_0_2CB3:                                         ; CODE XREF: sub_0_2C8F+1D↑j
0000:2CB3 DD 19                           add     ix, de
0000:2CB5 10 F1                           djnz    loc_0_2CA8
0000:2CB7 C9                              ret
0000:2CB8                ; ─────────────────────────────────────────────────────────────
0000:2CB8
0000:2CB8                loc_0_2CB8:                                         ; CODE XREF: sub_0_2C8F+21↑j
0000:2CB8 DD 22 AA 62                     ld      (unk_0_62AA), ix
0000:2CBC DD 36 00 02                     ld      (ix+0), 2
0000:2CC0 16 00                           ld      d, 0
0000:2CC2 3E 0A                           ld      a, 0Ah
0000:2CC4 90                              sub     b
0000:2CC5 87                              add     a, a
0000:2CC6 87                              add     a, a
0000:2CC7 5F                              ld      e, a
0000:2CC8 21 80 69                        ld      hl, soft_sprite_ram+80h
0000:2CCB 19                              add     hl, de
0000:2CCC 22 AC 62                        ld      (unk_0_62AC), hl
0000:2CCF 3E 01                           ld      a, 1
0000:2CD1 32 93 63                        ld      (barrel_deployment), a
0000:2CD4 11 01 05                        ld      de, 501h
0000:2CD7 CD 9F 30                        call    sub_0_309F
0000:2CDA 21 B1 62                        ld      hl, unk_0_62B1
0000:2CDD 35                              dec     (hl)
0000:2CDE C2 E6 2C                        jp      nz, loc_0_2CE6
0000:2CE1 3E 01                           ld      a, 1
0000:2CE3 32 86 63                        ld      (unk_0_6386), a
0000:2CE6
0000:2CE6                loc_0_2CE6:                                         ; CODE XREF: sub_0_2C8F+4F↑j
0000:2CE6 7E                              ld      a, (hl)
0000:2CE7 FE 04                           cp      4
0000:2CE9 D2 F6 2C                        jp      nc, loc_0_2CF6
0000:2CEC 21 A8 69                        ld      hl, soft_sprite_ram+0A8h
```

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0000:2CEF 87                              add     a, a
0000:2CF0 87                              add     a, a
0000:2CF1 5F                              ld      e, a
0000:2CF2 16 00                           ld      d, 0
0000:2CF4 19                              add     hl, de
0000:2CF5 72                              ld      (hl), d
0000:2CF6
0000:2CF6                  loc_0_2CF6:                                         ; CODE XREF: sub_0_2C8F+5A↑j
0000:2CF6 DD 36 07 15                     ld      (ix+7), 15h                  ; sideways barrel sprite tile
0000:2CFA DD 36 08 0B                     ld      (ix+8), 0Bh
0000:2CFE DD 36 15 00                     ld      (ix+15h), 0
0000:2D02 3A 82 63                        ld      a, (unk_0_6382)
0000:2D05 07                              rlca
0000:2D06 D2 15 2D                        jp      nc, loc_0_2D15
0000:2D09 DD 36 07 19                     ld      (ix+7), 19h                  ; sideways blue barrel sprite tile
0000:2D0D DD 36 08 0C                     ld      (ix+8), 0Ch                  ; set blue palette for barrel
0000:2D11 DD 36 15 01                     ld      (ix+15h), 1
0000:2D15
0000:2D15                  loc_0_2D15:                                         ; CODE XREF: sub_0_2C8F+8↑j
0000:2D15 21 AF 62                                                            ; sub_0_2C8F+77↑j
0000:2D15                                 ld      hl, unk_0_62AF
0000:2D18 35                              dec     (hl)
0000:2D19 C0                              ret     nz
0000:2D1A 36 18                           ld      (hl), 18h
0000:2D1C 3A 8F 63                        ld      a, (unk_0_638F)
0000:2D1F A7                              and     a
0000:2D20 CA 51 2D                        jp      z, loc_0_2D51
0000:2D23 4F                              ld      c, a
0000:2D24 21 32 39                        ld      hl, dk_throw_barrel_spr
0000:2D27 3A 82 63                        ld      a, (unk_0_6382)
0000:2D2A 0F                              rrca
0000:2D2B DA 2F 2D                        jp      c, loc_0_2D2F
0000:2D2E 0D                              dec     c
0000:2D2F
0000:2D2F                  loc_0_2D2F:                                         ; CODE XREF: sub_0_2C8F+9C↑j
0000:2D2F 79                              ld      a, c
0000:2D30 87                              add     a, a
0000:2D31 87                              add     a, a
0000:2D32 87                              add     a, a
0000:2D33 4F                              ld      c, a
0000:2D34 87                              add     a, a
0000:2D35 87                              add     a, a
0000:2D36 81                              add     a, c
0000:2D37 5F                              ld      e, a
0000:2D38 16 00                           ld      d, 0
0000:2D3A 19                              add     hl, de
0000:2D3B CD 4E 00                        call    copy_sprites_2_11_data
0000:2D3E 21 8F 63                        ld      hl, unk_0_638F
0000:2D41 35                              dec     (hl)
0000:2D42 C2 51 2D                        jp      nz, loc_0_2D51
0000:2D45 3E 01                           ld      a, 1
0000:2D47 32 AF 62                        ld      (unk_0_62AF), a
0000:2D4A 3A 82 63                        ld      a, (unk_0_6382)
0000:2D4D 0F                              rrca
0000:2D4E DA 83 2D                        jp      c, loc_0_2D83
0000:2D51
0000:2D51                  loc_0_2D51:                                         ; CODE XREF: sub_0_2C8F+91↑j
0000:2D51 2A A8 62                                                            ; sub_0_2C8F+B3↑j
0000:2D51                                 ld      hl, (unk_0_62A8)
0000:2D54
0000:2D54                  loc_0_2D54:                                         ; CODE XREF: sub_0_2C8F+FA├j
0000:2D54 7E                              ld      a, (hl)
0000:2D55 DD 2A AA 62                     ld      ix, (unk_0_62AA)
0000:2D59 ED 5B AC 62                     ld      de, (unk_0_62AC)
0000:2D5D FE 7F                           cp      7Fh ; ' '
0000:2D5F CA 8C 2D                        jp      z, loc_0_2D8C
0000:2D62 4F                              ld      c, a
0000:2D63 E6 7F                           and     7Fh ; ' '
0000:2D65 12                              ld      (de), a                      ; sprite data X coord
0000:2D66 DD 7E 07                        ld      a, (ix+7)                    ; sprite tile #
0000:2D69 CB 79                           bit     7, c
0000:2D6B CA 70 2D                        jp      z, loc_0_2D70
0000:2D6E EE 03                           xor     3
0000:2D70
0000:2D70                  loc_0_2D70:                                         ; CODE XREF: sub_0_2C8F+DC↑j
0000:2D70 13                              inc     de
0000:2D71 12                              ld      (de), a                      ; sprite tile # (barrel)
0000:2D72 DD 77 07                        ld      (ix+7), a                    ; sprite tile #
0000:2D75 DD 7E 08                        ld      a, (ix+8)
0000:2D78 13                              inc     de
0000:2D79 12                              ld      (de), a
0000:2D7A 23                              inc     hl
0000:2D7B 7E                              ld      a, (hl)
0000:2D7C 13                              inc     de
0000:2D7D 12                              ld      (de), a
0000:2D7E 23                              inc     hl
0000:2D7F 22 A8 62                        ld      (unk_0_62A8), hl
0000:2D82 C9                              ret
0000:2D83                  ; ————————————————————————————————————————————————————————————
0000:2D83
0000:2D83                  loc_0_2D83:                                         ; CODE XREF: sub_0_2C8F+BF↑j
0000:2D83 21 CC 39                        ld      hl, barrel_falling_data
0000:2D86 22 A8 62                        ld      (unk_0_62A8), hl
0000:2D89 C3 54 2D                        jp      loc_0_2D54
0000:2D8C                  ; ————————————————————————————————————————————————————————————
0000:2D8C
0000:2D8C                  loc_0_2D8C:                                         ; CODE XREF: sub_0_2C8F+D0↑j
0000:2D8C 21 C3 39                        ld      hl, barell_rolling_data
0000:2D8F 22 A8 62                        ld      (unk_0_62A8), hl
0000:2D92 DD 36 01 01                     ld      (ix+1), 1
0000:2D96 3A 82 63                        ld      a, (unk_0_6382)
0000:2D99 0F                              rrca
0000:2D9A DA A5 2D                        jp      c, loc_0_2DA5
0000:2D9D DD 36 01 00                     ld      (ix+1), 0
0000:2DA1 DD 36 02 02                     ld      (ix+2), 2
0000:2DA5
0000:2DA5                  loc_0_2DA5:                                         ; CODE XREF: sub_0_2C8F+10B↑j
0000:2DA5 DD 36 00 01                     ld      (ix+0), 1
0000:2DA9 DD 36 0F 01                     ld      (ix+0Fh), 1
0000:2DAD AF                              xor     a
0000:2DAE DD 77 10                        ld      (ix+10h), a
0000:2DB1 DD 77 11                        ld      (ix+11h), a
0000:2DB4 DD 77 12                        ld      (ix+12h), a
0000:2DB7 DD 77 13                        ld      (ix+13h), a
0000:2DBA DD 77 14                        ld      (ix+14h), a
0000:2DBD 32 93 63                        ld      (barrel_deployment), a
0000:2DC0 32 92 63                        ld      (unk_0_6392), a
0000:2DC3 1A                              ld      a, (de)
0000:2DC4 DD 77 03                        ld      (ix+3), a
0000:2DC7 13                              inc     de
0000:2DC8 13                              inc     de
0000:2DC9 13                              inc     de
0000:2DCA 1A                              ld      a, (de)
0000:2DCB DD 77 05                        ld      (ix+5), a
0000:2DCE 21 5C 38                        ld      hl, kong_normal_spr
0000:2DD1 CD 4E 00                        call    copy_sprites_2_11_data
0000:2DD4 21 0B 69                        ld      hl, soft_sprite_ram+0Bh      ; sprite #2, x coord
```

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0000:2DD7 0E FC                            ld      c, 0FCh ; '³'                          ; -4
0000:2DD9 FF                               rst     38h                                   ; subtract 4 from x coord for 10 sprites
0000:2DDA C9                               ret
0000:2DDA                   ; End of function sub_0_2C8F
0000:2DDA
0000:2DDB
0000:2DDB                   ; ██████████████ S U B R O U T I N E ███████████████████████████████████
0000:2DDB
0000:2DDB
0000:2DDB                   sub_0_2DDB:                                                   ; CODE XREF: 0000:1995↑p
0000:2DDB 3E 0A                            ld      a, 0Ah
0000:2DDD F7                               rst     30h                                   ; return if level bit not set
0000:2DDE D7                               rst     10h                                   ; return if mario not allive
0000:2DDF 3A 80 63                         ld      a, (unk_0_6380)
0000:2DE2 3C                               inc     a
0000:2DE3 A7                               and     a
0000:2DE4 1F                               rra
0000:2DE5 47                               ld      b, a
0000:2DE6 3A 27 62                         ld      a, (level_type)
0000:2DE9 FE 02                            cp      2
0000:2DEB 20 01                            jr      nz, loc_0_2DEE
0000:2DED 04                               inc     b
0000:2DEE
0000:2DEE                   loc_0_2DEE:                                                   ; CODE XREF: sub_0_2DDB+10↑j
0000:2DEE 3E FE                            ld      a, 0FEh ; '■'
0000:2DF0 37                               scf
0000:2DF1
0000:2DF1                   loc_0_2DF1:                                                   ; CODE XREF: sub_0_2DDB+18┤j
0000:2DF1 1F                               rra
0000:2DF2 A7                               and     a
0000:2DF3 10 FC                            djnz    loc_0_2DF1
0000:2DF5 47                               ld      b, a
0000:2DF6 3A 1A 60                         ld      a, (gen_purpose_timer)
0000:2DF9 A0                               and     b
0000:2DFA C0                               ret     nz
0000:2DFB 3E 01                            ld      a, 1
0000:2DFD 32 A0 63                         ld      (unk_0_63A0), a
0000:2E00 32 9A 63                         ld      (unk_0_639A), a
0000:2E03 C9                               ret
0000:2E03                   ; End of function sub_0_2DDB
0000:2E03
0000:2E04
0000:2E04                   ; ██████████████ S U B R O U T I N E ███████████████████████████████████
0000:2E04
0000:2E04
0000:2E04                   sub_0_2E04:                                                   ; CODE XREF: 0000:198F↑p
0000:2E04 3E 04                            ld      a, 4
0000:2E06 F7                               rst     30h                                   ; return if level bit not set
0000:2E07 D7                               rst     10h                                   ; return if mario not alive
0000:2E08 DD 21 00 65                      ld      ix, unk_0_6500
0000:2E0C FD 21 80 69                      ld      iy, soft_sprite_ram+80h
0000:2E10 06 0A                            ld      b, 0Ah
0000:2E12
0000:2E12                   loc_0_2E12:                                                   ; CODE XREF: sub_0_2E04+7D┤j
0000:2E12 DD 7E 00                         ld      a, (ix+0)                             ; any active springs?
0000:2E15 0F                               rrca
0000:2E16 D2 A7 2E                         jp      nc, loc_0_2EA7                        ; no, skip
0000:2E19 3A 1A 60                         ld      a, (gen_purpose_timer)
0000:2E1C E6 0F                            and     0Fh
0000:2E1E C2 29 2E                         jp      nz, loc_0_2E29
0000:2E21 FD 7E 01                         ld      a, (iy+1)                             ; animate spring sprites
0000:2E24 EE 07                            xor     7
0000:2E26 FD 77 01                         ld      (iy+1), a
0000:2E29
0000:2E29                   loc_0_2E29:                                                   ; CODE XREF: sub_0_2E04+1A↑j
0000:2E29 DD 7E 0D                         ld      a, (ix+0Dh)
0000:2E2C FE 04                            cp      4
0000:2E2E CA 84 2E                         jp      z, loc_0_2E84
0000:2E31 DD 34 03                         inc     (ix+3)
0000:2E34 DD 34 03                         inc     (ix+3)
0000:2E37 DD 6E 0E                         ld      l, (ix+0Eh)
0000:2E3A DD 66 0F                         ld      h, (ix+0Fh)
0000:2E3D 7E                               ld      a, (hl)
0000:2E3E 4F                               ld      c, a
0000:2E3F FE 7F                            cp      7Fh ; ' '
0000:2E41 CA 9C 2E                         jp      z, loc_0_2E9C
0000:2E44 23                               inc     hl
0000:2E45 DD 86 05                         add     a, (ix+5)
0000:2E48 DD 77 05                         ld      (ix+5), a
0000:2E4B
0000:2E4B                   loc_0_2E4B:                                                   ; CODE XREF: sub_0_2E04+A0┤j
0000:2E4B DD 75 0E                         ld      (ix+0Eh), l
0000:2E4E DD 74 0F                         ld      (ix+0Fh), h
0000:2E51 DD 7E 03                         ld      a, (ix+3)
0000:2E54 FE B7                            cp      0B7h ; 'À'
0000:2E56 DA 6C 2E                         jp      c, loc_0_2E6C
0000:2E59 79                               ld      a, c
0000:2E5A FE 7F                            cp      7Fh ; ' '
0000:2E5C C2 6C 2E                         jp      nz, loc_0_2E6C
0000:2E5F DD 36 0D 04                      ld      (ix+0Dh), 4
0000:2E63 AF                               xor     a
0000:2E64 32 83 60                         ld      (unk_0_6083), a
0000:2E67 3E 03                            ld      a, 3
0000:2E69 32 84 60                         ld      (unk_0_6084), a
0000:2E6C
0000:2E6C                   loc_0_2E6C:                                                   ; CODE XREF: sub_0_2E04+52↑j
0000:2E6C                                                                                ; sub_0_2E04+58↑j ...
0000:2E6C DD 7E 03                         ld      a, (ix+3)
0000:2E6F FD 77 00                         ld      (iy+0), a                             ; x corrd to sprite data
0000:2E72 DD 7E 05                         ld      a, (ix+5)
0000:2E75 FD 77 03                         ld      (iy+3), a                             ; y coord to sprite data
0000:2E78
0000:2E78                   loc_0_2E78:                                                   ; CODE XREF: sub_0_2E04+A7┤j
0000:2E78 11 10 00                                                                       ; sub_0_2E04+CD┤j
0000:2E78                                  ld      de, 10h                              ; 16 bytes/sprite
0000:2E7B DD 19                            add     ix, de                               ; next spring data
0000:2E7D 1E 04                            ld      e, 4
0000:2E7F FD 19                            add     iy, de                               ; next sprite data
0000:2E81 10 8F                            djnz    loc_0_2E12
0000:2E83 C9                               ret
0000:2E84                   ; ──────────────────────────────────────────────────────────────
0000:2E84
0000:2E84                   loc_0_2E84:                                                   ; CODE XREF: sub_0_2E04+2A↑j
0000:2E84 3E 03                            ld      a, 3
0000:2E86 DD 86 05                         add     a, (ix+5)
0000:2E89 DD 77 05                         ld      (ix+5), a
0000:2E8C FE F8                            cp      0F8h ; '°'
0000:2E8E DA 6C 2E                         jp      c, loc_0_2E6C
0000:2E91 DD 36 03 00                      ld      (ix+3), 0
0000:2E95 DD 36 00 00                      ld      (ix+0), 0
0000:2E99 C3 6C 2E                         jp      loc_0_2E6C
0000:2E9C                   ; ──────────────────────────────────────────────────────────────
0000:2E9C
0000:2E9C                   loc_0_2E9C:                                                   ; CODE XREF: sub_0_2E04+3D↑j
0000:2E9C 21 AA 39                         ld      hl, bouncing_spring_data
0000:2E9F 3E 03                            ld      a, 3
0000:2EA1 32 83 60                         ld      (unk_0_6083), a
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0000:2EA4 C3 4B 2E                 jp       loc_0_2E4B
0000:2EA7                 ; ─────────────────────────────────────────────────────────────────
0000:2EA7
0000:2EA7                 loc_0_2EA7:                                      ; CODE XREF: sub_0_2E04+12↑j
0000:2EA7 3A 96 63                 ld       a, (unk_0_6396)
0000:2EAA 0F                       rrca
0000:2EAB D2 78 2E                 jp       nc, loc_0_2E78
0000:2EAE AF                       xor      a
0000:2EAF 32 96 63                 ld       (unk_0_6396), a
0000:2EB2 DD 36 05 50              ld       (ix+5), 50h ; 'P'
0000:2EB6 DD 36 0D 01              ld       (ix+0Dh), 1
0000:2EBA CD 57 00                 call     rand
0000:2EBD E6 0F                    and      0Fh
0000:2EBF C6 F8                    add      a, 0F8h ; '°'
0000:2EC1 DD 77 03                 ld       (ix+3), a
0000:2EC4 DD 36 00 01              ld       (ix+0), 1
0000:2EC8 21 AA 39                 ld       hl, bouncing_spring_data
0000:2ECB DD 75 0E                 ld       (ix+0Eh), l
0000:2ECE DD 74 0F                 ld       (ix+0Fh), h
0000:2ED1 C3 78 2E                 jp       loc_0_2E78                     ; end of spring routine
0000:2ED1                 ; End of function sub_0_2E04
0000:2ED1
0000:2ED4
0000:2ED4                 ; ██████████████ S U B R O U T I N E ███████████████████████████████████
0000:2ED4
0000:2ED4
0000:2ED4
0000:2ED4                 sub_0_2ED4:                                      ; CODE XREF: 0000:1998↑p
0000:2ED4 3E 0B                    ld       a, 0Bh
0000:2ED6 F7                       rst      30h                           ; return if level bit not set
0000:2ED7 D7                       rst      10h                           ; return if mario not alive
0000:2ED8 11 18 6A                 ld       de, soft_sprite_ram+118h      ; hammers in sprite ram
0000:2EDB DD 21 80 66              ld       ix, unk_0_6680                 ; hammer character data
0000:2EDF DD 7E 01                 ld       a, (ix+1)
0000:2EE2 0F                       rrca
0000:2EE3 DA ED 2E                 jp       c, loc_0_2EED
0000:2EE6 11 1C 6A                 ld       de, soft_sprite_ram+11Ch
0000:2EE9 DD 21 90 66              ld       ix, unk_0_6690
0000:2EED
0000:2EED                 loc_0_2EED:                                      ; CODE XREF: sub_0_2ED4+F↑j
0000:2EED DD 36 0E 00              ld       (ix+0Eh), 0
0000:2EF1 DD 36 0F F0              ld       (ix+0Fh), 0F0h ; '-'
0000:2EF5 3A 17 62                 ld       a, (unk_0_6217)
0000:2EF8 0F                       rrca
0000:2EF9 D2 97 2F                 jp       nc, loc_0_2F97
0000:2EFC AF                       xor      a
0000:2EFD 32 18 62                 ld       (unk_0_6218), a
0000:2F00 21 89 60                 ld       hl, unk_0_6089
0000:2F03 36 04                    ld       (hl), 4
0000:2F05 DD 36 09 06              ld       (ix+9), 6
0000:2F09 DD 36 0A 03              ld       (ix+0Ah), 3
0000:2F0D 06 1E                    ld       b, 1Eh
0000:2F0F 3A 07 62                 ld       a, (mario_sprite_tile)
0000:2F12 CB 27                    sla      a
0000:2F14 D2 1B 2F                 jp       nc, loc_0_2F1B
0000:2F17 F6 80                    or       80h ; 'Ç'
0000:2F19 CB F8                    set      7, b
0000:2F1B
0000:2F1B                 loc_0_2F1B:                                      ; CODE XREF: sub_0_2ED4+40↑j
0000:2F1B F6 08                    or       8
0000:2F1D 4F                       ld       c, a
0000:2F1E 3A 94 63                 ld       a, (unk_0_6394)
0000:2F21 CB 5F                    bit      3, a
0000:2F23 CA 43 2F                 jp       z, loc_0_2F43
0000:2F26 CB C0                    set      0, b
0000:2F28 CB C1                    set      0, c
0000:2F2A DD 36 09 05              ld       (ix+9), 5
0000:2F2E DD 36 0A 06              ld       (ix+0Ah), 6
0000:2F32 DD 36 0F 00              ld       (ix+0Fh), 0
0000:2F36 DD 36 0E F0              ld       (ix+0Eh), 0F0h ; '-'
0000:2F3A CB 79                    bit      7, c
0000:2F3C CA 43 2F                 jp       z, loc_0_2F43
0000:2F3F DD 36 0E 10              ld       (ix+0Eh), 10h
0000:2F43
0000:2F43                 loc_0_2F43:                                      ; CODE XREF: sub_0_2ED4+4F↑j
0000:2F43 79                                                              ; sub_0_2ED4+68↑j
0000:2F43                          ld       a, c
0000:2F44 32 4D 69                 ld       (soft_sprite_ram+4Dh), a
0000:2F47 0E 07                    ld       c, 7
0000:2F49 21 94 63                 ld       hl, unk_0_6394
0000:2F4C 34                       inc      (hl)
0000:2F4D C2 B7 2F                 jp       nz, loc_0_2FB7
0000:2F50 21 95 63                 ld       hl, unk_0_6395
0000:2F53 34                       inc      (hl)
0000:2F54 7E                       ld       a, (hl)
0000:2F55 FE 02                    cp       2
0000:2F57 C2 BE 2F                 jp       nz, loc_0_2FBE
0000:2F5A AF                       xor      a
0000:2F5B 32 95 63                 ld       (unk_0_6395), a
0000:2F5E 32 17 62                 ld       (unk_0_6217), a
0000:2F61 DD 77 01                 ld       (ix+1), a
0000:2F64 3A 03 62                 ld       a, (mario_x)
0000:2F67 ED 44                    neg
0000:2F69 DD 77 0E                 ld       (ix+0Eh), a
0000:2F6C 3A 07 62                 ld       a, (mario_sprite_tile)
0000:2F6F 32 4D 69                 ld       (soft_sprite_ram+4Dh), a
0000:2F72 DD 36 00 00              ld       (ix+0), 0
0000:2F76 3A 89 63                 ld       a, (unk_0_6389)
0000:2F79 32 89 60                 ld       (unk_0_6089), a
0000:2F7C
0000:2F7C                 loc_0_2F7C:                                      ; CODE XREF: sub_0_2ED4+E0├j
0000:2F7C EB                                                              ; sub_0_2ED4+E7├j ...
0000:2F7C                          ex       de, hl
0000:2F7D 3A 03 62                 ld       a, (mario_x)                  ; calc hammer X
0000:2F80 DD 86 0E                 add      a, (ix+0Eh)
0000:2F83 77                       ld       (hl), a
0000:2F84 DD 77 03                 ld       (ix+3), a
0000:2F87 23                       inc      hl
0000:2F88 70                       ld       (hl), b
0000:2F89 23                       inc      hl
0000:2F8A 71                       ld       (hl), c
0000:2F8B 23                       inc      hl
0000:2F8C 3A 05 62                 ld       a, (mario_y)                  ; calc hammer Y
0000:2F8F DD 86 0F                 add      a, (ix+0Fh)
0000:2F92 77                       ld       (hl), a
0000:2F93 DD 77 05                 ld       (ix+5), a
0000:2F96 C9                       ret
0000:2F97                 ; ─────────────────────────────────────────────────────────────────
0000:2F97
0000:2F97                 loc_0_2F97:                                      ; CODE XREF: sub_0_2ED4+25↑j
0000:2F97 3A 18 62                 ld       a, (unk_0_6218)
0000:2F9A 0F                       rrca
0000:2F9B D0                       ret      nc
0000:2F9C DD 36 09 06              ld       (ix+9), 6
0000:2FA0 DD 36 0A 03              ld       (ix+0Ah), 3
0000:2FA4 3A 07 62                 ld       a, (mario_sprite_tile)
0000:2FA7 07                       rlca
0000:2FA8 3E 3C                    ld       a, 3Ch ; '<'
```

```
0000:2FAA 1F                              rra
0000:2FAB 47                              ld       b, a                              ; hammer tile #
0000:2FAC 0E 07                           ld       c, 7
0000:2FAE 3A 89 60                        ld       a, (unk_0_6089)
0000:2FB1 32 89 63                        ld       (unk_0_6389), a
0000:2FB4 C3 7C 2F                        jp       loc_0_2F7C
0000:2FB7                  ; ───────────────────────────────────────────────────────────
0000:2FB7
0000:2FB7                  loc_0_2FB7:                                                ; CODE XREF: sub_0_2ED4+79↑j
0000:2FB7 3A 95 63                        ld       a, (unk_0_6395)
0000:2FBA A7                              and      a
0000:2FBB CA 7C 2F                        jp       z, loc_0_2F7C
0000:2FBE                  loc_0_2FBE:                                                ; CODE XREF: sub_0_2ED4+83↑j
0000:2FBE 3A 1A 60                        ld       a, (gen_purpose_timer)
0000:2FC1 CB 5F                           bit      3, a
0000:2FC3 CA 7C 2F                        jp       z, loc_0_2F7C
0000:2FC6 0E 01                           ld       c, 1
0000:2FC8 C3 7C 2F                        jp       loc_0_2F7C
0000:2FC8                  ; End of function sub_0_2ED4
0000:2FC8
0000:2FCB
0000:2FCB                  ; ▧▧▧▧▧▧▧▧▧▧▧▧ S U B R O U T I N E ▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧
0000:2FCB
0000:2FCB
0000:2FCB                  sub_0_2FCB:                                                ; CODE XREF: 0000:19BF↑p
0000:2FCB 3E 0E                           ld       a, 0Eh
0000:2FCD F7                              rst      30h                               ; return if level bit not set
0000:2FCE 21 B4 62                        ld       hl, unk_0_62B4
0000:2FD1 35                              dec      (hl)
0000:2FD2 C0                              ret      nz
0000:2FD3 3E 03                           ld       a, 3
0000:2FD5 32 B9 62                        ld       (unk_0_62B9), a
0000:2FD8 32 96 63                        ld       (unk_0_6396), a
0000:2FDB 11 01 05                        ld       de, 501h
0000:2FDE CD 9F 30                        call     sub_0_309F
0000:2FE1 3A B3 62                        ld       a, (unk_0_62B3)
0000:2FE4 77                              ld       (hl), a
0000:2FE5 21 B1 62                        ld       hl, unk_0_62B1
0000:2FE8 35                              dec      (hl)
0000:2FE9 C0                              ret      nz
0000:2FEA 3E 01                           ld       a, 1
0000:2FEC 32 86 63                        ld       (unk_0_6386), a
0000:2FEF C9                              ret
0000:2FEF                  ; End of function sub_0_2FCB
0000:2FEF
0000:2FF0
0000:2FF0                  ; ▧▧▧▧▧▧▧▧▧▧▧▧ S U B R O U T I N E ▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧
0000:2FF0
0000:2FF0
0000:2FF0                  sub_0_2FF0:                                                ; CODE XREF: sub_0_DA7+10↑p
0000:2FF0 7D                                                                         ; sub_0_DA7+3D↑p ...
0000:2FF0                                 ld       a, l                              ; byte2
0000:2FF1 0F                              rrca
0000:2FF2 0F                              rrca
0000:2FF3 0F                              rrca                                       ; byte2/8
0000:2FF4 E6 1F                           and      31
0000:2FF6 6F                              ld       l, a                              ; L=byte2/8
0000:2FF7 7C                              ld       a, h                              ; byte1
0000:2FF8 2F                              cpl
0000:2FF9 E6 F8                           and      0F8h ; '°'
0000:2FFB 5F                              ld       e, a
0000:2FFC AF                              xor      a
0000:2FFD 67                              ld       h, a
0000:2FFE CB 13                           rl       e
0000:3000 17                              rla
0000:3001 CB 13                           rl       e
0000:3003 17                              rla
0000:3004 C6 74                           add      a, 74h ; 't'                      ; start of video RAM
0000:3006 57                              ld       d, a
0000:3007 19                              add      hl, de                            ; HL = screen address
0000:3008 C9                              ret
0000:3008                  ; End of function sub_0_2FF0
0000:3008
0000:3009
0000:3009                  ; ▧▧▧▧▧▧▧▧▧▧▧▧ S U B R O U T I N E ▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧
0000:3009
0000:3009
0000:3009                  sub_0_3009:                                                ; CODE XREF: 0000:18DF↑p
0000:3009 57                                                                         ; sub_0_1AC3+1DB↑p ...
0000:3009                                 ld       d, a
0000:300A 0F                              rrca
0000:300B DA 22 30                        jp       c, loc_0_3022
0000:300E 0E 93                           ld       c, 93h ; 'ô'
0000:3010 0F                              rrca
0000:3011 0F                              rrca
0000:3012 D2 17 30                        jp       nc, loc_0_3017
0000:3015 0E 6C                           ld       c, 6Ch ; 'l'
0000:3017                  loc_0_3017:                                                ; CODE XREF: sub_0_3009+9↑j
0000:3017 07                              rlca
0000:3018 DA 31 30                        jp       c, loc_0_3031
0000:301B 79                              ld       a, c
0000:301C E6 F0                           and      0F0h ; ''
0000:301E 4F                              ld       c, a
0000:301F C3 31 30                        jp       loc_0_3031
0000:3022                  ; ───────────────────────────────────────────────────────────
0000:3022
0000:3022                  loc_0_3022:                                                ; CODE XREF: sub_0_3009+2↑j
0000:3022 0E B4                           ld       c, 0B4h ; '┤'
0000:3024 0F                              rrca
0000:3025 0F                              rrca
0000:3026 D2 2B 30                        jp       nc, loc_0_302B
0000:3029 0E 1E                           ld       c, 1Eh
0000:302B                  loc_0_302B:                                                ; CODE XREF: sub_0_3009+1D↑j
0000:302B CB 50                           bit      2, b
0000:302D CA 31 30                        jp       z, loc_0_3031
0000:3030 05                              dec      b
0000:3031                  loc_0_3031:                                                ; CODE XREF: sub_0_3009+F↑j
0000:3031 79                                                                         ; sub_0_3009+16↑j ...
0000:3031                                 ld       a, c
0000:3032 0F                              rrca
0000:3033 0F                              rrca
0000:3034 4F                              ld       c, a
0000:3035 E6 03                           and      3
0000:3037 B8                              cp       b
0000:3038 C2 31 30                        jp       nz, loc_0_3031
0000:303B 79                              ld       a, c
0000:303C 0F                              rrca
0000:303D 0F                              rrca
0000:303E E6 03                           and      3
0000:3040 FE 03                           cp       3
0000:3042 C0                              ret      nz
0000:3043 CB 92                           res      2, d
0000:3045 15                              dec      d
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0000:3046 C0                              ret     nz
0000:3047 3E 04                           ld      a, 4
0000:3049 C9                              ret
0000:3049                  ; End of function sub_0_3009
0000:3049
0000:304A
0000:304A                  ; ██████████████ S U B R O U T I N E ███████████████████████████████████████
0000:304A
0000:304A
0000:304A                  sub_0_304A:                                   ; CODE XREF: 0000:0AF0↑p
0000:304A 11 E0 FF                                                       ; 0000:0B38↑p
0000:304A                                 ld      de, 0FFE0h
0000:304D 3A 8E 63                        ld      a, (unk_0_638E)
0000:3050 4F                             ld      c, a
0000:3051 06 00                           ld      b, 0
0000:3053 21 00 76                        ld      hl, VRAM_start+200h
0000:3056 CD 64 30                        call    sub_0_3064
0000:3059 21 C0 75                        ld      hl, VRAM_start+1C0h
0000:305C CD 64 30                        call    sub_0_3064
0000:305F 21 8E 63                        ld      hl, unk_0_638E
0000:3062 35                             dec     (hl)
0000:3063 C9                             ret
0000:3063                  ; End of function sub_0_304A
0000:3063
0000:3064
0000:3064                  ; ██████████████ S U B R O U T I N E ███████████████████████████████████████
0000:3064
0000:3064
0000:3064                  sub_0_3064:                                   ; CODE XREF: sub_0_304A+C↑p
0000:3064 09                                                            ; sub_0_304A+12↑p
0000:3064                                 add     hl, bc
0000:3065 7E                             ld      a, (hl)
0000:3066 19                             add     hl, de
0000:3067 77                             ld      (hl), a
0000:3068 C9                             ret
0000:3068                  ; End of function sub_0_3064
0000:3068
0000:3069                  ; ──────────────────────────────────────────────────────────────────
0000:3069
0000:3069                  loc_0_3069:                                   ; DATA XREF: 0000:0A80↑o
0000:3069                                                                ; 0000:0A84↑o ...
0000:3069 DF                             rst     18h
0000:306A 2A C0 63                        ld      hl, (unk_0_63C0)
0000:306D 34                             inc     (hl)
0000:306E C9                             ret
0000:306F
0000:306F                  ; ██████████████ S U B R O U T I N E ███████████████████████████████████████
0000:306F
0000:306F
0000:306F                  sub_0_306F:                                   ; CODE XREF: 0000:0AE8↑p
0000:306F 21 AF 62                                                       ; 0000:1732↑p ...
0000:306F                                 ld      hl, unk_0_62AF
0000:3072 34                             inc     (hl)
0000:3073 7E                             ld      a, (hl)
0000:3074 E6 07                           and     7
0000:3076 C0                             ret     nz
0000:3077 21 0B 69                        ld      hl, soft_sprite_ram+0Bh    ; sprite #2, x coord
0000:307A 0E FC                           ld      c, 0FCh ; '³'
0000:307C FF                             rst     38h
0000:307D 0E 81                           ld      c, 81h ; 'ü'
0000:307F 21 09 69                        ld      hl, soft_sprite_ram+9      ; sprite #2, flipy & code
0000:3082 CD 96 30                        call    sub_0_3096
0000:3085 21 1D 69                        ld      hl, soft_sprite_ram+1Dh
0000:3088 CD 96 30                        call    sub_0_3096
0000:308B CD 57 00                        call    rand
0000:308E E6 80                           and     80h ; 'Ç'
0000:3090 21 2D 69                        ld      hl, soft_sprite_ram+2Dh
0000:3093 AE                             xor     (hl)
0000:3094 77                             ld      (hl), a
0000:3095 C9                             ret
0000:3095                  ; End of function sub_0_306F
0000:3095
0000:3096
0000:3096                  ; ██████████████ S U B R O U T I N E ███████████████████████████████████████
0000:3096
0000:3096
0000:3096                  sub_0_3096:                                   ; CODE XREF: sub_0_306F+13↑p
0000:3096 06 02                                                         ; sub_0_306F+19↑p
0000:3096                                 ld      b, 2
0000:3098
0000:3098                  loc_0_3098:                                   ; CODE XREF: sub_0_3096+6↓j
0000:3098 79                             ld      a, c
0000:3099 AE                             xor     (hl)
0000:309A 77                             ld      (hl), a
0000:309B 19                             add     hl, de
0000:309C 10 FA                           djnz    loc_0_3098
0000:309E C9                             ret
0000:309E                  ; End of function sub_0_3096
0000:309E
0000:309F
0000:309F                  ; ██████████████ S U B R O U T I N E ███████████████████████████████████████
0000:309F
0000:309F
0000:309F                  sub_0_309F:                                   ; CODE XREF: sub_0_17B+3B↑p
0000:309F E5                                                            ; 0000:01F7↑p ...
0000:309F                                 push    hl
0000:30A0 21 C0 60                        ld      hl, unk_0_60C0
0000:30A3 3A B0 60                        ld      a, (unk_0_60B0)
0000:30A6 6F                             ld      l, a
0000:30A7 CB 7E                           bit     7, (hl)
0000:30A9 CA BB 30                        jp      z, loc_0_30BB
0000:30AC 72                             ld      (hl), d
0000:30AD 2C                             inc     l
0000:30AE 73                             ld      (hl), e
0000:30AF 2C                             inc     l
0000:30B0 7D                             ld      a, l
0000:30B1 FE C0                           cp      0C0h ; 'L'
0000:30B3 D2 B8 30                        jp      nc, loc_0_30B8
0000:30B6 3E C0                           ld      a, 0C0h ; 'L'
0000:30B8
0000:30B8                  loc_0_30B8:                                   ; CODE XREF: sub_0_309F+14↑j
0000:30B8 32 B0 60                        ld      (unk_0_60B0), a
0000:30BB
0000:30BB                  loc_0_30BB:                                   ; CODE XREF: sub_0_309F+A↑j
0000:30BB E1                             pop     hl
0000:30BC C9                             ret
0000:30BC                  ; End of function sub_0_309F
0000:30BC
0000:30BD
0000:30BD                  ; ██████████████ S U B R O U T I N E ███████████████████████████████████████
0000:30BD
0000:30BD
0000:30BD                  sub_0_30BD:                                   ; CODE XREF: 0000:12A3↑p
0000:30BD 21 50 69                                                       ; 0000:1615↑p
0000:30BD                                 ld      hl, soft_sprite_ram+50h
0000:30C0 06 02                           ld      b, 2
0000:30C2 CD E4 30                        call    sub_0_30E4
```

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0000:30C5 2E 80                         ld      l, 80h ; 'Ç'
0000:30C7 06 0A                         ld      b, 0Ah
0000:30C9 CD E4 30                      call    sub_0_30E4
0000:30CC 2E B8                         ld      l, 0B8h ; '©'
0000:30CE 06 0B                         ld      b, 0Bh
0000:30D0 CD E4 30                      call    sub_0_30E4
0000:30D3 21 0C 6A                      ld      hl, soft_sprite_ram+10Ch
0000:30D6 06 05                         ld      b, 5
0000:30D8 C3 E4 30                      jp      sub_0_30E4
0000:30D8                ; End of function sub_0_30BD
0000:30D8
0000:30DB
0000:30DB                ; ██████████████ S U B R O U T I N E ███████████████████████████████████████
0000:30DB
0000:30DB
0000:30DB                sub_0_30DB:                                         ; CODE XREF: 0000:12DF↑p
0000:30DB 21 4C 69                      ld      hl, soft_sprite_ram+4Ch
0000:30DE 36 00                         ld      (hl), 0
0000:30E0 2E 58                         ld      l, 58h ; 'X'
0000:30E2 06 06                         ld      b, 6
0000:30E2                ; End of function sub_0_30DB
0000:30E2
0000:30E4
0000:30E4                ; ██████████████ S U B R O U T I N E ███████████████████████████████████████
0000:30E4
0000:30E4
0000:30E4                sub_0_30E4:                                         ; CODE XREF: sub_0_30BD+5↑p
0000:30E4 7D                                                                 ; sub_0_30BD+C↑p ...
0000:30E4                              ld      a, l
0000:30E5
0000:30E5                loc_0_30E5:                                         ; CODE XREF: sub_0_30E4+6├j
0000:30E5 36 00                         ld      (hl), 0
0000:30E7 C6 04                         add     a, 4
0000:30E9 6F                            ld      l, a
0000:30EA 10 F9                         djnz    loc_0_30E5
0000:30EC C9                            ret
0000:30EC                ; End of function sub_0_30E4
0000:30EC
0000:30ED
0000:30ED                ; ██████████████ S U B R O U T I N E ███████████████████████████████████████
0000:30ED
0000:30ED
0000:30ED                sub_0_30ED:                                         ; CODE XREF: 0000:198C↑p
0000:30ED CD FA 30                      call    sub_0_30FA
0000:30F0 CD 3C 31                      call    sub_0_313C                   ; spawn fireballs?
0000:30F3 CD B1 31                      call    sub_0_31B1                   ; process fireball AI?
0000:30F6 CD F3 34                      call    sub_0_34F3                   ; add fireballs to sprite display
0000:30F9 C9                            ret
0000:30F9                ; End of function sub_0_30ED
0000:30F9
0000:30FA
0000:30FA                ; ██████████████ S U B R O U T I N E ███████████████████████████████████████
0000:30FA
0000:30FA
0000:30FA                sub_0_30FA:                                         ; CODE XREF: sub_0_30ED↑p
0000:30FA 3A 80 63                      ld      a, (unk_0_6380)
0000:30FD FE 06                         cp      6
0000:30FF 38 02                         jr      c, loc_0_3103
0000:3101 3E 05                         ld      a, 5
0000:3103
0000:3103                loc_0_3103:                                         ; CODE XREF: sub_0_30FA+5↑j
0000:3103 EF                            rst     28h                          ; go!
0000:3103                ; ─────────────────────────────────────────────────────────────────────────
0000:3104 10 31                         .dw loc_0_3110                       ; Jump table
0000:3106 10 31                         .dw loc_0_3110
0000:3108 1B 31                         .dw loc_0_311B
0000:310A 26 31                         .dw loc_0_3126
0000:310C 26 31                         .dw loc_0_3126
0000:310E 31 31                         .dw loc_0_3131
0000:3110                ; ─────────────────────────────────────────────────────────────────────────
0000:3110
0000:3110                loc_0_3110:                                         ; DATA XREF: sub_0_30FA+A↑o
0000:3110 3A 1A 60                                                           ; sub_0_30FA+C↑o
0000:3110                              ld      a, (gen_purpose_timer)
0000:3113 E6 01                         and     1
0000:3115 FE 01                         cp      1
0000:3117 C8                            ret     z
0000:3118 33                            inc     sp
0000:3119 33                            inc     sp
0000:311A C9                            ret
0000:311B                ; ─────────────────────────────────────────────────────────────────────────
0000:311B
0000:311B                loc_0_311B:                                         ; DATA XREF: sub_0_30FA+E↑o
0000:311B 3A 1A 60                      ld      a, (gen_purpose_timer)
0000:311E E6 07                         and     7
0000:3120 FE 05                         cp      5
0000:3122 F8                            ret     m
0000:3123 33                            inc     sp
0000:3124 33                            inc     sp
0000:3125 C9                            ret
0000:3126                ; ─────────────────────────────────────────────────────────────────────────
0000:3126
0000:3126                loc_0_3126:                                         ; DATA XREF: sub_0_30FA+10↑o
0000:3126 3A 1A 60                                                           ; sub_0_30FA+12↑o
0000:3126                              ld      a, (gen_purpose_timer)
0000:3129 E6 03                         and     3
0000:312B FE 03                         cp      3
0000:312D F8                            ret     m
0000:312E 33                            inc     sp
0000:312F 33                            inc     sp
0000:3130 C9                            ret
0000:3131                ; ─────────────────────────────────────────────────────────────────────────
0000:3131
0000:3131                loc_0_3131:                                         ; DATA XREF: sub_0_30FA+14↑o
0000:3131 3A 1A 60                      ld      a, (gen_purpose_timer)
0000:3134 E6 07                         and     7
0000:3136 FE 07                         cp      7
0000:3138 F8                            ret     m
0000:3139 33                            inc     sp
0000:313A 33                            inc     sp
0000:313B C9                            ret
0000:313B                ; End of function sub_0_30FA
0000:313B
0000:313C
0000:313C                ; ██████████████ S U B R O U T I N E ███████████████████████████████████████
0000:313C
0000:313C
0000:313C                sub_0_313C:                                         ; CODE XREF: sub_0_30ED+3↑p
0000:313C DD 21 00 64                   ld      ix, unk_0_6400               ; fireball character data
0000:3140 AF                            xor     a
0000:3141 32 A1 63                      ld      (unk_0_63A1), a
0000:3144 06 05                         ld      b, 5
0000:3146 11 20 00                      ld      de, 20h ; ' '
0000:3149
0000:3149                loc_0_3149:                                         ; CODE XREF: sub_0_313C+30├j
0000:3149 DD 7E 00                      ld      a, (ix+0)
0000:314C FE 00                         cp      0
```

```
0000:314E CA 7C 31                    jp       z, loc_0_317C
0000:3151 3A A1 63                    ld       a, (unk_0_63A1)
0000:3154 3C                          inc      a
0000:3155 32 A1 63                    ld       (unk_0_63A1), a
0000:3158 3E 01                       ld       a, 1
0000:315A DD 77 08                    ld       (ix+8), a
0000:315D 3A 17 62                    ld       a, (unk_0_6217)
0000:3160 FE 01                       cp       1
0000:3162 C2 6A 31                    jp       nz, loc_0_316A
0000:3165 3E 00                       ld       a, 0
0000:3167 DD 77 08                    ld       (ix+8), a
0000:316A
0000:316A            loc_0_316A:                                      ; CODE XREF: sub_0_313C+26↑j
0000:316A DD 19                                                       ; sub_0_313C+45├j ...
0000:316A            add      ix, de
0000:316C 10 DB                       djnz     loc_0_3149
0000:316E 21 A0 63                    ld       hl, unk_0_63A0
0000:3171 36 00                       ld       (hl), 0
0000:3173 3A A1 63                    ld       a, (unk_0_63A1)
0000:3176 FE 00                       cp       0
0000:3178 C0                          ret      nz
0000:3179 33                          inc      sp
0000:317A 33                          inc      sp
0000:317B C9                          ret
0000:317C            ; ────────────────────────────────────────────────────────────────
0000:317C
0000:317C
0000:317C            loc_0_317C:                                      ; CODE XREF: sub_0_313C+12↑j
0000:317C 3A A1 63                    ld       a, (unk_0_63A1)
0000:317F FE 05                       cp       5
0000:3181 CA 6A 31                    jp       z, loc_0_316A
0000:3184 3A 27 62                    ld       a, (level_type)
0000:3187 FE 02                       cp       2                      ; cement level?
0000:3189 C2 95 31                    jp       nz, loc_0_3195         ; no, continue
0000:318C 3A A1 63                    ld       a, (unk_0_63A1)        ; cement level timers
0000:318F 4F                          ld       c, a
0000:3190 3A 80 63                    ld       a, (unk_0_6380)
0000:3193 B9                          cp       c
0000:3194 C8                          ret      z
0000:3195
0000:3195            loc_0_3195:                                      ; CODE XREF: sub_0_313C+4D↑j
0000:3195 3A A0 63                    ld       a, (unk_0_63A0)        ; spawn a fireball
0000:3198 FE 01                       cp       1
0000:319A C2 6A 31                    jp       nz, loc_0_316A
0000:319D DD 77 00                    ld       (ix+0), a
0000:31A0 DD 77 18                    ld       (ix+18h), a
0000:31A3 AF                          xor      a
0000:31A4 32 A0 63                    ld       (unk_0_63A0), a
0000:31A7 3A A1 63                    ld       a, (unk_0_63A1)
0000:31AA 3C                          inc      a
0000:31AB 32 A1 63                    ld       (unk_0_63A1), a
0000:31AE C3 6A 31                    jp       loc_0_316A
0000:31AE            ; End of function sub_0_313C
0000:31AE
0000:31B1
0000:31B1            ; ███████████████ S U B R O U T I N E ███████████████████████████████████
0000:31B1
0000:31B1
0000:31B1            sub_0_31B1:                                      ; CODE XREF: sub_0_30ED+6↑p
0000:31B1 CD DD 31                    call     sub_0_31DD
0000:31B4 AF                          xor      a
0000:31B5 32 A2 63                    ld       (unk_0_63A2), a
0000:31B8 21 E0 63                    ld       hl, unk_0_63E0
0000:31BB 22 C8 63                    ld       (unk_0_63C8), hl
0000:31BE
0000:31BE            loc_0_31BE:                                      ; CODE XREF: sub_0_31B1+28├j
0000:31BE 2A C8 63                    ld       hl, (unk_0_63C8)
0000:31C1 01 20 00                    ld       bc, 20h ; ' '
0000:31C4 09                          add      hl, bc
0000:31C5 22 C8 63                    ld       (unk_0_63C8), hl
0000:31C8 7E                          ld       a, (hl)
0000:31C9 A7                          and      a
0000:31CA CA D0 31                    jp       z, loc_0_31D0
0000:31CD CD 02 32                    call     sub_0_3202
0000:31D0
0000:31D0            loc_0_31D0:                                      ; CODE XREF: sub_0_31B1+19↑j
0000:31D0 3A A2 63                    ld       a, (unk_0_63A2)
0000:31D3 3C                          inc      a
0000:31D4 32 A2 63                    ld       (unk_0_63A2), a
0000:31D7 FE 05                       cp       5
0000:31D9 C2 BE 31                    jp       nz, loc_0_31BE
0000:31DC C9                          ret
0000:31DC            ; End of function sub_0_31B1
0000:31DC
0000:31DD
0000:31DD            ; ███████████████ S U B R O U T I N E ███████████████████████████████████
0000:31DD
0000:31DD
0000:31DD            sub_0_31DD:                                      ; CODE XREF: sub_0_31B1↑p
0000:31DD 3A 80 63                    ld       a, (unk_0_6380)
0000:31E0 FE 03                       cp       3
0000:31E2 F8                          ret      m
0000:31E3 CD F6 31                    call     sub_0_31F6
0000:31E6 FE 01                       cp       1
0000:31E8 C0                          ret      nz
0000:31E9 21 39 64                    ld       hl, unk_0_6439
0000:31EC 3E 02                       ld       a, 2
0000:31EE 77                          ld       (hl), a
0000:31EF 21 79 64                    ld       hl, unk_0_6479
0000:31F2 3E 02                       ld       a, 2
0000:31F4 77                          ld       (hl), a
0000:31F5 C9                          ret
0000:31F5            ; End of function sub_0_31DD
0000:31F5
0000:31F6
0000:31F6            ; ███████████████ S U B R O U T I N E ███████████████████████████████████
0000:31F6
0000:31F6
0000:31F6            sub_0_31F6:                                      ; CODE XREF: sub_0_31DD+6↑p
0000:31F6 3A 18 60                    ld       a, (random_no)
0000:31F9 E6 03                       and      3
0000:31FB FE 01                       cp       1
0000:31FD C0                          ret      nz
0000:31FE 3A 1A 60                    ld       a, (gen_purpose_timer)
0000:3201 C9                          ret
0000:3201            ; End of function sub_0_31F6
0000:3201
0000:3202
0000:3202            ; ███████████████ S U B R O U T I N E ███████████████████████████████████
0000:3202
0000:3202
0000:3202            sub_0_3202:                                      ; CODE XREF: sub_0_31B1+1C↑p
0000:3202 DD 2A C8 63                 ld       ix, (unk_0_63C8)
0000:3206 DD 7E 18                    ld       a, (ix+18h)
0000:3209 FE 01                       cp       1
0000:320B CA 7A 32                    jp       z, loc_0_327A
0000:320E DD 7E 0D                    ld       a, (ix+0Dh)
0000:3211 FE 04                       cp       4
```

```
0000:3213 F2 30 32                      jp      p, loc_0_3230
0000:3216 DD 7E 19                      ld      a, (ix+19h)
0000:3219 FE 02                         cp      2
0000:321B CA 7E 32                      jp      z, loc_0_327E
0000:321E CD 0F 33                      call    sub_0_330F
0000:3221 3A 18 60                      ld      a, (random_no)
0000:3224 E6 03                         and     3
0000:3226 C2 33 32                      jp      nz, loc_0_3233
0000:3229
0000:3229                 loc_0_3229:                                           ; CODE XREF: sub_0_3202+7F↓j
0000:3229 DD 7E 0D                      ld      a, (ix+0Dh)
0000:322C A7                            and     a
0000:322D CA 57 32                      jp      z, loc_0_3257
0000:3230
0000:3230                 loc_0_3230:                                           ; CODE XREF: sub_0_3202+11↑j
0000:3230 CD 3D 33                      call    sub_0_333D
0000:3233
0000:3233                 loc_0_3233:                                           ; CODE XREF: sub_0_3202+24↑j
0000:3233 DD 7E 0D                      ld      a, (ix+0Dh)
0000:3236 FE 04                         cp      4
0000:3238 F2 91 32                      jp      p, loc_0_3291
0000:323B CD AD 33                      call    sub_0_33AD
0000:323E CD 8C 29                      call    sub_0_298C
0000:3241 FE 01                         cp      1
0000:3243 CA 97 32                      jp      z, loc_0_3297
0000:3246 DD 2A C8 63                   ld      ix, (unk_0_63C8)
0000:324A DD 7E 0E                      ld      a, (ix+0Eh)
0000:324D FE 10                         cp      10h
0000:324F DA 8C 32                      jp      c, loc_0_328C
0000:3252 FE F0                         cp      0F0h ; '-'
0000:3254 D2 84 32                      jp      nc, loc_0_3284
0000:3257
0000:3257                 loc_0_3257:                                           ; CODE XREF: sub_0_3202+2B↑j
0000:3257                                                                       ; sub_0_3202+87├j ...
0000:3257 DD 7E 13                      ld      a, (ix+13h)
0000:325A FE 00                         cp      0
0000:325C C2 B9 32                      jp      nz, loc_0_32B9
0000:325F 3E 11                         ld      a, 11h
0000:3261
0000:3261                 loc_0_3261:                                           ; CODE XREF: sub_0_3202+B8├j
0000:3261 DD 77 13                      ld      (ix+13h), a
0000:3264 16 00                         ld      d, 0
0000:3266 5F                            ld      e, a
0000:3267 21 7A 3A                      ld      hl, fireball_bouncing_data
0000:326A 19                            add     hl, de
0000:326B 7E                            ld      a, (hl)
0000:326C DD 46 0E                      ld      b, (ix+0Eh)
0000:326F DD 70 03                      ld      (ix+3), b
0000:3272 DD 4E 0F                      ld      c, (ix+0Fh)
0000:3275 81                            add     a, c
0000:3276 DD 77 05                      ld      (ix+5), a
0000:3279 C9                            ret
0000:327A          ; ───────────────────────────────────────────────────────────────
0000:327A
0000:327A
0000:327A                 loc_0_327A:                                           ; CODE XREF: sub_0_3202+9↑j
0000:327A CD BD 32                      call    sub_0_32BD
0000:327D C9                            ret
0000:327E          ; ───────────────────────────────────────────────────────────────
0000:327E
0000:327E
0000:327E                 loc_0_327E:                                           ; CODE XREF: sub_0_3202+19↑j
0000:327E CD D6 32                      call    sub_0_32D6
0000:3281 C3 29 32                      jp      loc_0_3229
0000:3284          ; ───────────────────────────────────────────────────────────────
0000:3284
0000:3284
0000:3284                 loc_0_3284:                                           ; CODE XREF: sub_0_3202+52↑j
0000:3284 3E 02                         ld      a, 2
0000:3286
0000:3286                 loc_0_3286:                                           ; CODE XREF: sub_0_3202+8C├j
0000:3286 DD 77 0D                      ld      (ix+0Dh), a
0000:3289 C3 57 32                      jp      loc_0_3257
0000:328C          ; ───────────────────────────────────────────────────────────────
0000:328C
0000:328C
0000:328C                 loc_0_328C:                                           ; CODE XREF: sub_0_3202+4D↑j
0000:328C 3E 01                         ld      a, 1
0000:328E C3 86 32                      jp      loc_0_3286
0000:3291          ; ───────────────────────────────────────────────────────────────
0000:3291
0000:3291
0000:3291                 loc_0_3291:                                           ; CODE XREF: sub_0_3202+36↑j
0000:3291 CD E7 33                      call    sub_0_33E7
0000:3294 C3 57 32                      jp      loc_0_3257
0000:3297          ; ───────────────────────────────────────────────────────────────
0000:3297
0000:3297
0000:3297                 loc_0_3297:                                           ; CODE XREF: sub_0_3202+41↑j
0000:3297 DD 2A C8 63                   ld      ix, (unk_0_63C8)
0000:329B DD 7E 0D                      ld      a, (ix+0Dh)
0000:329E FE 01                         cp      1
0000:32A0 C2 B1 32                      jp      nz, loc_0_32B1
0000:32A3 3E 02                         ld      a, 2
0000:32A5 DD 35 0E                      dec     (ix+0Eh)
0000:32A8
0000:32A8                 loc_0_32A8:                                           ; CODE XREF: sub_0_3202+B4├j
0000:32A8 DD 77 0D                      ld      (ix+0Dh), a
0000:32AB CD C3 33                      call    sub_0_33C3
0000:32AE C3 57 32                      jp      loc_0_3257
0000:32B1          ; ───────────────────────────────────────────────────────────────
0000:32B1
0000:32B1                 loc_0_32B1:                                           ; CODE XREF: sub_0_3202+9E↑j
0000:32B1 3E 01                         ld      a, 1
0000:32B3 DD 34 0E                      inc     (ix+0Eh)
0000:32B6 C3 A8 32                      jp      loc_0_32A8
0000:32B9          ; ───────────────────────────────────────────────────────────────
0000:32B9
0000:32B9                 loc_0_32B9:                                           ; CODE XREF: sub_0_3202+5A↑j
0000:32B9 3D                            dec     a
0000:32BA C3 61 32                      jp      loc_0_3261
0000:32BA          ; End of function sub_0_3202
0000:32BA
0000:32BA
0000:32BD
0000:32BD                 ; ██████████████ S U B R O U T I N E ██████████████████████████████████████
0000:32BD
0000:32BD
0000:32BD
0000:32BD                 sub_0_32BD:                                           ; CODE XREF: sub_0_3202+78↑p
0000:32BD 3A 27 62                      ld      a, (level_type)
0000:32C0 FE 01                         cp      1
0000:32C2 CA CE 32                      jp      z, loc_0_32CE
0000:32C5 FE 02                         cp      2
0000:32C7 CA D2 32                      jp      z, loc_0_32D2
0000:32CA CD B9 34                      call    sub_0_34B9
0000:32CD C9                            ret
0000:32CE          ; ───────────────────────────────────────────────────────────────
0000:32CE
0000:32CE                 loc_0_32CE:                                           ; CODE XREF: sub_0_32BD+5↑j
0000:32CE CD 2C 34                      call    sub_0_342C
0000:32D1 C9                            ret
0000:32D2          ; ───────────────────────────────────────────────────────────────
0000:32D2
0000:32D2                 loc_0_32D2:                                           ; CODE XREF: sub_0_32BD+A↑j
```

```
0000:32D2 CD 78 34                 call    sub_0_3478
0000:32D5 C9                       ret
0000:32D5                 ; End of function sub_0_32BD
0000:32D5
0000:32D6
0000:32D6                 ; ▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:32D6
0000:32D6
0000:32D6                 sub_0_32D6:                                    ; CODE XREF: sub_0_3202+7C↑p
0000:32D6 DD 7E 1C                 ld      a, (ix+1Ch)
0000:32D9 FE 00                    cp      0
0000:32DB C2 FD 32                 jp      nz, loc_0_32FD
0000:32DE DD 7E 1D                 ld      a, (ix+1Dh)
0000:32E1 FE 01                    cp      1
0000:32E3 C2 0B 33                 jp      nz, loc_0_330B
0000:32E6 DD 36 1D 00              ld      (ix+1Dh), 0
0000:32EA 3A 05 62                 ld      a, (mario_y)
0000:32ED DD 46 0F                 ld      b, (ix+0Fh)
0000:32F0 90                       sub     b
0000:32F1 DA 03 33                 jp      c, loc_0_3303
0000:32F4 DD 36 1C FF              ld      (ix+1Ch), 0FFh
0000:32F8
0000:32F8                 loc_0_32F8:                                    ; CODE XREF: sub_0_32D6+2A↓j
0000:32F8 DD 36 0D 00              ld      (ix+0Dh), 0
0000:32FC C9                       ret
0000:32FD                 ; ─────────────────────────────────────────────────────────
0000:32FD
0000:32FD                 loc_0_32FD:                                    ; CODE XREF: sub_0_32D6+5↑j
0000:32FD DD 35 1C                 dec     (ix+1Ch)
0000:3300 C2 F8 32                 jp      nz, loc_0_32F8
0000:3303
0000:3303                 loc_0_3303:                                    ; CODE XREF: sub_0_32D6+1B↑j
0000:3303 DD 36 19 00              ld      (ix+19h), 0
0000:3307 DD 36 1C 00              ld      (ix+1Ch), 0
0000:330B
0000:330B                 loc_0_330B:                                    ; CODE XREF: sub_0_32D6+D↑j
0000:330B CD 0F 33                 call    sub_0_330F
0000:330E C9                       ret
0000:330E                 ; End of function sub_0_32D6
0000:330E
0000:330F
0000:330F                 ; ▆▆▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:330F
0000:330F
0000:330F                 sub_0_330F:                                    ; CODE XREF: sub_0_3202+1C↑p
0000:330F DD 7E 16                                                       ; sub_0_32D6+35↑p
0000:330F                          ld      a, (ix+16h)
0000:3312 FE 00                    cp      0
0000:3314 C2 32 33                 jp      nz, loc_0_3332
0000:3317 DD 36 16 2B              ld      (ix+16h), 2Bh ; '+'
0000:331B DD 36 0D 00              ld      (ix+0Dh), 0
0000:331F 3A 18 60                 ld      a, (random_no)
0000:3322 0F                       rrca
0000:3323 D2 32 33                 jp      nc, loc_0_3332
0000:3326 DD 7E 0D                 ld      a, (ix+0Dh)
0000:3329 FE 01                    cp      1
0000:332B CA 36 33                 jp      z, loc_0_3336
0000:332E DD 36 0D 01              ld      (ix+0Dh), 1
0000:3332
0000:3332                 loc_0_3332:                                    ; CODE XREF: sub_0_330F+5↑j
0000:3332 DD 35 16                                                       ; sub_0_330F+14↑j ...
0000:3332                          dec     (ix+16h)
0000:3335 C9                       ret
0000:3336                 ; ─────────────────────────────────────────────────────────
0000:3336
0000:3336                 loc_0_3336:                                    ; CODE XREF: sub_0_330F+1C↑j
0000:3336 DD 36 0D 02              ld      (ix+0Dh), 2
0000:333A C3 32 33                 jp      loc_0_3332
0000:333A                 ; End of function sub_0_330F
0000:333A
0000:333D
0000:333D                 ; ▆▆▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:333D
0000:333D
0000:333D                 sub_0_333D:                                    ; CODE XREF: sub_0_3202+2E↑p
0000:333D DD 7E 0D                 ld      a, (ix+0Dh)
0000:3340 FE 08                    cp      8
0000:3342 CA 71 33                 jp      z, loc_0_3371
0000:3345 FE 04                    cp      4
0000:3347 CA 8A 33                 jp      z, loc_0_338A
0000:334A CD A1 33                 call    sub_0_33A1
0000:334D DD 7E 0F                 ld      a, (ix+0Fh)
0000:3350 C6 08                    add     a, 8
0000:3352 57                       ld      d, a
0000:3353 DD 7E 0E                 ld      a, (ix+0Eh)
0000:3356 01 15 00                 ld      bc, 15h
0000:3359 CD 6E 23                 call    sub_0_236E
0000:335C A7                       and     a
0000:335D CA 99 33                 jp      z, loc_0_3399
0000:3360 DD 70 1F                 ld      (ix+1Fh), b
0000:3363 3A 05 62                 ld      a, (mario_y)
0000:3366 47                       ld      b, a
0000:3367 DD 7E 0F                 ld      a, (ix+0Fh)
0000:336A 90                       sub     b
0000:336B D0                       ret     nc
0000:336C DD 36 0D 04              ld      (ix+0Dh), 4
0000:3370 C9                       ret
0000:3371                 ; ─────────────────────────────────────────────────────────
0000:3371
0000:3371                 loc_0_3371:                                    ; CODE XREF: sub_0_333D+5↑j
0000:3371 DD 7E 0F                 ld      a, (ix+0Fh)
0000:3374 C6 08                    add     a, 8
0000:3376 DD 46 1F                 ld      b, (ix+1Fh)
0000:3379 B8                       cp      b
0000:337A C0                       ret     nz
0000:337B DD 36 0D 00              ld      (ix+0Dh), 0
0000:337F DD 7E 19                 ld      a, (ix+19h)
0000:3382 FE 02                    cp      2
0000:3384 C0                       ret     nz
0000:3385 DD 36 1D 01              ld      (ix+1Dh), 1
0000:3389 C9                       ret
0000:338A                 ; ─────────────────────────────────────────────────────────
0000:338A
0000:338A                 loc_0_338A:                                    ; CODE XREF: sub_0_333D+A↑j
0000:338A DD 7E 0F                 ld      a, (ix+0Fh)
0000:338D C6 08                    add     a, 8
0000:338F DD 46 1F                 ld      b, (ix+1Fh)
0000:3392 B8                       cp      b
0000:3393 C0                       ret     nz
0000:3394 DD 36 0D 00              ld      (ix+0Dh), 0
0000:3398 C9                       ret
0000:3399                 ; ─────────────────────────────────────────────────────────
0000:3399
0000:3399                 loc_0_3399:                                    ; CODE XREF: sub_0_333D+20↑j
0000:3399 DD 70 1F                 ld      (ix+1Fh), b
0000:339C DD 36 0D 08              ld      (ix+0Dh), 8
0000:33A0 C9                       ret
```

```
0000:33A0                      ; End of function sub_0_333D
0000:33A0
0000:33A1
0000:33A1                      ; ██████████████ S U B R O U T I N E ███████████████████████████████████
0000:33A1
0000:33A1
0000:33A1                      sub_0_33A1:                                        ; CODE XREF: sub_0_333D+D↑p
0000:33A1 3E 07                          ld      a, 7
0000:33A3 F7                             rst     30h                             ; return if level bit not set
0000:33A4 DD 7E 0F                       ld      a, (ix+0Fh)
0000:33A7 FE 59                          cp      59h ; 'Y'
0000:33A9 D0                             ret     nc
0000:33AA 33                             inc     sp
0000:33AB 33                             inc     sp
0000:33AC C9                             ret
0000:33AC                      ; End of function sub_0_33A1
0000:33AC
0000:33AD
0000:33AD                      ; ██████████████ S U B R O U T I N E ███████████████████████████████████
0000:33AD
0000:33AD
0000:33AD                      sub_0_33AD:                                        ; CODE XREF: sub_0_3202+39↑p
0000:33AD DD 7E 0D                       ld      a, (ix+0Dh)
0000:33B0 FE 01                          cp      1
0000:33B2 CA D9 33                       jp      z, loc_0_33D9
0000:33B5 DD 7E 07                       ld      a, (ix+7)
0000:33B8 E6 7F                          and     7Fh ; ' '                       ; reset hflip
0000:33BA DD 77 07                       ld      (ix+7), a                       ; sprite tile #
0000:33BD DD 35 0E                       dec     (ix+0Eh)
0000:33C0
0000:33C0                      loc_0_33C0:                                        ; CODE XREF: 0000:33E4├j
0000:33C0 CD 09 34                       call    sub_0_3409
0000:33C0                      ; End of function sub_0_33AD
0000:33C0
0000:33C3
0000:33C3                      ; ██████████████ S U B R O U T I N E ███████████████████████████████████
0000:33C3
0000:33C3
0000:33C3                      sub_0_33C3:                                        ; CODE XREF: sub_0_3202+A9↑p
0000:33C3 3A 27 62                       ld      a, (level_type)
0000:33C6 FE 01                          cp      1
0000:33C8 C0                             ret     nz
0000:33C9 DD 66 0E                       ld      h, (ix+0Eh)
0000:33CC DD 6E 0F                       ld      l, (ix+0Fh)
0000:33CF DD 46 0D                       ld      b, (ix+0Dh)
0000:33D2 CD 33 23                       call    sub_0_2333
0000:33D5 DD 75 0F                       ld      (ix+0Fh), l
0000:33D8 C9                             ret
0000:33D8                      ; End of function sub_0_33C3
0000:33D8
0000:33D9                      ; ─────────────────────────────────────────────────────────────────
0000:33D9
0000:33D9                      loc_0_33D9:                                        ; CODE XREF: sub_0_33AD+5↑j
0000:33D9 DD 7E 07                       ld      a, (ix+7)                       ; sprite tile #
0000:33DC F6 80                          or      80h ; 'Ç'                       ; set hflip
0000:33DE DD 77 07                       ld      (ix+7), a
0000:33E1 DD 34 0E                       inc     (ix+0Eh)
0000:33E4 C3 C0 33                       jp      loc_0_33C0
0000:33E7
0000:33E7                      ; ██████████████ S U B R O U T I N E ███████████████████████████████████
0000:33E7
0000:33E7
0000:33E7                      sub_0_33E7:                                        ; CODE XREF: sub_0_3202+8F↑p
0000:33E7 CD 09 34                       call    sub_0_3409
0000:33EA DD 7E 0D                       ld      a, (ix+0Dh)
0000:33ED FE 08                          cp      8
0000:33EF C2 05 34                       jp      nz, loc_0_3405
0000:33F2 DD 7E 14                       ld      a, (ix+14h)
0000:33F5 A7                             and     a
0000:33F6 C2 01 34                       jp      nz, loc_0_3401
0000:33F9 DD 36 14 02                    ld      (ix+14h), 2
0000:33FD DD 35 0F                       dec     (ix+0Fh)
0000:3400 C9                             ret
0000:3401                      ; ─────────────────────────────────────────────────────────────────
0000:3401
0000:3401                      loc_0_3401:                                        ; CODE XREF: sub_0_33E7+F↑j
0000:3401 DD 35 14                       dec     (ix+14h)
0000:3404 C9                             ret
0000:3405                      ; ─────────────────────────────────────────────────────────────────
0000:3405
0000:3405                      loc_0_3405:                                        ; CODE XREF: sub_0_33E7+8↑j
0000:3405 DD 34 0F                       inc     (ix+0Fh)
0000:3408 C9                             ret
0000:3408                      ; End of function sub_0_33E7
0000:3408
0000:3409
0000:3409                      ; ██████████████ S U B R O U T I N E ███████████████████████████████████
0000:3409
0000:3409
0000:3409                      sub_0_3409:                                        ; CODE XREF: sub_0_33AD+13↑p
0000:3409 DD 7E 15                                                               ; sub_0_33E7↑p
0000:3409                                ld      a, (ix+15h)
0000:340C A7                             and     a
0000:340D C2 28 34                       jp      nz, loc_0_3428
0000:3410 DD 36 15 02                    ld      (ix+15h), 2
0000:3414 DD 34 07                       inc     (ix+7)                          ; inc fireball animation
0000:3417 DD 7E 07                       ld      a, (ix+7)
0000:341A E6 0F                          and     0Fh
0000:341C FE 0F                          cp      0Fh                             ; last animation frame?
0000:341E C0                             ret     nz                             ; no, return
0000:341F DD 7E 07                       ld      a, (ix+7)
0000:3422 EE 02                          xor     2                              ; reset animation frame
0000:3424 DD 77 07                       ld      (ix+7), a
0000:3427 C9                             ret
0000:3428                      ; ─────────────────────────────────────────────────────────────────
0000:3428
0000:3428                      loc_0_3428:                                        ; CODE XREF: sub_0_3409+4↑j
0000:3428 DD 35 15                       dec     (ix+15h)
0000:342B C9                             ret
0000:342B                      ; End of function sub_0_3409
0000:342B
0000:342C
0000:342C                      ; ██████████████ S U B R O U T I N E ███████████████████████████████████
0000:342C
0000:342C
0000:342C                      sub_0_342C:                                        ; CODE XREF: sub_0_32BD+11↑p
0000:342C DD 6E 1A                       ld      l, (ix+1Ah)
0000:342F DD 66 1B                       ld      h, (ix+1Bh)
0000:3432 AF                             xor     a
0000:3433 01 00 00                       ld      bc, 0
0000:3436 ED 4A                          adc     hl, bc
0000:3438 C2 42 34                       jp      nz, loc_0_3442
0000:343B 21 8C 3A                       ld      hl, fireball_bounce_data
0000:343E DD 36 03 26                    ld      (ix+3), 26h ; '&'
0000:3442
0000:3442                      loc_0_3442:                                        ; CODE XREF: sub_0_342C+C↑j
0000:3442 DD 34 03                       inc     (ix+3)
```

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0000:3445
0000:3445              loc_0_3445:                                    ; CODE XREF: sub_0_3478+2D┊j
0000:3445 7E                            ld      a, (hl)               ; sub_0_3478+3E┊j
0000:3446 FE AA                         cp      0AAh ; '¬'
0000:3448 CA 56 34                      jp      z, loc_0_3456
0000:344B DD 77 05                      ld      (ix+5), a
0000:344E 23                           inc     hl
0000:344F DD 75 1A                      ld      (ix+1Ah), l
0000:3452 DD 74 1B                      ld      (ix+1Bh), h
0000:3455 C9                           ret
0000:3456              ; ─────────────────────────────────────────────────────────
0000:3456
0000:3456              loc_0_3456:                                    ; CODE XREF: sub_0_342C+1C↑j
0000:3456 AF                            xor     a
0000:3457 DD 77 13                      ld      (ix+13h), a
0000:345A DD 77 18                      ld      (ix+18h), a
0000:345D DD 77 0D                      ld      (ix+0Dh), a
0000:3460 DD 77 1C                      ld      (ix+1Ch), a
0000:3463 DD 7E 03                      ld      a, (ix+3)
0000:3466 DD 77 0E                      ld      (ix+0Eh), a
0000:3469 DD 7E 05                      ld      a, (ix+5)
0000:346C DD 77 0F                      ld      (ix+0Fh), a
0000:346F DD 36 1A 00                   ld      (ix+1Ah), 0
0000:3473 DD 36 1B 00                   ld      (ix+1Bh), 0
0000:3477 C9                           ret
0000:3477              ; End of function sub_0_342C
0000:3477
0000:3478
0000:3478              ; ██████████████ S U B R O U T I N E ████████████████████████████
0000:3478
0000:3478
0000:3478              sub_0_3478:                                    ; CODE XREF: sub_0_32BD+15↑p
0000:3478 DD 6E 1A                      ld      l, (ix+1Ah)
0000:347B DD 66 1B                      ld      h, (ix+1Bh)
0000:347E AF                            xor     a
0000:347F 01 00 00                      ld      bc, 0
0000:3482 ED 4A                         adc     hl, bc
0000:3484 C2 9A 34                      jp      nz, loc_0_349A
0000:3487 21 AC 3A                      ld      hl, cement_fireball_data
0000:348A 3A 03 62                      ld      a, (mario_x)
0000:348D CB 7F                         bit     7, a
0000:348F CA A8 34                      jp      z, loc_0_34A8
0000:3492 DD 36 0D 01                   ld      (ix+0Dh), 1
0000:3496 DD 36 03 7E                   ld      (ix+3), 7Eh ; '~'
0000:349A              loc_0_349A:                                    ; CODE XREF: sub_0_3478+C↑j
0000:349A DD 7E 0D                                                    ; sub_0_3478+38┊j
0000:349A                               ld      a, (ix+0Dh)
0000:349D FE 01                         cp      1
0000:349F C2 B3 34                      jp      nz, loc_0_34B3
0000:34A2 DD 34 03                      inc     (ix+3)
0000:34A5 C3 45 34                      jp      loc_0_3445
0000:34A8              ; ─────────────────────────────────────────────────────────
0000:34A8
0000:34A8              loc_0_34A8:                                    ; CODE XREF: sub_0_3478+17↑j
0000:34A8 DD 36 0D 02                   ld      (ix+0Dh), 2
0000:34AC DD 36 03 80                   ld      (ix+3), 80h ; 'Ç'
0000:34B0 C3 9A 34                      jp      loc_0_349A
0000:34B3              ; ─────────────────────────────────────────────────────────
0000:34B3
0000:34B3              loc_0_34B3:                                    ; CODE XREF: sub_0_3478+27↑j
0000:34B3 DD 35 03                      dec     (ix+3)
0000:34B6 C3 45 34                      jp      loc_0_3445
0000:34B6              ; End of function sub_0_3478
0000:34B6
0000:34B9
0000:34B9              ; ██████████████ S U B R O U T I N E ████████████████████████████
0000:34B9
0000:34B9
0000:34B9              sub_0_34B9:                                    ; CODE XREF: sub_0_32BD+D↑p
0000:34B9 3A 27 62                      ld      a, (level_type)
0000:34BC FE 03                         cp      3
0000:34BE C8                           ret     z
0000:34BF 3A 03 62                      ld      a, (mario_x)
0000:34C2 CB 7F                         bit     7, a
0000:34C4 C2 ED 34                      jp      nz, loc_0_34ED
0000:34C7 21 C4 3A                      ld      hl, rivet_fireball_data
0000:34CA              loc_0_34CA:                                    ; CODE XREF: sub_0_34B9+37┊j
0000:34CA 06 00                         ld      b, 0
0000:34CC 3A 19 60                      ld      a, (random_no+1)
0000:34CF E6 06                         and     6
0000:34D1 4F                            ld      c, a
0000:34D2 09                            add     hl, bc
0000:34D3 7E                            ld      a, (hl)
0000:34D4 DD 77 03                      ld      (ix+3), a
0000:34D7 DD 77 0E                      ld      (ix+0Eh), a
0000:34DA 23                           inc     hl
0000:34DB 7E                            ld      a, (hl)
0000:34DC DD 77 05                      ld      (ix+5), a
0000:34DF DD 77 0F                      ld      (ix+0Fh), a
0000:34E2 AF                            xor     a
0000:34E3 DD 77 0D                      ld      (ix+0Dh), a
0000:34E6 DD 77 18                      ld      (ix+18h), a
0000:34E9 DD 77 1C                      ld      (ix+1Ch), a
0000:34EC C9                           ret
0000:34ED              ; ─────────────────────────────────────────────────────────
0000:34ED
0000:34ED              loc_0_34ED:                                    ; CODE XREF: sub_0_34B9+B↑j
0000:34ED 21 D4 3A                      ld      hl, rivet_fireball_start_points
0000:34F0 C3 CA 34                      jp      loc_0_34CA
0000:34F0              ; End of function sub_0_34B9
0000:34F0
0000:34F3
0000:34F3              ; ██████████████ S U B R O U T I N E ████████████████████████████
0000:34F3
0000:34F3
0000:34F3              sub_0_34F3:                                    ; CODE XREF: sub_0_30ED+9↑p
0000:34F3 21 00 64                      ld      hl, unk_0_6400        ; fireball character data
0000:34F6 11 D0 69                      ld      de, soft_sprite_ram+0D0h ; fireballs in sprite ram
0000:34F9 06 05                         ld      b, 5                  ; 5 fireballs (max)
0000:34FB              loc_0_34FB:                                    ; CODE XREF: sub_0_34F3+28┊j
0000:34FB 7E                            ld      a, (hl)
0000:34FC A7                            and     a
0000:34FD CA 1E 35                      jp      z, loc_0_351E
0000:3500 2C                           inc     l
0000:3501 2C                           inc     l
0000:3502 2C                           inc     l
0000:3503 7E                            ld      a, (hl)               ; fireball X coordinate
0000:3504 12                           ld      (de), a
0000:3505 3E 04                         ld      a, 4
0000:3507 85                            add     a, l
0000:3508 6F                            ld      l, a
0000:3509 1C                           inc     e
0000:350A 7E                            ld      a, (hl)               ; fireball sprite tile #
```

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0000:350B 12                              ld      (de), a
0000:350C 2C                              inc     l
0000:350D 1C                              inc     e
0000:350E 7E                              ld      a, (hl)                                 ; fireball palette
0000:350F 12                              ld      (de), a
0000:3510 2D                              dec     l
0000:3511 2D                              dec     l
0000:3512 2D                              dec     l
0000:3513 1C                              inc     e
0000:3514 7E                              ld      a, (hl)                                 ; fireball Y coord
0000:3515 12                              ld      (de), a
0000:3516 13                              inc     de
0000:3517
0000:3517                 loc_0_3517:                                                     ; CODE XREF: sub_0_34F3+33├j
0000:3517 3E 1B                           ld      a, 1Bh
0000:3519 85                              add     a, l
0000:351A 6F                              ld      l, a
0000:351B 10 DE                           djnz    loc_0_34FB
0000:351D C9                              ret
0000:351E              ; ─────────────────────────────────────────────────────────────────
0000:351E
0000:351E                 loc_0_351E:                                                     ; CODE XREF: sub_0_34F3+A↑j
0000:351E 3E 05                           ld      a, 5
0000:3520 85                              add     a, l
0000:3521 6F                              ld      l, a
0000:3522 3E 04                           ld      a, 4
0000:3524 83                              add     a, e
0000:3525 5F                              ld      e, a
0000:3526 C3 17 35                        jp      loc_0_3517
0000:3526              ; End of function sub_0_34F3
0000:3526
0000:3526              ; ─────────────────────────────────────────────────────────────────
0000:3529 00 00 00      Bonus_Points_Tbl:.db 0, 0, 0                                      ; DATA XREF: sub_0_51C+9↑o
0000:3529                                                                                 ; 0 pts
0000:352C 00 01 00                        .db 0, 1, 0                                      ; 100 pts
0000:352F 00 02 00                        .db 0, 2, 0                                      ; 200 pts
0000:3532 00 03 00                        .db 0, 3, 0                                      ; 300 pts
0000:3535 00 04 00                        .db 0, 4, 0                                      ; 400 pts
0000:3538 00 05 00                        .db 0, 5, 0                                      ; 500 pts
0000:353B 00 06 00                        .db 0, 6, 0                                      ; 600 pts
0000:353E 00 07 00                        .db 0, 7, 0                                      ; 700 pts
0000:3541 00 08 00                        .db 0, 8, 0                                      ; 800 pts
0000:3544 00 09 00                        .db 0, 9, 0                                      ; 900 pts
0000:3547 00 00 00                        .db 0, 0, 0                                      ; 0 pts
0000:354A 00 10 00                        .db 0, 10h, 0                                    ; 1000 pts
0000:354D 00 20 00                        .db 0, 20h, 0                                    ; 2000 pts
0000:3550 00 30 00                        .db 0, 30h, 0                                    ; 3000 pts
0000:3553 00 40 00                        .db 0, 40h, 0                                    ; 4000 pts
0000:3556 00 50 00                        .db 0, 50h, 0                                    ; 5000 pts
0000:3559 00 60 00                        .db 0, 60h, 0                                    ; 6000 pts
0000:355C 00 70 00                        .db 0, 70h, 0                                    ; 7000 pts
0000:355F 00 80 00                        .db 0, 80h, 0                                    ; 8000 pts
0000:3562 00 90 00                        .db 0, 90h, 0                                    ; 9000 pts
0000:3565 94 77        high_score_tbl: .dw VRAM_start+394h                                ; DATA XREF: sub_0_207+53↑o
0000:3567 01 23 24 10+                    .db 1, 23h, 24h, 10h, 10h, 0, 0, 7, 6, 5, 0, 10h, 10h
0000:3567 10 00 00 07+                    .db 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h
0000:3567 06 05 00 10+                    .db 10h, 3Fh, 0, 50h, 76h, 0
0000:3585 F4 76                           .dw VRAM_start+2F4h
0000:3587 96 77                           .dw VRAM_start+396h
0000:3589 02 1E 14 10+                    .db 2, 1Eh, 14h, 10h, 10h, 0, 0, 6, 1, 0, 0, 10h, 10h
0000:3589 10 00 00 06+                    .db 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h
0000:3589 01 00 00 10+                    .db 10h, 3Fh, 0, 0, 61h, 0
0000:35A7 F6 76                           .dw VRAM_start+2F6h
0000:35A9 98 77                           .dw VRAM_start+398h
0000:35AB 03 22 14 10+                    .db 3, 22h, 14h, 10h, 10h, 0, 0, 5, 9, 5, 0, 10h, 10h
0000:35AB 10 00 00 05+                    .db 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h
0000:35AB 09 05 00 10+                    .db 10h, 3Fh, 0, 50h, 59h, 0
0000:35C9 F8 76                           .dw VRAM_start+2F8h
0000:35CB 9A 77                           .dw VRAM_start+39Ah
0000:35CD 04 24 18 10+                    .db 4, 24h, 18h, 10h, 10h, 0, 0, 5, 0, 5, 0, 10h, 10h
0000:35CD 10 00 00 05+                    .db 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h
0000:35CD 00 05 00 10+                    .db 10h, 3Fh, 0, 50h, 50h, 0
0000:35EB FA 76                           .dw VRAM_start+2FAh
0000:35ED 9C 77                           .dw VRAM_start+39Ch
0000:35EF 05 24 18 10+                    .db 5, 24h, 18h, 10h, 10h, 0, 0, 4, 3, 0, 0, 10h, 10h
0000:35EF 10 00 00 04+                    .db 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h, 10h
0000:35EF 03 00 00 10+                    .db 10h, 3Fh, 0, 0, 43h, 0
0000:360D FC 76                           .dw VRAM_start+2FCh
0000:360F 3B 5C 4B 5C+letter_coords:  .db 3Bh, 5Ch, 4Bh, 5Ch, 5Bh, 5Ch, 6Bh, 5Ch, 7Bh, 5Ch, 8Bh
0000:360F 5B 5C 6B 5C+                                                                    ; DATA XREF: sub_0_15FA+4↑o
0000:360F 7B 5C 8B 5C+                    .db 5Ch, 9Bh, 5Ch, 0ABh, 5Ch, 0BBh, 5Ch, 0CBh, 5Ch, 3Bh
0000:360F 9B 5C AB 5C+                    .db 6Ch, 4Bh, 6Ch, 5Bh, 6Ch, 6Bh, 6Ch, 7Bh, 6Ch, 8Bh, 6Ch
0000:360F BB 5C CB 5C+                    .db 9Bh, 6Ch, 0ABh, 6Ch, 0BBh, 6Ch, 0CBh, 6Ch, 3Bh, 7Ch
0000:360F 3B 6C 4B 6C+                    .db 4Bh, 7Ch, 5Bh, 7Ch, 6Bh, 7Ch, 7Bh, 7Ch, 8Bh, 7Ch, 9Bh
0000:360F 5B 6C 6B 6C+                    .db 7Ch, 0ABh, 7Ch, 0BBh, 7Ch, 0CBh, 7Ch
0000:364B 8B 36        message_table:  .dw aGAME_OVER                                     ; DATA XREF: print_message_A↑o
0000:364D 01 00                           .dw 1
0000:364F 98 36                           .dw aPLAYER
0000:3651 A5 36                           .dw aPLAYER_
0000:3653 B2 36                           .dw aHIGH_SCORE
0000:3655 BF 36                           .dw aCREDIT
0000:3657 06 00                           .dw 6
0000:3659 CC 36                           .dw aHOW_HIGH_CAN_YOU_GET
0000:365B 08 00                           .dw 8
0000:365D E6 36                           .dw aONLY_1_PLAYER_BUTTON
0000:365F FD 36                           .dw a1_OR_2_PLAYERS
0000:3661 0B 00                           .dw 0Bh
0000:3663 15 37                           .dw aPUSH
0000:3665 1C 37                           .dw aNAME_REGISTRATION
0000:3667 30 37                           .dw aNAME
0000:3669 38 37                           .dw a???
0000:366B 47 37                           .dw aA_B_C_D_E_F_G_H_I_J
0000:366D 5D 37                           .dw aK_L_M_N_O_P_Q_R_S_T
0000:366F 73 37                           .dw aU_V_W_X_Y_Z_rub_end
0000:3671 8B 37                           .dw aREGI_TIME
0000:3673 00 61                           .dw 6100h
0000:3675 22 61                           .dw 6122h
0000:3677 44 61                           .dw 6144h
0000:3679 66 61                           .dw 6166h
0000:367B 88 61                           .dw 6188h
0000:367D 9E 37                           .dw aRANK_SCORE_NAME
0000:367F B6 37                           .dw aYOUR_NAME_WAS_REGISTERED
0000:3681 D2 37                           .dw aINSERT_COIN
0000:3683 E1 37                           .dw aPLAYER_COIN
0000:3685 1D 00                           .dw 1Dh
0000:3687 00 3F                           .dw byte_0_3EFF+1
0000:3689 09 3F                           .dw byte_0_3F09
0000:368B 96 76 17 11+aGAME_OVER:     .db 96h, 76h, 17h, 11h, 1Dh, 15h, 10h, 10h, 1Fh, 26h, 15h
0000:368B 1D 15 10 10+                                                                    ; DATA XREF: 0000:364B↑o
0000:368B 1F 26 15 22+                    .db 22h, 3Fh
0000:3698 94 76 20 1C+aPLAYER:        .db 94h, 76h, 20h, 1Ch, 11h, 29h, 15h, 22h, 10h, 30h, 32h
0000:3698 11 29 15 22+                                                                    ; DATA XREF: 0000:364F↑o
0000:3698 10 30 32 31+                    .db 31h, 3Fh
0000:36A5 94 76 20 1C+aPLAYER_:       .db 94h, 76h, 20h, 1Ch, 11h, 29h, 15h, 22h, 10h, 30h, 33h
0000:36A5 11 29 15 22+                                                                    ; DATA XREF: 0000:3651↑o
0000:36A5 10 30 33 31+                    .db 31h, 3Fh
0000:36B2 80 76 18 19+aHIGH_SCORE:    .db 80h, 76h, 18h, 19h, 17h, 18h, 10h, 23h, 13h, 1Fh, 22h
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0000:36B2 17 18 10 23+                                                          ; DATA XREF: 0000:3653↑o
0000:36B2 13 1F 22 15+                  .db 15h, 3Fh
0000:36BF 9F 75 13 22+aCREDIT:          .db 9Fh, 75h, 13h, 22h, 15h, 14h, 19h, 24h, 10h, 10h, 10h
0000:36BF 15 14 19 24+                                                          ; DATA XREF: 0000:3655↑o
0000:36BF 10 10 10 10+                  .db 10h, 3Fh
0000:36CC 5E 77 18 1F+aHOW_HIGH_CAN_YOU_GET:.db 5Eh, 77h, 18h, 1Fh, 27h, 10h, 18h, 19h, 17h, 18h, 10h
0000:36CC 27 10 18 19+                                                          ; DATA XREF: 0000:3659↑o
0000:36CC 17 18 10 13+                  .db 13h, 11h, 1Eh, 10h, 29h, 1Fh, 25h, 10h, 17h, 15h, 24h
0000:36CC 11 1E 10 29+                  .db 10h, 0FBh, 10h, 3Fh
0000:36E6 29 77 1F 1E+aONLY_1_PLAYER_BUTTON:.db 29h, 77h, 1Fh, 1Eh, 1Ch, 29h, 10h, 1, 10h, 20h, 1Ch
0000:36E6 1C 29 10 01+                                                          ; DATA XREF: 0000:365D↑o
0000:36E6 10 20 1C 11+                  .db 11h, 29h, 15h, 22h, 10h, 12h, 25h, 24h, 24h, 1Fh, 1Eh
0000:36E6 29 15 22 10+                  .db 3Fh
0000:36FD 29 77 01 10+a1_OR_2_PLAYERS:.db 29h, 77h, 1, 10h, 1Fh, 22h, 10h, 2, 10h, 20h, 1Ch
0000:36FD 1F 22 10 02+                                                          ; DATA XREF: 0000:365F↑o
0000:36FD 10 20 1C 11+                  .db 11h, 29h, 15h, 22h, 23h, 10h, 12h, 25h, 24h, 24h, 1Fh
0000:36FD 29 15 22 23+                  .db 1Eh, 3Fh
0000:3715 27 76 20 25+aPUSH:            .db 27h, 76h, 20h, 25h, 23h, 18h, 3Fh   ; DATA XREF: 0000:3663↑o
0000:371C 06 77 1E 11+aNAME_REGISTRATION:.db 6, 77h, 1Eh, 11h, 1Dh, 15h, 10h, 22h, 15h, 17h, 19h
0000:371C 1D 15 10 22+                                                          ; DATA XREF: 0000:3665↑o
0000:371C 15 17 19 23+                  .db 23h, 24h, 22h, 11h, 24h, 19h, 1Fh, 1Eh, 3Fh
0000:3730 88 76 1E 11+aNAME:            .db 88h, 76h, 1Eh, 11h, 1Dh, 15h, 2Eh, 3Fh   ; DATA XREF: 0000:3667↑o
0000:3738 E9 75 2D 2D+a???:             .db 0E9h, 75h, 2Dh, 2Dh, 2Dh, 10h, 10h, 10h, 10h
0000:3738 2D 10 10 10+                                                          ; DATA XREF: 0000:3669↑o
0000:3738 10 10 10 10+                  .db 10h, 10h, 10h, 10h, 3Fh
0000:3747 0B 77 11 10+aA_B_C_D_E_F_G_H_I_J:.db 0Bh, 77h, 11h, 10h, 12h, 10h, 13h, 10h, 14h, 10h, 15h
0000:3747 12 10 13 10+                                                          ; DATA XREF: 0000:366B↑o
0000:3747 14 10 15 10+                  .db 10h, 16h, 10h, 17h, 10h, 18h, 10h, 19h, 10h, 1Ah, 3Fh
0000:375D 0D 77       aK_L_M_N_O_P_Q_R_S_T:.dw VRAM_start+30Dh                   ; DATA XREF: 0000:366D↑o
0000:375F 1B 10 1C 10+                  .db 1Bh, 10h, 1Ch, 10h, 1Dh, 10h, 1Eh, 10h, 1Fh, 10h, 20h
0000:375F 1D 10 1E 10+                  .db 10h, 21h, 10h, 22h, 10h, 23h, 10h, 24h, 3Fh
0000:3773 0F 77       aU_V_W_X_Y_Z_rub_end:.dw VRAM_start+30Fh                   ; DATA XREF: 0000:366F↑o
0000:3775 25 10 26 10+                  .db 25h, 10h, 26h, 10h, 27h, 10h, 28h, 10h, 29h, 10h, 2Ah
0000:3775 27 10 28 10+                  .db 10h, 2Bh, 10h, 2Ch, 44h, 45h, 46h, 47h, 48h, 10h, 3Fh
0000:378B F2 76       aREGI_TIME:       .dw VRAM_start+2F2h                      ; DATA XREF: 0000:3671↑o
0000:378D 22 15 17 19+                  .db 22h, 15h, 17h, 19h, 10h, 24h, 19h, 1Dh, 15h, 10h, 10h
0000:378D 10 24 19 1D+                  .db 30h, 3, 0, 31h, 10h, 3Fh
0000:379E 92 77       aRANK_SCORE_NAME:.dw VRAM_start+392h                       ; DATA XREF: 0000:367D↑o
0000:37A0 22 11 1E 1B+                  .db 22h, 11h, 1Eh, 1Bh, 10h, 10h, 23h, 13h, 1Fh, 22h, 15h
0000:37A0 10 10 23 13+                  .db 10h, 10h, 1Eh, 11h, 1Dh, 15h, 10h, 10h, 10h, 10h, 3Fh
0000:37B6 72 77       aYOUR_NAME_WAS_REGISTERED:.dw VRAM_start+372h              ; DATA XREF: 0000:367F↑o
0000:37B8 29 1F 25 22+                  .db 29h, 1Fh, 25h, 22h, 10h, 1Eh, 11h, 1Dh, 15h, 10h, 27h
0000:37B8 10 1E 11 1D+                  .db 11h, 23h, 10h, 22h, 15h, 17h, 19h, 23h, 24h, 15h, 22h
0000:37B8 15 10 27 11+                  .db 15h, 14h, 42h, 3Fh
0000:37D2 A7 76       aINSERT_COIN:     .dw VRAM_start+2A7h                      ; DATA XREF: 0000:3681↑o
0000:37D4 19 1E 23 15+                  .db 19h, 1Eh, 23h, 15h, 22h, 24h, 10h, 13h, 1Fh, 19h, 1Eh
0000:37D4 22 24 10 13+                  .db 10h, 3Fh
0000:37E1 0A 77       aPLAYER_COIN:     .dw VRAM_start+30Ah                      ; DATA XREF: 0000:3683↑o
0000:37E3 10 10 20 1C+                  .db 10h, 10h, 20h, 1Ch, 11h, 29h, 15h, 22h, 10h, 10h, 10h
0000:37E3 11 29 15 22+                  .db 10h, 13h, 1Fh, 19h, 1Eh, 3Fh
0000:37F4 FC 76       .dw VRAM_start+2FCh
0000:37F6 49 4A 10 1E+a_NINTENDO:       .db 49h, 4Ah, 10h, 1Eh, 19h, 1Eh, 24h, 15h, 1Eh, 14h, 1Fh
0000:37F6 19 1E 24 15+                  .db 10h, 10h, 10h, 10h, 3Fh
0000:3806 7C 75       .dw VRAM_start+17Ch
0000:3808 01 09 08 01+                  .db 1, 9, 8, 1, 3Fh
0000:380D 02 97 38 68+draw_data_climb:.db 2, 97h, 38h, 68h, 38h, 2, 0DFh, 54h, 10h, 54h, 2, 0EFh
0000:380D 38 02 DF 54+                                                          ; DATA XREF: 0000:0A92↑o
0000:380D 10 54 02 EF+                  .db 6Dh, 20h, 6Dh, 2, 0DFh, 8Eh, 10h, 8Eh, 2, 0EFh, 0AFh
0000:380D 6D 20 6D 02+                  .db 20h, 0AFh, 2, 0DFh, 0D0h, 10h, 0D0h, 2, 0EFh, 0F1h
0000:380D DF 8E 10 8E+                  .db 10h, 0F1h, 0, 53h, 18h, 53h, 54h, 0, 63h, 18h, 63h
0000:380D 02 EF AF 20+                  .db 54h, 0, 93h, 38h, 93h, 54h, 0, 83h, 54h, 83h, 0F1h
0000:380D AF 02 DF D0+                  .db 0, 93h, 54h, 93h, 0F1h, 0AAh
0000:384A 8D          bonus_graphic_tiles:.db  8Dh ; ì                          ; DATA XREF: 0000:064D↑o
0000:384B 7D                            .db   7Dh ; }
0000:384C 8C                            .db   8Ch ; î
0000:384D 6F                            .db   6Fh ; o
0000:384E 00                            .db    0 ;
0000:384F 7C                            .db   7Ch ; |
0000:3850 6E                            .db   6Eh ; n
0000:3851 00                            .db    0 ;
0000:3852 7C                            .db   7Ch ; |
0000:3853 6D                            .db   6Dh ; m
0000:3854 00                            .db    0 ;
0000:3855 7C                            .db   7Ch ; |
0000:3856 6C                            .db   6Ch ; l
0000:3857 00                            .db    0 ;
0000:3858 7C                            .db   7Ch ; |
0000:3859 8F                            .db   8Fh ; Å
0000:385A 7F                            .db   7Fh ;
0000:385B 8E                            .db   8Eh ; Ä
0000:385C 47 27 08 50+kong_normal_spr:.db 47h, 27h, 8, 50h                      ; DATA XREF: animate_kong_and_pauline+74↑o
0000:385C 2F A7 08 50+                                                          ; 0000:0B1E↑o ...
0000:385C 3B 25 08 50+                  .db 2Fh, 0A7h, 8, 50h
0000:385C 00 70 08 48+                  .db 3Bh, 25h, 8, 50h
0000:385C 3B 23 07 40+                  .db 0, 70h, 8, 48h
0000:385C 46 A9 08 44+                  .db 3Bh, 23h, 7, 40h
0000:385C 00 70 08 48+                  .db 46h, 0A9h, 8, 44h
0000:385C 30 29 08 44+                  .db 0, 70h, 8, 48h
0000:385C 00 70 08 48+                  .db 30h, 29h, 8, 44h
0000:385C 00 70 0A 48                   .db 0, 70h, 8, 48h
0000:385C                               .db 0, 70h, 0Ah, 48h
0000:3884 6F 10 09 23+pauline_spr:      .db 6Fh, 10h, 9, 23h
0000:3884 6F 11 0A 33                   .db 6Fh, 11h, 0Ah, 33h
0000:388C 50 34 08 3C kong_climbing_spr:.db 50h, 34h, 8, 3Ch                    ; DATA XREF: 0000:0AC0↑o
0000:388C                                                                       ; 0000:168B↑o ...
0000:3890 00 35 08 3C                   .db 0, 35h, 8, 3Ch
0000:3894 53 32 08 40                   .db 53h, 32h, 8, 40h
0000:3898 63 33 08 40                   .db 63h, 33h, 8, 40h
0000:389C 00 70 08 48                   .db 0, 70h, 8, 48h
0000:38A0 53 36 08 50                   .db 53h, 36h, 8, 50h
0000:38A4 63 37 08 50                   .db 63h, 37h, 8, 50h
0000:38A8 6B 31 08 41                   .db 6Bh, 31h, 8, 41h
0000:38AC 00 70 08 48                   .db 0, 70h, 8, 48h
0000:38B0 6A 14 0A 48                   .db 6Ah, 14h, 0Ah, 48h
0000:38B4 FD FD FD FD+dk_intro_jump_up_data:.db 0FDh, 0FDh, 0FDh, 0FDh, 0FDh, 0FDh, 0FDh, 0FEh, 0FEh
0000:38B4 FD FD FD FE+                                                          ; DATA XREF: 0000:0AA9↑o
0000:38B4 FE FE FE FE+                  .db 0FEh, 0FEh, 0FEh, 0FEh, 0FFh, 0FFh, 0FFh, 0FFh, 0
0000:38B4 FE FF FF FF+                  .db 0, 1, 1, 1, 7Fh
0000:38CB FF FF FF FF+dk_intro_jump_across_data:.db 0FFh, 0FFh, 0FFh, 0FFh, 0FFh, 0, 0FFh, 0, 0, 1, 0
0000:38CB FF 00 FF 00+                                                          ; DATA XREF: 0000:0AAF↑o
0000:38CB 00 01 00 01+                                                          ; 0000:0B86↑o
0000:38CB 01 01 01 01+                  .db 1, 1, 1, 1, 1, 7Fh
0000:38DC 04 7F F0 10+draw_data_bend_girders_2:.db 4, 7Fh, 0F0h, 10h, 0F0h, 2, 0DFh, 0F2h, 70h, 0F8h
0000:38DC F0 02 DF F2+                                                          ; DATA XREF: 0000:0B91↑o
0000:38DC 70 F8 02 6F+                  .db 2, 6Fh, 0F8h, 10h, 0F8h, 0AAh, 4, 0DFh, 0D0h, 90h
0000:38DC F8 10 F8 AA+                  .db 0D0h, 2, 0DFh, 0DCh, 20h, 0D1h, 0AAh, 0FFh, 0FFh, 0FFh
0000:38DC 04 DF D0 90+                  .db 0FFh, 0FFh, 4, 0DFh, 0A8h, 20h, 0A8h, 4, 5Fh, 0B0h
0000:38DC D0 02 DF DC+                  .db 20h, 0B0h, 2, 0DFh, 0B0h, 20h, 0BBh, 0AAh, 4, 0DFh
0000:38DC 20 D1 AA FF+                  .db 88h, 30h, 88h, 4, 0DFh, 90h, 0B0h, 90h, 2, 0DFh, 9Ah
0000:38DC FF FF FF FF+                  .db 20h, 8Fh, 0AAh, 4, 0BFh, 68h, 20h, 68h, 4, 3Fh, 70h
0000:38DC 04 DF A8 20+                  .db 20h, 70h, 2, 0DFh, 6Ah, 20h, 79h, 0AAh
0000:392C 02 DF 58 A0+draw_data_bend_girders_1:.db 2, 0DFh, 58h, 0A0h, 55h, 0AAh   ; DATA XREF: 0000:0B48↑o
0000:3932 00 70 08 44+dk_throw_barrel_spr:.db 0, 70h, 8, 44h, 2Bh, 0ACh, 8, 4Ch, 3Bh, 0AEh, 8, 4Ch
0000:3932 2B AC 08 4C+                                                          ; DATA XREF: 0000:1671↑o
0000:3932 3B AE 08 4C+                                                          ; sub_0_2C8F+95↑o
0000:3932 3B AF 08 3C+                  .db 3Bh, 0AFh, 8, 3Ch, 4Bh, 0B0h, 7, 3Ch, 4Bh, 0ADh, 8
0000:3932 4B B0 07 3C+                  .db 4Ch, 0, 70h, 8, 44h, 0, 70h, 8, 44h, 0, 70h, 8, 44h
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0000:3932 4B AD 08 4C+                      .db 0, 70h, 0Ah, 44h, 47h, 27h, 8, 4Ch, 2Fh, 0A7h, 8, 4Ch
0000:3932 00 70 08 44+                      .db 3Bh, 25h, 8, 4Ch, 0, 70h, 8, 44h, 3Bh, 23h, 7, 3Ch
0000:3932 00 70 08 44+                      .db 4Bh, 2Ah, 8, 3Ch, 4Bh, 2Bh, 8, 4Ch, 2Bh, 0AAh, 8, 3Ch
0000:3932 00 70 08 44+                      .db 2Bh, 0ABh, 8, 4Ch, 0, 70h, 0Ah, 44h, 0, 70h, 8, 44h
0000:3932 00 70 0A 44+                      .db 4Bh, 2Ch, 8, 4Ch, 3Bh, 2Eh, 8, 4Ch, 3Bh, 2Fh, 8, 3Ch
0000:3932 47 27 08 4C+                      .db 2Bh, 30h, 7, 3Ch, 2Bh, 2Dh, 8, 4Ch, 0, 70h, 8, 44h
0000:3932 2F A7 08 4C+                      .db 0, 70h, 8, 44h, 0, 70h, 8, 44h, 0, 70h, 0Ah, 44h
0000:39AA FD FD FD FE+bouncing_spring_data:.db 0FDh, 0FDh, 0FDh, 0FEh, 0FEh, 0FEh, 0FEh, 0FFh, 0FFh
0000:39AA FE FE FE FF+                                               ; DATA XREF: sub_0_2E04+98↑o
0000:39AA FF 00 FF 00+                                               ; sub_0_2E04+C4↑o
0000:39AA 00 01 00 01+                      .db 0, 0FFh, 0, 0, 1, 0, 1, 1, 2, 2, 2, 2, 3, 3, 3, 7Fh
0000:39C3 1E 4E BB 4C+barell_rolling_data:.db 1Eh, 4Eh, 0BBh, 4Ch, 0D8h, 4Eh, 59h, 4Eh, 7Fh
0000:39C3 D8 4E 59 4E+                                               ; DATA XREF: sub_0_2C8F+FD↑o
0000:39CC BB 4D 7F    barrel_falling_data:.db 0BBh, 4Dh, 7Fh        ; DATA XREF: sub_0_2C8F+F4↑o
0000:39CF 47 27 08 50 dk_thrash_right_spr:.db 47h, 27h, 8, 50h      ; DATA XREF: animate_kong_and_pauline+43↑o
0000:39CF                                                            ; 0000:0816↑o
0000:39D3 2D 26 08 50                       .db 2Dh, 26h, 8, 50h
0000:39D7 3B 25 08 50                       .db 3Bh, 25h, 8, 50h
0000:39DB 00 70 08 48                       .db 0, 70h, 8, 48h
0000:39DF 3B 24 07 40                       .db 3Bh, 24h, 7, 40h
0000:39E3 4B 28 08 40                       .db 4Bh, 28h, 8, 40h
0000:39E7 00 70 08 48                       .db 0, 70h, 8, 48h
0000:39EB 30 29 08 44                       .db 30h, 29h, 8, 44h
0000:39EF 00 70 08 48                       .db 0, 70h, 8, 48h
0000:39F3 00 70 0A 48                       .db 0, 70h, 0Ah, 48h
0000:39F7 49 A6 08 50 dk_thrash_left_spr:.db 49h, 0A6h, 8, 50h      ; DATA XREF: animate_kong_and_pauline+4A↑o
0000:39FB 2F A7 08 50                       .db 2Fh, 0A7h, 8, 50h
0000:39FF 3B 25 08 50                       .db 3Bh, 25h, 8, 50h
0000:3A03 00 70 08 48                       .db 0, 70h, 8, 48h
0000:3A07 3B 24 07 40                       .db 3Bh, 24h, 7, 40h
0000:3A0B 46 A9 08 44                       .db 46h, 0A9h, 8, 44h
0000:3A0F 00 70 08 48                       .db 0, 70h, 8, 48h
0000:3A13 2B A8 08 40                       .db 2Bh, 0A8h, 8, 40h
0000:3A17 00 70 08 48                       .db 0, 70h, 8, 48h
0000:3A1B 00 70 0A 48                       .db 0, 70h, 0Ah, 48h
0000:3A1F 73 A7 88 60 fk_falling_spr: .db 73h, 0A7h, 88h, 60h       ; DATA XREF: 0000:1870↑o
0000:3A23 8B 27 88 60                       .db 8Bh, 27h, 88h, 60h
0000:3A27 7F 25 88 60                       .db 7Fh, 25h, 88h, 60h
0000:3A2B 00 70 88 68                       .db 0, 70h, 88h, 68h
0000:3A2F 7F 24 87 70                       .db 7Fh, 24h, 87h, 70h
0000:3A33 74 29 88 6C                       .db 74h, 29h, 88h, 6Ch
0000:3A37 00 70 88 68                       .db 0, 70h, 88h, 68h
0000:3A3B 8A A9 88 6C                       .db 8Ah, 0A9h, 88h, 6Ch
0000:3A3F 00 70 88 68                       .db 0, 70h, 88h, 68h
0000:3A43 00 70 8A 68                       .db 0, 70h, 8Ah, 68h
0000:3A47 05 AF F0 50+draw_data_rivet_end1:.db 5, 0AFh, 0F0h, 50h, 0F0h, 0AAh      ; DATA XREF: 0000:17D9↑o
0000:3A4D 05 AF E8 50+draw_data_rivet_end2:.db 5, 0AFh, 0E8h, 50h, 0E8h, 0AAh      ; DATA XREF: 0000:17E5↑o
0000:3A53 05 AF E0 50+draw_data_rivet_end3:.db 5, 0AFh, 0E0h, 50h, 0E0h, 0AAh      ; DATA XREF: 0000:17F1↑o
0000:3A59 05 AF D8 50+draw_data_rivet_end4:.db 5, 0AFh, 0D8h, 50h, 0D8h, 0AAh      ; DATA XREF: 0000:17FD↑o
0000:3A5F 58 7B 58 48+draw_data_rivet_end5:.db 0B7h, 58h, 48h, 58h, 0AAh           ; DATA XREF: 0000:18A5↑o
0000:3A65 01 04 01 03+level_seq_1:    .db 1, 4, 1, 3, 4, 1, 2, 3, 4, 1, 2, 1, 3, 4     ; DATA XREF: 0000:095F↑o
0000:3A73 01 02 01 03+level_seq_2:    .db 1, 2, 1, 3, 1, 4, 7Fh                        ; DATA XREF: 0000:1799↑o
0000:3A73 01 04 7F                                               ; 0000:1947↑o
0000:3A7A FF 00 FF FF+fireball_bouncing_data:.db 0FFh, 0, 0FFh, 0FFh, 0FEh, 0FEh, 0FEh, 0FEh, 0FEh
0000:3A7A FE FE FE+                                               ; DATA XREF: sub_0_3202+65↑o
0000:3A7A FE FE FE FE+                      .db 0FEh, 0FEh, 0FEh, 0FEh, 0FEh, 0FEh, 0FFh, 0FFh, 0
0000:3A8C E8 E5 E3 E2+fireball_bounce_data:.db 0E8h, 0E5h, 0E3h, 0E2h, 0E1h, 0E0h, 0DFh, 0DEh, 0DDh
0000:3A8C E1 E0 DF DE+                                               ; DATA XREF: sub_0_342C+F↑o
0000:3A8C DD DD DC DC+                      .db 0DDh, 0DCh, 0DCh, 0DCh, 0DCh, 0DCh, 0DCh, 0DDh, 0DDh
0000:3A8C DC DC DC+                         .db 0DEh, 0DFh, 0E0h, 0E1h, 0E2h, 0E3h, 0E4h, 0E5h, 0E7h
0000:3A8C DD DD DE DF+                      .db 0E9h, 0EBh, 0EDh, 0F0h, 0AAh
0000:3AAC 80 7B 78 76+cement_fireball_data:.db 80h, 7Bh, 78h, 76h, 74h, 73h, 72h, 71h, 70h, 70h, 6Fh
0000:3AAC 74 73 72 71+                                               ; DATA XREF: sub_0_3478+F↑o
0000:3AAC 70 70 6F 6F+                      .db 6Fh, 6Fh, 70h, 70h, 71h, 72h, 73h, 74h, 75h, 76h, 77h
0000:3AAC 6F 70 70 71+                      .db 78h, 0AAh
0000:3AC4 EE F0 DB A0+rivet_fireball_data:.db 0EEh, 0F0h, 0DBh, 0A0h, 0E6h, 0C8h, 0D6h, 78h, 0EBh
0000:3AC4 E6 C8 D6 78+                                               ; DATA XREF: sub_0_34B9+E↑o
0000:3AC4 EB F0 DB A0+                      .db 0F0h, 0DBh, 0A0h, 0E6h, 0C8h, 0E6h, 0C8h
0000:3AD4 1B C8 23 A0+rivet_fireball_start_points:.db 1Bh, 0C8h, 23h, 0A0h, 2Bh, 78h, 12h, 0F0h, 1Bh, 0C8h
0000:3AD4 2B 78 12 F0+                                               ; DATA XREF: sub_0_34B9+34↑o
0000:3AD4 1B C8 23 A0+                      .db 23h, 0A0h, 12h, 0F0h, 1Bh, 0C8h
0000:3AE4 02 97 38 68+draw_data_girder:.db 2, 97h, 38h, 68h, 38h, 2, 9Fh, 54h, 10h, 54h, 2, 0DFh
0000:3AE4 38 02 9F 54+                                               ; DATA XREF: 0000:0CD4↑o
0000:3AE4 10 54 02 DF+                                               ; sub_0_2441+19↑o
0000:3AE4 58 A0 55 02+                      .db 58h, 0A0h, 55h, 2, 0EFh, 6Dh, 20h, 79h, 2, 0DFh, 9Ah
0000:3AE4 EF 6D 20 79+                      .db 10h, 8Eh, 2, 0EFh, 0AFh, 20h, 0BBh, 2, 0DFh, 0DCh
0000:3AE4 02 DF 9A 10+                      .db 10h, 0D0h, 2, 0FFh, 0F0h, 80h, 0F7h, 2, 7Fh, 0F8h
0000:3AE4 8E 02 EF AF+                      .db 0, 0F8h, 0, 0CBh, 57h, 0CBh, 6Fh, 0, 0CBh, 99h, 0CBh
0000:3AE4 20 BB 02 DF+                      .db 0B1h, 0, 0CBh, 0DBh, 0CBh, 0F3h, 0, 63h, 18h, 63h
0000:3AE4 DC 10 D0 02+                      .db 54h, 1, 63h, 0D5h, 63h, 0F8h, 0, 33h, 78h, 33h, 90h
0000:3AE4 FF F0 80 F7+                      .db 0, 33h, 0BAh, 33h, 0D2h, 0, 53h, 18h, 53h, 54h, 1
0000:3AE4 02 7F F8 00+                      .db 53h, 92h, 53h, 0B8h, 0, 5Bh, 76h, 5Bh, 92h, 0, 73h
0000:3AE4 F8 00 CB 57+                      .db 0B6h, 73h, 0D6h, 0, 83h, 95h, 83h, 0B5h, 0, 93h, 38h
0000:3AE4 CB 6F 00 CB+                      .db 93h, 54h, 1, 0BBh, 70h, 0BBh, 98h, 1, 6Bh, 54h, 6Bh
0000:3AE4 99 CB B1 00+                      .db 75h, 0AAh
0000:3B5D 06 8F 90 70+draw_data_cement:.db 6, 8Fh, 90h, 70h, 90h, 6, 8Fh, 98h, 70h, 98h, 6, 8Fh
0000:3B5D 90 06 8F 98+                                               ; DATA XREF: 0000:0CDF↑o
0000:3B5D 70 98 06 8F+                                               ; sub_0_2441+20↑o
0000:3B5D A0 70 A0 00+                      .db 0A0h, 70h, 0A0h, 0, 63h, 18h, 63h, 58h, 0, 63h, 80h
0000:3B5D 63 18 63 58+                      .db 63h, 0A8h, 0, 63h, 0D0h, 63h, 0F8h, 0, 53h, 18h, 53h
0000:3B5D 00 63 80 63+                      .db 58h, 0, 53h, 0A8h, 53h, 0D0h, 0, 9Bh, 80h, 9Bh, 0A8h
0000:3B5D A8 00 63 D0+                      .db 0, 9Bh, 0D0h, 9Bh, 0F8h, 1, 23h, 58h, 23h, 80h, 1
0000:3B5D 63 F8 00 53+                      .db 0DBh, 58h, 0DBh, 0, 2Bh, 80h, 2Bh, 0A8h, 0, 0D3h
0000:3B5D 18 53 58 00+                      .db 80h, 0D3h, 0A8h, 0, 0A3h, 0A8h, 0A3h, 0D0h, 0, 2Bh
0000:3B5D 53 A8 53 D0+                      .db 0D0h, 2Bh, 0F8h, 0, 0D3h, 0D0h, 0D3h, 0F8h, 0, 93h
0000:3B5D 00 9B 80 9B+                      .db 38h, 93h, 58h, 2, 97h, 38h, 68h, 38h, 3, 0EFh, 58h
0000:3B5D A8 00 9B D0+                      .db 10h, 58h, 3, 0F7h, 80h, 88h, 80h, 3, 77h, 80h, 8, 80h
0000:3B5D 9B F8 01 23+                      .db 2, 0A7h, 0A8h, 50h, 0A8h, 2, 0E7h, 0A8h, 0B8h, 0A8h
0000:3B5D 58 23 80 01+                      .db 2, 3Fh, 0A8h, 18h, 0A8h, 3, 0EFh, 0D0h, 10h, 0D0h
0000:3B5D DB 58 DB 80+                      .db 2, 0EFh, 0F8h, 10h, 0F8h, 0AAh
0000:3BE5 00 63 18 63+draw_data_elevator:.db 0, 63h, 18h, 63h, 58h, 0, 63h, 88h, 63h, 0D0h, 0, 53h
0000:3BE5 58 00 63 88+                                               ; DATA XREF: 0000:0CFA↑o
0000:3BE5 63 D0 00 53+                                               ; sub_0_2441+27↑o
0000:3BE5 18 53 58 00+                      .db 18h, 53h, 58h, 0, 53h, 88h, 53h, 0D0h, 0, 0E3h, 68h
0000:3BE5 53 88 53 D0+                      .db 0E3h, 90h, 0, 0E3h, 0B8h, 0E3h, 0D0h, 0, 0CBh, 90h
0000:3BE5 00 63 68 E3+                      .db 0CBh, 0B0h, 0, 0B3h, 58h, 0B3h, 78h, 0, 9Bh, 80h, 9Bh
0000:3BE5 90 00 E3 B8+                      .db 0A0h, 0, 93h, 38h, 93h, 58h, 0, 23h, 88h, 23h, 0C0h
0000:3BE5 E3 D0 00 CB+                      .db 0, 1Bh, 0C0h, 1Bh, 0E8h, 2, 97h, 38h, 68h, 38h, 2
0000:3BE5 90 CB B0 00+                      .db 0B7h, 58h, 10h, 58h, 2, 0EFh, 68h, 0E0h, 68h, 2, 0D7h
0000:3BE5 B3 58 B3 78+                      .db 70h, 0C8h, 70h, 2, 0BFh, 78h, 0B0h, 78h, 2, 0A7h, 80h
0000:3BE5 00 9B 80 9B+                      .db 90h, 80h, 2, 67h, 88h, 48h, 88h, 2, 27h, 88h, 10h
0000:3BE5 A0 00 93 38+                      .db 88h, 2, 0EFh, 90h, 0C8h, 90h, 2, 0A7h, 0A0h, 98h, 0A0h
0000:3BE5 93 58 00 23+                      .db 2, 0BFh, 0A8h, 0B0h, 0A8h, 2, 0D7h, 0B0h, 0C8h, 0B0h
0000:3BE5 88 23 C0 00+                      .db 2, 0EFh, 0B8h, 0E0h, 0B8h, 2, 27h, 0C0h, 10h, 0C0h
0000:3BE5 1B C0 1B E8+                      .db 2, 0EFh, 0D0h, 0D8h, 0D0h, 2, 67h, 0D0h, 50h, 0D0h
0000:3BE5 02 97 38 68+                      .db 2, 0CFh, 0D8h, 0C0h, 0D8h, 2, 0B7h, 0D0h, 0A8h, 0D0h
0000:3BE5 38 02 B7 58+                      .db 2, 9Fh, 0E8h, 88h, 0E8h, 2, 27h, 0E8h, 10h, 0E8h, 2
0000:3BE5 10 58 02 EF+                      .db 0EFh, 0F8h, 10h, 0F8h, 0AAh
0000:3C8B 00 7B 80 7B+draw_data_rivets:.db 0, 7Bh, 80h, 7Bh, 0A8h, 0, 7Bh, 0D0h, 7Bh, 0F8h, 0
0000:3C8B A8 00 7B D0+                                               ; DATA XREF: 0000:0CC3↑o
0000:3C8B 7B F8 00 33+                                               ; sub_0_2441+2D↑o
0000:3C8B 58 33 80 00+                      .db 33h, 58h, 33h, 80h, 0, 53h, 58h, 53h, 80h, 0, 0ABh
0000:3C8B 53 58 53 80+                      .db 58h, 0ABh, 80h, 0, 0CBh, 58h, 0CBh, 80h, 0, 2Bh, 80h
0000:3C8B 00 AB 58 AB+                      .db 2Bh, 0A8h, 0, 0D3h, 80h, 0D3h, 0A8h, 0, 23h, 0A8h
0000:3C8B 80 00 CB 58+                      .db 23h, 0D0h, 0, 5Bh, 0A8h, 5Bh, 0D0h, 0, 0A3h, 0A8h
0000:3C8B CB 80 00 2B+                      .db 0A3h, 0D0h, 0, 0DBh, 0A8h, 0DBh, 0D0h, 0, 1Bh, 0D0h
0000:3C8B 80 2B A8 00+                      .db 1Bh, 0F8h, 0, 0E3h, 0D0h, 0E3h, 0F8h, 5, 0B7h, 30h
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0000:3C8B D3 80 D3 A8+                        .db 48h, 30h, 5, 0CFh, 58h, 30h, 58h, 5, 0D7h, 80h, 28h
0000:3C8B 00 23 A8 23+                        .db 80h, 5, 0DFh, 0A8h, 20h, 0A8h, 5, 0E7h, 0D0h, 18h
0000:3C8B D0 00 5B A8+                        .db 0D0h, 5, 0EFh, 0F8h, 10h, 0F8h, 0AAh
0000:3CF0 10 82 85 8B+draw_data_how_high:.db 10h, 82h, 85h, 8Bh, 10h, 85h, 80h, 8Bh, 10h, 87h, 85h
0000:3CF0 10 85 80 8B+                                                                    ; DATA XREF: 0000:0C50↑o
0000:3CF0 10 87 85 8B+                        .db 8Bh, 81h, 80h, 80h, 8Bh, 81h, 82h, 85h, 8Bh, 81h, 85h
0000:3CF0 81 80 80 8B+                        .db 80h, 8Bh
0000:3D08 05          title_screen:   .db 5                                              ; DATA XREF: 0000:07F7↑o
0000:3D08                                                                                ; RLE-encoded "DONKEY KONG" title
0000:3D09 88 77                               .dw VRAM_start+388h
0000:3D0B 01                                  .db 1
0000:3D0C 68 77                               .dw VRAM_start+368h
0000:3D0E 01                                  .db 1
0000:3D0F 6C 77                               .dw VRAM_start+36Ch
0000:3D11 03                                  .db 3
0000:3D12 49 77                               .dw VRAM_start+349h
0000:3D14 05                                  .db 5
0000:3D15 08 77                               .dw VRAM_start+308h
0000:3D17 01                                  .db 1
0000:3D18 E8 76                               .dw VRAM_start+2E8h
0000:3D1A 01                                  .db 1
0000:3D1B EC 76                               .dw VRAM_start+2ECh
0000:3D1D 05                                  .db 5
0000:3D1E C8 76                               .dw VRAM_start+2C8h
0000:3D20 05                                  .db 5
0000:3D21 88 76                               .dw VRAM_start+288h
0000:3D23 02                                  .db 2
0000:3D24 69 76                               .dw VRAM_start+269h
0000:3D26 02                                  .db 2
0000:3D27 4A 76                               .dw VRAM_start+24Ah
0000:3D29 05                                  .db 5
0000:3D2A 28 76                               .dw VRAM_start+228h
0000:3D2C 05                                  .db 5
0000:3D2D E8 75                               .dw VRAM_start+1E8h
0000:3D2F 01                                  .db 1
0000:3D30 CA 75                               .dw VRAM_start+1CAh
0000:3D32 03                                  .db 3
0000:3D33 A9 75                               .dw VRAM_start+1A9h
0000:3D35 01                                  .db 1
0000:3D36 88 75                               .dw VRAM_start+188h
0000:3D38 01                                  .db 1
0000:3D39 8C 75                               .dw VRAM_start+18Ch
0000:3D3B 05                                  .db 5
0000:3D3C 48 75                               .dw VRAM_start+148h
0000:3D3E 01                                  .db 1
0000:3D3F 28 75                               .dw VRAM_start+128h
0000:3D41 01                                  .db 1
0000:3D42 2A 75                               .dw VRAM_start+12Ah
0000:3D44 01                                  .db 1
0000:3D45 2C 75                               .dw VRAM_start+12Ch
0000:3D47 01                                  .db 1
0000:3D48 08 75                               .dw VRAM_start+108h
0000:3D4A 01                                  .db 1
0000:3D4B 0A 75                               .dw VRAM_start+10Ah
0000:3D4D 01                                  .db 1
0000:3D4E 0C 75                               .dw VRAM_start+10Ch
0000:3D50 03                                  .db 3
0000:3D51 C8 74                               .dw VRAM_start+0C8h
0000:3D53 03                                  .db 3
0000:3D54 AA 74                               .dw VRAM_start+0AAh
0000:3D56 03                                  .db 3
0000:3D57 88 74                               .dw VRAM_start+88h
0000:3D59 05                                  .db 5
0000:3D5A 2F 77                               .dw VRAM_start+32Fh
0000:3D5C 05                                  .db 5
0000:3D5D 0F 77                               .dw VRAM_start+30Fh
0000:3D5F 02                                  .db 2
0000:3D60 F0 76                               .dw VRAM_start+2F0h
0000:3D62 02                                  .db 2
0000:3D63 CF 76                               .dw VRAM_start+2CFh
0000:3D65 02                                  .db 2
0000:3D66 D2 76                               .dw VRAM_start+2D2h
0000:3D68 05                                  .db 5
0000:3D69 8F 76                               .dw VRAM_start+28Fh
0000:3D6B 05                                  .db 5
0000:3D6C 6F 76                               .dw VRAM_start+26Fh
0000:3D6E 01                                  .db 1
0000:3D6F 4F 76                               .dw VRAM_start+24Fh
0000:3D71 01                                  .db 1
0000:3D72 53 76                               .dw VRAM_start+253h
0000:3D74 05                                  .db 5
0000:3D75 2F 76                               .dw VRAM_start+22Fh
0000:3D77 05                                  .db 5
0000:3D78 EF 75                               .dw VRAM_start+1EFh
0000:3D7A 02                                  .db 2
0000:3D7B D0 75                               .dw VRAM_start+1D0h
0000:3D7D 02                                  .db 2
0000:3D7E B1 75                               .dw VRAM_start+1B1h
0000:3D80 05                                  .db 5
0000:3D81 8F 75                               .dw VRAM_start+18Fh
0000:3D83 03                                  .db 3
0000:3D84 50 75                               .dw VRAM_start+150h
0000:3D86 05                                  .db 5
0000:3D87 2F 75                               .dw VRAM_start+12Fh
0000:3D89 01                                  .db 1
0000:3D8A 0F 75                               .dw VRAM_start+10Fh
0000:3D8C 01                                  .db 1
0000:3D8D 13 75                               .dw VRAM_start+113h
0000:3D8F 01                                  .db 1
0000:3D90 EF 74                               .dw VRAM_start+0EFh
0000:3D92 01                                  .db 1
0000:3D93 F1 74                               .dw VRAM_start+0F1h
0000:3D95 01                                  .db 1
0000:3D96 F3 74                               .dw VRAM_start+0F3h
0000:3D98 02                                  .db 2
0000:3D99 D1 74                               .dw VRAM_start+0D1h
0000:3D9B 00                                  .db 0
0000:3D9C 00 00 23 68+level_init_data:.db 0, 0, 23h, 68h, 1, 11h, 0, 0, 0, 10h, 0DBh, 68h, 1
0000:3D9C 01 11 00 00+                                                                   ; DATA XREF: 0000:0F6F↑o
0000:3D9C 00 10 DB 68+                        .db 40h, 0, 0, 8, 1, 1, 1, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0
0000:3D9C 01 40 00 00+                        .db 0, 0, 80h, 1, 0C0h, 0FFh, 1, 0FFh, 0FFh, 34h, 0C3h
0000:3D9C 08 01 01 01+                        .db 39h, 0, 67h, 80h, 69h, 1Ah, 1, 0, 0, 0, 0, 0, 0, 0, 0
0000:3D9C 01 01 01 01+                        .db 0, 4, 0, 10h, 0, 0, 0, 0, 0
0000:3DDC 1E 18 0B 4B+top_barrel_spr: .db 1Eh, 18h, 0Bh, 4Bh, 14h, 18h, 0Bh, 4Bh, 1Eh, 18h, 0Bh
0000:3DDC 14 18 0B 4B+                                                                   ; DATA XREF: 0000:0FD7↑o
0000:3DDC 1E 18 0B 3B+                        .db 3Bh, 14h, 18h, 0Bh, 3Bh
0000:3DEC 3D 01 03 02 fireball_spr:    .db 3Dh, 1, 3, 2                                  ; DATA XREF: 0000:0FE2↑o
0000:3DEC                                                                                ; 0000:101F↑o ...
0000:3DF0 4D 01 04 01 fireball_rivet_spr:.db 4Dh, 1, 4, 1                                ; DATA XREF: 0000:1131↑o
0000:3DF4 27 70 01 E0+girders_extra_spr:.db 27h, 70h, 1, 0E0h, 0, 0                      ; DATA XREF: 0000:0FEF↑o
0000:3DFA 7F 40 01 78+cement_extra_spr:.db 7Fh, 40h, 1, 78h, 2, 0                        ; DATA XREF: 0000:1049↑o
0000:3E00 27 49 0C F0 girder_oil_barrel_spr:.db 27h, 49h, 0Ch, 0F0h                      ; DATA XREF: 0000:0FF5↑o
0000:3E04 7F 49 0C 88 cement_oil_barrel_spr:.db 7Fh, 49h, 0Ch, 88h                       ; DATA XREF: 0000:104F↑o
0000:3E08 1E 07 03 09 hammer_pickup_spr:.db 1Eh, 7, 3, 9                                 ; DATA XREF: sub_0_11A6+9↑o
0000:3E0C 24 64 BB C0 girder_hammer_locs:.db 24h, 64h, 0BBh, 0C0h                        ; DATA XREF: 0000:1000↑o
0000:3E10 23 8D 7B B4 cement_hammer_locs:.db 23h, 8Dh, 7Bh, 0B4h                         ; DATA XREF: 0000:1070↑o
0000:3E14 1B 8C 7C 64 rivet_hammer_locs:.db 1Bh, 8Ch, 7Ch, 64h                           ; DATA XREF: 0000:113D↑o
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0000:3E18 4B 0E 04 02 cement_pie_spr:  .db 4Bh, 0Eh, 4, 2                         ; DATA XREF: 0000:102E↑o
0000:3E1C 23 46 03 68+cement_ladder_spr:.db 23h, 46h, 3, 68h, 0DBh, 46h, 3, 68h   ; DATA XREF: 0000:105A↑o
0000:3E24 17 50 00 5C+cement_conveyer_spr:.db 17h, 50h, 0, 5Ch, 0E7h, 0D0h, 0, 5Ch, 8Ch, 50h, 0
0000:3E24 E7 D0 00 5C+                                                             ; DATA XREF: 0000:1065↑o
0000:3E24 8C 50 00 84+                  .db 84h, 73h, 0D0h, 0, 84h, 17h, 50h, 0, 0D4h, 0E7h, 0D0h
0000:3E24 73 D0 00 84+                  .db 0, 0D4h
0000:3E3C 53 73 0A A0+cement_obj_spr:   .db 53h, 73h, 0Ah, 0A0h, 8Bh, 74h, 0Ah, 0F0h, 0DBh, 75h
0000:3E3C 8B 74 0A F0+                                                             ; DATA XREF: 0000:1076↑o
0000:3E3C DB 75 0A A0                   .db 0Ah, 0A0h
0000:3E48 5B 73 0A C8+elevator_obj_spr:.db 5Bh, 73h, 0Ah, 0C8h, 0E3h, 74h, 0Ah, 60h, 1Bh, 75h
0000:3E48 E3 74 0A 60+                                                             ; DATA XREF: 0000:10DE↑o
0000:3E48 1B 75 0A 80                   .db 0Ah, 80h
0000:3E54 DB 73 0A C8+rivit_obj_spr:   .db 0DBh, 73h, 0Ah, 0C8h, 93h, 74h, 0Ah, 0F0h, 33h, 75h
0000:3E54 93 74 0A F0+                                                             ; DATA XREF: 0000:1143↑o
0000:3E54 33 75 0A 50                   .db 0Ah, 50h
0000:3E60 44 03 08 04 elevator_spr:    .db 44h, 3, 8, 4                           ; DATA XREF: 0000:10C3↑o
0000:3E64 37 F4 37 C0+elevator_spr_xy:.db 37h, 0F4h, 37h, 0C0h, 37h, 8Ch, 77h, 70h, 77h, 0A4h
0000:3E64 37 8C 77 70+                                                            ; DATA XREF: 0000:10B7↑o
0000:3E64 77 A4 77 D8                   .db 77h, 0D8h
0000:3E70             ; ——————————————————————————————————————————————————————————————
0000:3E70
0000:3E70             loc_0_3E70:                                                 ; CODE XREF: sub_0_1DBD+1A↑j
0000:3E70 11 01 00                      ld    de, 1
0000:3E73
0000:3E73             loc_0_3E73:
0000:3E73 06 7B                         ld    b, 7Bh ; '{'
0000:3E75 1F                            rra
0000:3E76 D2 28 1E                      jp    nc, loc_0_1E28
0000:3E79 1E 03                         ld    e, 3
0000:3E7B 06 7D                         ld    b, 7Dh ; '}'
0000:3E7D 1F                            rra
0000:3E7E D2 28 1E                      jp    nc, loc_0_1E28
0000:3E81 1E 05                         ld    e, 5
0000:3E83 06 7F                         ld    b, 7Fh ; ''
0000:3E85 C3 28 1E                      jp    loc_0_1E28
0000:3E88
0000:3E88             ; ▆▆▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:3E88
0000:3E88
0000:3E88             sub_0_3E88:                                                 ; CODE XREF: sub_0_2853+18↑p
0000:3E88 3A 27 62                      ld    a, (level_type)
0000:3E8B E5                            push  hl
0000:3E8C EF                            rst   28h                                 ; go!
0000:3E8C             ; ——————————————————————————————————————————————————————————————
0000:3E8D 00 00                         .dw 0                                     ; Jump table
0000:3E8F 99 3E                         .dw loc_0_3E99
0000:3E91 B0 28                         .dw l2_check_hammer_hit
0000:3E93 E0 28                         .dw l3_check_hammer_hit
0000:3E95 01 29                         .dw l4_check_hammer_hit
0000:3E97 00 00                         .dw 0
0000:3E99             ; ——————————————————————————————————————————————————————————————
0000:3E99
0000:3E99             loc_0_3E99:                                                 ; DATA XREF: sub_0_3E88+7↑o
0000:3E99 E1                            pop   hl
0000:3E9A AF                            xor   a
0000:3E9B 32 60 60                      ld    (unk_0_6060), a
0000:3E9E 06 0A                         ld    b, 0Ah
0000:3EA0 11 20 00                      ld    de, 20h ; ' '
0000:3EA3 DD 21 00 67                   ld    ix, unk_0_6700
0000:3EA7 CD C3 3E                      call  sub_0_3EC3
0000:3EAA 06 05                         ld    b, 5
0000:3EAC DD 21 00 64                   ld    ix, unk_0_6400                      ; fireball character data
0000:3EB0 CD C3 3E                      call  sub_0_3EC3
0000:3EB3 3A 60 60                      ld    a, (unk_0_6060)
0000:3EB6 A7                            and   a
0000:3EB7 C8                            ret   z
0000:3EB8 FE 01                         cp    1
0000:3EBA C8                            ret   z
0000:3EBB FE 03                         cp    3
0000:3EBD 3E 03                         ld    a, 3
0000:3EBF D8                            ret   c
0000:3EC0 3E 07                         ld    a, 7
0000:3EC2 C9                            ret
0000:3EC2             ; End of function sub_0_3E88
0000:3EC2
0000:3EC3
0000:3EC3             ; ▆▆▆▆▆▆▆▆▆▆▆▆ S U B R O U T I N E ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
0000:3EC3
0000:3EC3
0000:3EC3
0000:3EC3             sub_0_3EC3:                                                 ; CODE XREF: sub_0_3E88+1F↑p
0000:3EC3 DD CB 00 46                                                            ; sub_0_3E88+28↑p ...
0000:3EC3                               bit   0, (ix+0)
0000:3EC7 CA FA 3E                      jp    z, loc_0_3EFA
0000:3ECA 79                            ld    a, c
0000:3ECB DD 96 05                      sub   (ix+5)
0000:3ECE D2 D3 3E                      jp    nc, loc_0_3ED3
0000:3ED1 ED 44                         neg
0000:3ED3
0000:3ED3             loc_0_3ED3:                                                 ; CODE XREF: sub_0_3EC3+B↑j
0000:3ED3 3C                            inc   a
0000:3ED4 95                            sub   l
0000:3ED5 DA DE 3E                      jp    c, loc_0_3EDE
0000:3ED8 DD 96 0A                      sub   (ix+0Ah)
0000:3EDB D2 FA 3E                      jp    nc, loc_0_3EFA
0000:3EDE
0000:3EDE             loc_0_3EDE:                                                 ; CODE XREF: sub_0_3EC3+12↑j
0000:3EDE FD 7E 03                      ld    a, (iy+3)
0000:3EE1 DD 96 03                      sub   (ix+3)
0000:3EE4 D2 E9 3E                      jp    nc, loc_0_3EE9
0000:3EE7 ED 44                         neg
0000:3EE9
0000:3EE9             loc_0_3EE9:                                                 ; CODE XREF: sub_0_3EC3+21↑j
0000:3EE9 94                            sub   h
0000:3EEA DA F3 3E                      jp    c, loc_0_3EF3
0000:3EED DD 96 09                      sub   (ix+9)
0000:3EF0 D2 FA 3E                      jp    nc, loc_0_3EFA
0000:3EF3
0000:3EF3             loc_0_3EF3:                                                 ; CODE XREF: sub_0_3EC3+27↑j
0000:3EF3 3A 60 60                      ld    a, (unk_0_6060)
0000:3EF6 3C                            inc   a
0000:3EF7 32 60 60                      ld    (unk_0_6060), a
0000:3EFA             loc_0_3EFA:                                                 ; CODE XREF: sub_0_3EC3+4↑j
0000:3EFA DD 19                                                                  ; sub_0_3EC3+18↑j ...
0000:3EFA                               add   ix, de
0000:3EFC 10 C5                         djnz  sub_0_3EC3
0000:3EFE C9                            ret
0000:3EFE             ; End of function sub_0_3EC3
0000:3EFE
0000:3EFE             ; ——————————————————————————————————————————————————————————————
0000:3EFF 00 5C 76 49+byte_0_3EFF:  .db 0, 5Ch, 76h, 49h, 4Ah, 1, 9, 8, 1, 3Fh    ; DATA XREF: 0000:3687↑o
0000:3F09 7D 77 1E 19+byte_0_3F09:  .db 7Dh, 77h, 1Eh, 19h, 1Eh, 24h, 15h, 1Eh, 14h, 1Fh, 10h
0000:3F09 1E 24 15 1E+                                                           ; DATA XREF: 0000:3689↑o
0000:3F09 14 1F 10 1F+                                                           ; sub_0_2441↑o
0000:3F09 16 10 11 1D+               .db 1Fh, 16h, 10h, 11h, 1Dh, 15h, 22h, 19h, 13h, 11h, 10h
0000:3F09 15 22 19 13+               .db 19h, 1Eh, 13h, 2Bh, 3Fh
0000:3F24
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0000:3F24                 ; ██████████████  S U B R O U T I N E  ██████████████████████████████████████████
0000:3F24
0000:3F24
0000:3F24                 sub_0_3F24:                                          ; CODE XREF: 0000:081C↑p
0000:3F24 21 AF 74                        ld      hl, VRAM_start+0AFh
0000:3F27 11 E0 FF                        ld      de, 0FFE0h
0000:3F2A 36 9F                           ld      (hl), 9Fh ; 'ƒ'
0000:3F2C 19                              add     hl, de
0000:3F2D 36 9E                           ld      (hl), 9Eh ; '×'
0000:3F2F C9                              ret
0000:3F2F                 ; End of function sub_0_3F24
0000:3F2F
0000:3F2F                 ; ────────────────────────────────────────────────────────────────────────
0000:3F30 50 52 4F 47+aProgramWeWouldTeachYou_Tel_toky:.text "PROGRAM,WE WOULD TEACH YOU.*****TEL.TOKYO-JAPAN 044(244)2"
0000:3F30 52 41 4D 2C+                    .text "151    EXTENTION 304    SYSTEM DESIGN   IKEGAMI CO. LIM."
0000:3FA0                 ; ────────────────────────────────────────────────────────────────────────
0000:3FA0
0000:3FA0                 loc_0_3FA0:                                          ; CODE XREF: 0000:0CD1↑j
0000:3FA0 CD A6 3F                        call    sub_0_3FA6
0000:3FA3 C3 5F 0D                        jp      loc_0_D5F
0000:3FA6
0000:3FA6                 ; ██████████████  S U B R O U T I N E  ██████████████████████████████████████████
0000:3FA6
0000:3FA6
0000:3FA6                 sub_0_3FA6:                                          ; CODE XREF: 0000:3FA0↑p
0000:3FA6 3E 02                           ld      a, 2
0000:3FA8 F7                              rst     30h                         ; return if level bit not set
0000:3FA9 06 02                           ld      b, 2
0000:3FAB 21 6C 77                        ld      hl, VRAM_start+36Ch
0000:3FAE
0000:3FAE                 loc_0_3FAE:                                          ; CODE XREF: sub_0_3FA6+11├j
0000:3FAE 36 10                           ld      (hl), 10h
0000:3FB0 23                              inc     hl
0000:3FB1 23                              inc     hl
0000:3FB2 36 C0                           ld      (hl), 0C0h ; 'L'
0000:3FB4 21 8C 74                        ld      hl, VRAM_start+8Ch
0000:3FB7 10 F5                           djnz    loc_0_3FAE
0000:3FB9 C9                              ret
0000:3FB9                 ; End of function sub_0_3FA6
0000:3FB9
0000:3FB9                 ; ────────────────────────────────────────────────────────────────────────
0000:3FBA 00 00 00 00+                    .db 0, 0, 0, 0, 0, 0
0000:3FC0
0000:3FC0                 ; ██████████████  S U B R O U T I N E  ██████████████████████████████████████████
0000:3FC0
0000:3FC0
0000:3FC0                 sub_0_3FC0:                                          ; CODE XREF: 0000:2285↑p
0000:3FC0 21 4D 69                        ld      hl, soft_sprite_ram+4Dh
0000:3FC3 36 03                           ld      (hl), 3
0000:3FC5 2C                              inc     l
0000:3FC6 2C                              inc     l
0000:3FC7 C9                              ret
0000:3FC7                 ; End of function sub_0_3FC0
0000:3FC7
0000:3FC7                 ; ────────────────────────────────────────────────────────────────────────
0000:3FC8 00 00 41 7F+                    .db 0, 0, 41h, 7Fh, 7Fh, 41h, 0, 0, 0, 7Fh, 7Fh, 18h, 3Ch
0000:3FC8 7F 41 00 00+                    .db 76h, 63h, 41h, 0, 0, 7Fh, 7Fh, 49h, 49h, 49h, 41h
0000:3FC8 00 07 7F 18+                    .db 0, 1Ch, 3Eh, 63h, 41h, 49h, 79h, 79h, 0, 7Ch, 7Eh
0000:3FC8 3C 76 63 41+                    .db 13h, 11h, 13h, 7Eh, 7Ch, 0, 7Fh, 7Fh, 0Eh, 1Ch, 0Eh
0000:3FC8 00 00 7F 7F+                    .db 7Fh, 7Fh, 0, 0, 41h, 7Fh, 7Fh, 41h, 0, 0
0000:3FC8 49 49 49 41+; end of 'ROM'
0000:3FC8 00 1C 3E 63+
0000:6000                 ; ════════════════════════════════════════════════════════════════════════
0000:6000
0000:6000
0000:6000                 ; Segment type: Regular
0000:6000                 ; segment 'RAM'
0000:6000                                 .org 6000h
0000:6000 ??              RAM_start:      .block 1                            ; DATA XREF: 0000:0268↑o
0000:6001 ??              no_of_credits:  .block 1                            ; DATA XREF: display_credits+5↑o
0000:6001                                                                     ; 0000:073F↑r ...
0000:6002 ??                              .block 1
0000:6003 ??              unk_0_6003:     .block 1                            ; DATA XREF: sub_0_17B+5↑o
0000:6004 ??                              .block 1
0000:6005 ??              unk_0_6005:     .block 1                            ; DATA XREF: 0000:00C6↑r
0000:6005                                                                     ; sub_0_17B+12↑r ...
0000:6006 ??                              .block 1
0000:6007 ??              attract_mode_flag:.block 1
0000:6008 ??              unk_0_6008:     .block 1                            ; DATA XREF: sub_0_20↑o
0000:6009*??             byte_0_6009:    .block 1                            ; DATA XREF: sub_0_18↑o
0000:6009*                                                                    ; 0000:078E↑o ...
0000:600A ??              game_sequencer: .block 1                            ; DATA XREF: 0000:01EE↑w
0000:600A                                                                     ; 0000:06FE↑r ...
0000:600B ??                              .block 1
0000:600C ??                              .block 1
0000:600D ??              unk_0_600D:     .block 1
0000:600E ??              unk_0_600E:     .block 1
0000:600F ??              unk_0_600F:     .block 1
0000:6010 ??              controller_in:  .block 1                            ; DATA XREF: 0000:00AC↑w
0000:6010                                                                     ; 0000:1502↑r ...
0000:6011 ??              last_raw_in:    .block 1
0000:6012 ??                              .block 1
0000:6013 ??                              .block 1
0000:6014 ??                              .block 1
0000:6015 ??                              .block 1
0000:6016 ??                              .block 1
0000:6017 ??                              .block 1
0000:6018 ?? ??           random_no:      .block 2                            ; DATA XREF: rand↑r
0000:6018                                                                     ; rand+B↑w ...
0000:601A ??              gen_purpose_timer:.block 1                          ; DATA XREF: rand+3↑o
0000:601A                                                                     ; 0000:00B5↑o ...
0000:601B ??                              .block 1
0000:601C ??                              .block 1
0000:601D ??                              .block 1
0000:601E ??                              .block 1
0000:601F ??                              .block 1
0000:6020 ??              unk_0_6020:     .block 1                            ; DATA XREF: sub_0_207+4↑o
0000:6020                                                                     ; 0000:0922↑r ...
0000:6021 ??              unk_0_6021:     .block 1                            ; DATA XREF: sub_0_350+1E↑o
0000:6022 ??              unk_0_6022:     .block 1
0000:6023 ??                              .block 1
0000:6024 ??              unk_0_6024:     .block 1                            ; DATA XREF: sub_0_17B+27↑o
0000:6025 ??                              .block 1
0000:6026 ??              unk_0_6026:     .block 1                            ; DATA XREF: 0000:0087↑r
0000:6026                                                                     ; 0000:099F↑r ...
0000:6027 ??                              .block 1
0000:6028 ??                              .block 1
0000:6029 ??                              .block 1
0000:602A ??                              .block 1
0000:602B ??                              .block 1
0000:602C ??                              .block 1
0000:602D ??                              .block 1
0000:602E ??                              .block 1
0000:602F ??                              .block 1
0000:6030 ??              unk_0_6030:     .block 1                            ; DATA XREF: 0000:1499↑o
0000:6030                                                                     ; 0000:14FC↑o
0000:6031 ??              unk_0_6031:     .block 1
0000:6032 ??              unk_0_6032:     .block 1                            ; DATA XREF: 0000:158A↑o
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0000:6032                                                                     ; 0000:15B2↑w
0000:6033 ??                           .block 1
0000:6034 ??            unk_0_6034:    .block 1                               ; DATA XREF: 0000:14DC↑o
0000:6035 ??            unk_0_6035:    .block 1
0000:6036 ??            unk_0_6036:    .block 1
0000:6037 ??                           .block 1
0000:6038 ??            unk_0_6038:    .block 1
0000:6039 ??                           .block 1
0000:603A ??            unk_0_603A:    .block 1
0000:603B ??                           .block 1
0000:603C ??                           .block 1
0000:603D ??                           .block 1
0000:603E ??                           .block 1
0000:603F ??                           .block 1
0000:6040 ??            p1_level_data: .block 1                               ; DATA XREF: 0000:093E↑o
0000:6040                                                                     ; 0000:09AB↑o ...
0000:6040                                                                     ; game init data copied here
0000:6041 ??                           .block 1
0000:6042 ?? ??                        .block 2                               ; ptr sequence data
0000:6044 ??                           .block 1
0000:6045 ??                           .block 1
0000:6046 ??                           .block 1
0000:6047 ??                           .block 1
0000:6048 ??            p2_level_data: .block 1                               ; DATA XREF: 0000:0909↑o
0000:6048                                                                     ; 0000:091F↑o ...
0000:6049 ??                           .block 1
0000:604A ??                           .block 1
0000:604B ??                           .block 1
0000:604C ??                           .block 1
0000:604D ??                           .block 1
0000:604E ??                           .block 1
0000:604F ??                           .block 1
0000:6050 ??                           .block 1
0000:6051 ??                           .block 1
0000:6052 ??                           .block 1
0000:6053 ??                           .block 1
0000:6054 ??                           .block 1
0000:6055 ??                           .block 1
0000:6056 ??                           .block 1
0000:6057 ??                           .block 1
0000:6058 ??                           .block 1
0000:6059 ??                           .block 1
0000:605A ??                           .block 1
0000:605B ??                           .block 1
0000:605C ??                           .block 1
0000:605D ??                           .block 1
0000:605E ??                           .block 1
0000:605F ??                           .block 1
0000:6060 ??            unk_0_6060:    .block 1
0000:6061 ??                           .block 1
0000:6062 ??                           .block 1
0000:6063 ??                           .block 1
0000:6064 ??                           .block 1
0000:6065 ??                           .block 1
0000:6066 ??                           .block 1
0000:6067 ??                           .block 1
0000:6068 ??                           .block 1
0000:6069 ??                           .block 1
0000:606A ??                           .block 1
0000:606B ??                           .block 1
0000:606C ??                           .block 1
0000:606D ??                           .block 1
0000:606E ??                           .block 1
0000:606F ??                           .block 1
0000:6070 ??                           .block 1
0000:6071 ??                           .block 1
0000:6072 ??                           .block 1
0000:6073 ??                           .block 1
0000:6074 ??                           .block 1
0000:6075 ??                           .block 1
0000:6076 ??                           .block 1
0000:6077 ??                           .block 1
0000:6078 ??                           .block 1
0000:6079 ??                           .block 1
0000:607A ??                           .block 1
0000:607B ??                           .block 1
0000:607C ??                           .block 1
0000:607D ??                           .block 1
0000:607E ??                           .block 1
0000:607F ??                           .block 1
0000:6080 ??            unk_0_6080:    .block 1                               ; DATA XREF: sub_0_E0↑o
0000:6080                                                                     ; stop_sound+6↑o ...
0000:6081 ??            unk_0_6081:    .block 1                               ; DATA XREF: sub_0_1AC3+E9↑o
0000:6082 ??            unk_0_6082:    .block 1                               ; DATA XREF: animate_kong_and_pauline+52↑w
0000:6082                                                                     ; 0000:0B45↑w ...
0000:6083 ??            unk_0_6083:    .block 1
0000:6084 ??            unk_0_6084:    .block 1
0000:6085 ??            unk_0_6085:    .block 1                               ; DATA XREF: sub_0_1DBD+25↑o
0000:6085                                                                     ; sub_0_1DBD+87↑o ...
0000:6086 ??                           .block 1
0000:6087 ??                           .block 1
0000:6088 ??            unk_0_6088:    .block 1                               ; DATA XREF: sub_0_E0+2E↑o
0000:6088                                                                     ; 0000:12A8↑w
0000:6089 ??            unk_0_6089:    .block 1                               ; DATA XREF: 0000:067A↑w
0000:6089                                                                     ; 0000:0CC0↑w ...
0000:608A ??            unk_0_608A:    .block 1                               ; DATA XREF: 0000:0ADB↑o
0000:608A                                                                     ; 0000:0BB3↑o ...
0000:608B ??            unk_0_608B:    .block 1                               ; DATA XREF: sub_0_E0+1A↑o
0000:608C ??                           .block 1
0000:608D ??                           .block 1
0000:608E ??                           .block 1
0000:608F ??                           .block 1
0000:6090 ??                           .block 1
0000:6091 ??                           .block 1
0000:6092 ??                           .block 1
0000:6093 ??                           .block 1
0000:6094 ??                           .block 1
0000:6095 ??                           .block 1
0000:6096 ??                           .block 1
0000:6097 ??                           .block 1
0000:6098 ??                           .block 1
0000:6099 ??                           .block 1
0000:609A ??                           .block 1
0000:609B ??                           .block 1
0000:609C ??                           .block 1
0000:609D ??                           .block 1
0000:609E ??                           .block 1
0000:609F ??                           .block 1
0000:60A0 ??                           .block 1
0000:60A1 ??                           .block 1
0000:60A2 ??                           .block 1
0000:60A3 ??                           .block 1
0000:60A4 ??                           .block 1
0000:60A5 ??                           .block 1
0000:60A6 ??                           .block 1
0000:60A7 ??                           .block 1
0000:60A8 ??                           .block 1
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0000:60A9 ??                          .block 1
0000:60AA ??                          .block 1
0000:60AB ??                          .block 1
0000:60AC ??                          .block 1
0000:60AD ??                          .block 1
0000:60AE ??                          .block 1
0000:60AF ??                          .block 1
0000:60B0 ??              unk_0_60B0:  .block 1
0000:60B1 ??              unk_0_60B1:  .block 1
0000:60B2 ??              unk_0_60B2:  .block 1                    ; DATA XREF: 0000:01C9↑o
0000:60B2                                                         ; sub_0_55F↑o ...
0000:60B3 ??              unk_0_60B3:  .block 1                    ; DATA XREF: sub_0_350+5↑o
0000:60B4 ??              unk_0_60B4:  .block 1                    ; DATA XREF: sub_0_5C6+5↑o
0000:60B5 ??              unk_0_60B5:  .block 1                    ; DATA XREF: sub_0_55F+8↑o
0000:60B5                                                         ; sub_0_59B+D↑o ...
0000:60B6 ??              unk_0_60B6:  .block 1                    ; DATA XREF: sub_0_350+E↑o
0000:60B7 ??              unk_0_60B7:  .block 1                    ; DATA XREF: sub_0_5C6+C↑o
0000:60B8 ??              unk_0_60B8:  .block 1                    ; DATA XREF: sub_0_51C+37↑o
0000:60B8                                                         ; sub_0_59B+15↑o
0000:60B9 ??                          .block 1
0000:60BA ??              unk_0_60BA:  .block 1                    ; DATA XREF: sub_0_51C+24↑o
0000:60BA                                                         ; sub_0_5C6+14↑o
0000:60BB ??                          .block 1
0000:60BC ??                          .block 1
0000:60BD ??                          .block 1
0000:60BE ??                          .block 1
0000:60BF ??                          .block 1
0000:60C0 ??              unk_0_60C0:  .block 1                    ; DATA XREF: 0000:0291↑o
0000:60C0                                                         ; sub_0_309F+1↑o
0000:60C1 ??                          .block 1
0000:60C2 ??                          .block 1
0000:60C3 ??                          .block 1
0000:60C4 ??                          .block 1
0000:60C5 ??                          .block 1
0000:60C6 ??                          .block 1
0000:60C7 ??                          .block 1
0000:60C8 ??                          .block 1
0000:60C9 ??                          .block 1
0000:60CA ??                          .block 1
0000:60CB ??                          .block 1
0000:60CC ??                          .block 1
0000:60CD ??                          .block 1
0000:60CE ??                          .block 1
0000:60CF ??                          .block 1
0000:60D0 ??                          .block 1
0000:60D1 ??                          .block 1
0000:60D2 ??                          .block 1
0000:60D3 ??                          .block 1
0000:60D4 ??                          .block 1
0000:60D5 ??                          .block 1
0000:60D6 ??                          .block 1
0000:60D7 ??                          .block 1
0000:60D8 ??                          .block 1
0000:60D9 ??                          .block 1
0000:60DA ??                          .block 1
0000:60DB ??                          .block 1
0000:60DC ??                          .block 1
0000:60DD ??                          .block 1
0000:60DE ??                          .block 1
0000:60DF ??                          .block 1
0000:60E0 ??                          .block 1
0000:60E1 ??                          .block 1
0000:60E2 ??                          .block 1
0000:60E3 ??                          .block 1
0000:60E4 ??                          .block 1
0000:60E5 ??                          .block 1
0000:60E6 ??                          .block 1
0000:60E7 ??                          .block 1
0000:60E8 ??                          .block 1
0000:60E9 ??                          .block 1
0000:60EA ??                          .block 1
0000:60EB ??                          .block 1
0000:60EC ??                          .block 1
0000:60ED ??                          .block 1
0000:60EE ??                          .block 1
0000:60EF ??                          .block 1
0000:60F0 ??                          .block 1
0000:60F1 ??                          .block 1
0000:60F2 ??                          .block 1
0000:60F3 ??                          .block 1
0000:60F4 ??                          .block 1
0000:60F5 ??                          .block 1
0000:60F6 ??                          .block 1
0000:60F7 ??                          .block 1
0000:60F8 ??                          .block 1
0000:60F9 ??                          .block 1
0000:60FA ??                          .block 1
0000:60FB ??                          .block 1
0000:60FC ??                          .block 1
0000:60FD ??                          .block 1
0000:60FE ??                          .block 1
0000:60FF ??                          .block 1
0000:6100 ?? ?? ?? ??+high_score_tbl_ram:.block 0AAh              ; DATA XREF: sub_0_207+56↑o
0000:61AA ??                          .block 1
0000:61AB ??                          .block 1
0000:61AC ??                          .block 1
0000:61AD ??                          .block 1
0000:61AE ??                          .block 1
0000:61AF ??                          .block 1
0000:61B0 ??                          .block 1
0000:61B1 ??              unk_0_61B1:  .block 1                    ; DATA XREF: sub_0_13CA+D↑o
0000:61B2 ??                          .block 1
0000:61B3 ??                          .block 1
0000:61B4 ??                          .block 1
0000:61B5 ??                          .block 1
0000:61B6 ??                          .block 1
0000:61B7 ??                          .block 1
0000:61B8 ??                          .block 1
0000:61B9 ??                          .block 1
0000:61BA ??                          .block 1
0000:61BB ??                          .block 1
0000:61BC ??                          .block 1
0000:61BD ??                          .block 1
0000:61BE ??                          .block 1
0000:61BF ??                          .block 1
0000:61C0 ??                          .block 1
0000:61C1 ??                          .block 1
0000:61C2 ??                          .block 1
0000:61C3 ??                          .block 1
0000:61C4 ??                          .block 1
0000:61C5 ??                          .block 1
0000:61C6 ??              unk_0_61C6:  .block 1                    ; DATA XREF: sub_0_13CA↑o
0000:61C7 ??              unk_0_61C7:  .block 1                    ; DATA XREF: sub_0_13CA+2F↑o
0000:61C8 ??                          .block 1
0000:61C9 ??                          .block 1
0000:61CA ??                          .block 1
0000:61CB ??                          .block 1
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0000:61CC ??                          .block 1
0000:61CD ??                          .block 1
0000:61CE ??                          .block 1
0000:61CF ??                          .block 1
0000:61D0 ??                          .block 1
0000:61D1 ??                          .block 1
0000:61D2 ??                          .block 1
0000:61D3 ??                          .block 1
0000:61D4 ??                          .block 1
0000:61D5 ??                          .block 1
0000:61D6 ??                          .block 1
0000:61D7 ??                          .block 1
0000:61D8 ??                          .block 1
0000:61D9 ??                          .block 1
0000:61DA ??                          .block 1
0000:61DB ??                          .block 1
0000:61DC ??                          .block 1
0000:61DD ??                          .block 1
0000:61DE ??                          .block 1
0000:61DF ??                          .block 1
0000:61E0 ??                          .block 1
0000:61E1 ??                          .block 1
0000:61E2 ??                          .block 1
0000:61E3 ??                          .block 1
0000:61E4 ??                          .block 1
0000:61E5 ??                          .block 1
0000:61E6 ??                          .block 1
0000:61E7 ??                          .block 1
0000:61E8 ??                          .block 1
0000:61E9 ??                          .block 1
0000:61EA ??                          .block 1
0000:61EB ??                          .block 1
0000:61EC ??                          .block 1
0000:61ED ??                          .block 1
0000:61EE ??                          .block 1
0000:61EF ??                          .block 1
0000:61F0 ??                          .block 1
0000:61F1 ??                          .block 1
0000:61F2 ??                          .block 1
0000:61F3 ??                          .block 1
0000:61F4 ??                          .block 1
0000:61F5 ??                          .block 1
0000:61F6 ??                          .block 1
0000:61F7 ??                          .block 1
0000:61F8 ??                          .block 1
0000:61F9 ??                          .block 1
0000:61FA ??                          .block 1
0000:61FB ??                          .block 1
0000:61FC ??                          .block 1
0000:61FD ??                          .block 1
0000:61FE ??                          .block 1
0000:61FF ??                          .block 1
0000:6200 ??           is_mario_alive: .block 1                            ; DATA XREF: return_if_mario_not_alive↑r
0000:6200                                                                  ; 0000:0BE3↑r ...
0000:6201 ??                          .block 1
0000:6202 ??           unk_0_6202:    .block 1
0000:6203 ??           mario_x:       .block 1                             ; DATA XREF: animate_kong_and_pauline+D6↑r
0000:6203                                                                  ; animate_kong_and_pauline+10E↑r ...
0000:6204 ??           unk_0_6204:    .block 1
0000:6205 ??           mario_y:       .block 1                             ; DATA XREF: sub_0_19DA+13↑r
0000:6205                                                                  ; sub_0_1A33+22↑r ...
0000:6206 ??           unk_0_6206:    .block 1
0000:6207 ??           mario_sprite_tile:.block 1                          ; DATA XREF: sub_0_1AC3+54↑o
0000:6207                                                                  ; sub_0_1AC3+9D↑o ...
0000:6208 ??           mario_hflip_pal:.block 1
0000:6209 ??           unk_0_6209:    .block 1                             ; DATA XREF: 0000:0FA5↑o
0000:620A ??                          .block 1
0000:620B ??           mario_x_before_jump:.block 1
0000:620C ??           mario_y_before_jump:.block 1
0000:620D ??                          .block 1
0000:620E ??           unk_0_620E:    .block 1                             ; DATA XREF: sub_0_1AC3+E6↑w
0000:620E                                                                  ; sub_0_1AC3+1B6↑o ...
0000:620F ??           unk_0_620F:    .block 1                             ; DATA XREF: sub_0_1AC3+1CE↑r
0000:620F                                                                  ; sub_0_1AC3+1EA↑r ...
0000:6210 ??           unk_0_6210:    .block 1                             ; DATA XREF: sub_0_1AC3+B0↑o
0000:6210                                                                  ; sub_0_1F46+F↑w ...
0000:6211 ??           unk_0_6211:    .block 1
0000:6212 ??           unk_0_6212:    .block 1
0000:6213 ??           unk_0_6213:    .block 1
0000:6214 ??           unk_0_6214:    .block 1
0000:6215 ??           mario_climbing: .block 1
0000:6216 ??           mario_jumping:  .block 1
0000:6217 ??           unk_0_6217:    .block 1
0000:6218 ??           unk_0_6218:    .block 1
0000:6219 ??           unk_0_6219:    .block 1
0000:621A ??           unk_0_621A:    .block 1                             ; DATA XREF: sub_0_1AC3+5D↑o
0000:621A                                                                  ; sub_0_1AC3+2B3↑r ...
0000:621B ??                          .block 1
0000:621C ??           unk_0_621C:    .block 1                             ; DATA XREF: sub_0_1AC3+262↑o
0000:621C                                                                  ; sub_0_1AC3+2BD↑r
0000:621D ??                          .block 1
0000:621E ??           unk_0_621E:    .block 1                             ; DATA XREF: sub_0_1AC3+7↑r
0000:621E                                                                  ; sub_0_1AC3+92↑o ...
0000:621F ??           unk_0_621F:    .block 1
0000:6220 ??           unk_0_6220:    .block 1
0000:6221 ??           unk_0_6221:    .block 1
0000:6222 ??           unk_0_6222:    .block 1
0000:6223 ??                          .block 1
0000:6224 ??           unk_0_6224:    .block 1
0000:6225 ??           unk_0_6225:    .block 1
0000:6226 ??                          .block 1
0000:6227 ??           level_type:    .block 1                             ; DATA XREF: sub_0_30+14↑o
0000:6227                                                                  ; 0000:01EA↑w ...
0000:6228 ??           life_no:       .block 1                             ; DATA XREF: 0000:01D9↑w
0000:6228                                                                  ; sub_0_350+28↑o ...
0000:6229 ??           level:         .block 1                             ; DATA XREF: 0000:01D6↑w
0000:6229                                                                  ; sub_0_37F+15↑r ...
0000:6229                                                                  ; keeps incrementing
0000:622A ?? ??        seq_data:      .block 2
0000:622C ??           unk_0_622C:    .block 1                             ; DATA XREF: 0000:0A6E↑o
0000:622C                                                                  ; 0000:12F6↑w ...
0000:622D ??           unk_0_622D:    .block 1
0000:622E ??           unk_0_622E:    .block 1                             ; DATA XREF: 0000:0C05↑r
0000:622E                                                                  ; 0000:0C0E↑w ...
0000:622F ??           unk_0_622F:    .block 1
0000:6230 ??                          .block 1
0000:6231 ??                          .block 1
0000:6232 ??                          .block 1
0000:6233 ??                          .block 1
0000:6234 ??                          .block 1
0000:6235 ??                          .block 1
0000:6236 ??                          .block 1
0000:6237 ??                          .block 1
0000:6238 ??                          .block 1
0000:6239 ??                          .block 1
0000:623A ??                          .block 1
0000:623B ??                          .block 1
```

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0000:623C ??                          .block 1
0000:623D ??                          .block 1
0000:623E ??                          .block 1
0000:623F ??                          .block 1
0000:6240 ??                          .block 1
0000:6241 ??                          .block 1
0000:6242 ??                          .block 1
0000:6243 ??                          .block 1
0000:6244 ??                          .block 1
0000:6245 ??                          .block 1
0000:6246 ??                          .block 1
0000:6247 ??                          .block 1
0000:6248 ??                          .block 1
0000:6249 ??                          .block 1
0000:624A ??                          .block 1
0000:624B ??                          .block 1
0000:624C ??                          .block 1
0000:624D ??                          .block 1
0000:624E ??                          .block 1
0000:624F ??                          .block 1
0000:6250 ??                          .block 1
0000:6251 ??                          .block 1
0000:6252 ??                          .block 1
0000:6253 ??                          .block 1
0000:6254 ??                          .block 1
0000:6255 ??                          .block 1
0000:6256 ??                          .block 1
0000:6257 ??                          .block 1
0000:6258 ??                          .block 1
0000:6259 ??                          .block 1
0000:625A ??                          .block 1
0000:625B ??                          .block 1
0000:625C ??                          .block 1
0000:625D ??                          .block 1
0000:625E ??                          .block 1
0000:625F ??                          .block 1
0000:6260 ??                          .block 1
0000:6261 ??                          .block 1
0000:6262 ??                          .block 1
0000:6263 ??                          .block 1
0000:6264 ??                          .block 1
0000:6265 ??                          .block 1
0000:6266 ??                          .block 1
0000:6267 ??                          .block 1
0000:6268 ??                          .block 1
0000:6269 ??                          .block 1
0000:626A ??                          .block 1
0000:626B ??                          .block 1
0000:626C ??                          .block 1
0000:626D ??                          .block 1
0000:626E ??                          .block 1
0000:626F ??                          .block 1
0000:6270 ??                          .block 1
0000:6271 ??                          .block 1
0000:6272 ??                          .block 1
0000:6273 ??                          .block 1
0000:6274 ??                          .block 1
0000:6275 ??                          .block 1
0000:6276 ??                          .block 1
0000:6277 ??                          .block 1
0000:6278 ??                          .block 1
0000:6279 ??                          .block 1
0000:627A ??                          .block 1
0000:627B ??                          .block 1
0000:627C ??                          .block 1
0000:627D ??                          .block 1
0000:627E ??                          .block 1
0000:627F ??                          .block 1
0000:6280 ??           unk_0_6280:    .block 1                                 ; DATA XREF: 0000:0F64↑o
0000:6280                                                                      ; 0000:0F72↑o ...
0000:6281 ??                          .block 1
0000:6282 ??                          .block 1
0000:6283 ??                          .block 1
0000:6284 ??                          .block 1
0000:6285 ??                          .block 1
0000:6286 ??                          .block 1
0000:6287 ??                          .block 1
0000:6288 ??           unk_0_6288:    .block 1                                 ; DATA XREF: sub_0_2207+E↑o
0000:6289 ??                          .block 1
0000:628A ??                          .block 1
0000:628B ??                          .block 1
0000:628C ??                          .block 1
0000:628D ??                          .block 1
0000:628E ??                          .block 1
0000:628F ??                          .block 1
0000:6290 ??           unk_0_6290:    .block 1                                 ; DATA XREF: sub_0_1A33+53↑o
0000:6290                                                                      ; sub_0_1E57+29↑r
0000:6291 ??           unk_0_6291:    .block 1
0000:6292 ??           unk_0_6292:    .block 1                                 ; DATA XREF: sub_0_1A33+48↑o
0000:6293 ??                          .block 1
0000:6294 ??                          .block 1
0000:6295 ??                          .block 1
0000:6296 ??                          .block 1
0000:6297 ??                          .block 1
0000:6298 ??                          .block 1
0000:6299 ??                          .block 1
0000:629A ??                          .block 1
0000:629B ??                          .block 1
0000:629C ??                          .block 1
0000:629D ??                          .block 1
0000:629E ??                          .block 1
0000:629F ??                          .block 1
0000:62A0 ??           unk_0_62A0:    .block 1                                 ; DATA XREF: 0000:16BC↑w
0000:62A0                                                                      ; 0000:16D2↑w ...
0000:62A1 ??           unk_0_62A1:    .block 1                                 ; DATA XREF: sub_0_2602+14↑o
0000:62A2 ??                          .block 1
0000:62A3 ??           unk_0_62A3:    .block 1                                 ; DATA XREF: sub_0_2523+2E↑r
0000:62A3                                                                      ; sub_0_262F↑o ...
0000:62A4 ??                          .block 1
0000:62A5 ??           unk_0_62A5:    .block 1                                 ; DATA XREF: sub_0_2679+7↑o
0000:62A6 ??           unk_0_62A6:    .block 1                                 ; DATA XREF: sub_0_2523+39↑r
0000:62A6                                                                      ; sub_0_2679+14↑o
0000:62A7 ??           unk_0_62A7:    .block 1                                 ; DATA XREF: sub_0_27DA↑o
0000:62A8 ??           unk_0_62A8:    .block 1
0000:62A9 ??                          .block 1
0000:62AA ??           unk_0_62AA:    .block 1
0000:62AB ??                          .block 1
0000:62AC ??           unk_0_62AC:    .block 1
0000:62AD ??                          .block 1
0000:62AE ??                          .block 1
0000:62AF ??           unk_0_62AF:    .block 1                                 ; DATA XREF: 0000:0AA6↑w
0000:62AF                                                                      ; 0000:0AEB↑r ...
0000:62B0 ??           unk_0_62B0:    .block 1                                 ; DATA XREF: 0000:063A↑r
0000:62B0                                                                      ; 0000:0F8E↑o ...
0000:62B1 ??           unk_0_62B1:    .block 1                                 ; DATA XREF: sub_0_2C03+9↑r
0000:62B1                                                                      ; sub_0_2C8F+4B↑o ...
0000:62B2 ??           unk_0_62B2:    .block 1
```

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0000:62B3 ??            unk_0_62B3:        .block 1
0000:62B4 ??            unk_0_62B4:        .block 1                                              ; DATA XREF: sub_0_2FCB+3↑o
0000:62B5 ??                               .block 1
0000:62B6 ??                               .block 1
0000:62B7 ??                               .block 1
0000:62B8 ??            unk_0_62B8:        .block 1                                              ; DATA XREF: sub_0_3A2+9↑o
0000:62B9 ??            unk_0_62B9:        .block 1
0000:62BA ??            unk_0_62BA:        .block 1
0000:62BB ??                               .block 1
0000:62BC ??                               .block 1
0000:62BD ??                               .block 1
0000:62BE ??                               .block 1
0000:62BF ??                               .block 1
0000:62C0 ??                               .block 1
0000:62C1 ??                               .block 1
0000:62C2 ??                               .block 1
0000:62C3 ??                               .block 1
0000:62C4 ??                               .block 1
0000:62C5 ??                               .block 1
0000:62C6 ??                               .block 1
0000:62C7 ??                               .block 1
0000:62C8 ??                               .block 1
0000:62C9 ??                               .block 1
0000:62CA ??                               .block 1
0000:62CB ??                               .block 1
0000:62CC ??                               .block 1
0000:62CD ??                               .block 1
0000:62CE ??                               .block 1
0000:62CF ??                               .block 1
0000:62D0 ??                               .block 1
0000:62D1 ??                               .block 1
0000:62D2 ??                               .block 1
0000:62D3 ??                               .block 1
0000:62D4 ??                               .block 1
0000:62D5 ??                               .block 1
0000:62D6 ??                               .block 1
0000:62D7 ??                               .block 1
0000:62D8 ??                               .block 1
0000:62D9 ??                               .block 1
0000:62DA ??                               .block 1
0000:62DB ??                               .block 1
0000:62DC ??                               .block 1
0000:62DD ??                               .block 1
0000:62DE ??                               .block 1
0000:62DF ??                               .block 1
0000:62E0 ??                               .block 1
0000:62E1 ??                               .block 1
0000:62E2 ??                               .block 1
0000:62E3 ??                               .block 1
0000:62E4 ??                               .block 1
0000:62E5 ??                               .block 1
0000:62E6 ??                               .block 1
0000:62E7 ??                               .block 1
0000:62E8 ??                               .block 1
0000:62E9 ??                               .block 1
0000:62EA ??                               .block 1
0000:62EB ??                               .block 1
0000:62EC ??                               .block 1
0000:62ED ??                               .block 1
0000:62EE ??                               .block 1
0000:62EF ??                               .block 1
0000:62F0 ??                               .block 1
0000:62F1 ??                               .block 1
0000:62F2 ??                               .block 1
0000:62F3 ??                               .block 1
0000:62F4 ??                               .block 1
0000:62F5 ??                               .block 1
0000:62F6 ??                               .block 1
0000:62F7 ??                               .block 1
0000:62F8 ??                               .block 1
0000:62F9 ??                               .block 1
0000:62FA ??                               .block 1
0000:62FB ??                               .block 1
0000:62FC ??                               .block 1
0000:62FD ??                               .block 1
0000:62FE ??                               .block 1
0000:62FF ??                               .block 1
0000:6300 ??            unk_0_6300:        .block 1                                              ; DATA XREF: sub_0_236E↑o
0000:6300                                                                                       ; sub_0_2441+30↑o
0000:6301 ??                               .block 1
0000:6302 ??                               .block 1
0000:6303 ??                               .block 1
0000:6304 ??                               .block 1
0000:6305 ??                               .block 1
0000:6306 ??                               .block 1
0000:6307 ??                               .block 1
0000:6308 ??                               .block 1
0000:6309 ??                               .block 1
0000:630A ??                               .block 1
0000:630B ??                               .block 1
0000:630C ??                               .block 1
0000:630D ??                               .block 1
0000:630E ??                               .block 1
0000:630F ??                               .block 1
0000:6310 ??            unk_0_6310:        .block 1                                              ; DATA XREF: sub_0_2441+B↑o
0000:6311 ??                               .block 1
0000:6312 ??                               .block 1
0000:6313 ??                               .block 1
0000:6314 ??                               .block 1
0000:6315 ??                               .block 1
0000:6316 ??                               .block 1
0000:6317 ??                               .block 1
0000:6318 ??                               .block 1
0000:6319 ??                               .block 1
0000:631A ??                               .block 1
0000:631B ??                               .block 1
0000:631C ??                               .block 1
0000:631D ??                               .block 1
0000:631E ??                               .block 1
0000:631F ??                               .block 1
0000:6320 ??                               .block 1
0000:6321 ??                               .block 1
0000:6322 ??                               .block 1
0000:6323 ??                               .block 1
0000:6324 ??                               .block 1
0000:6325 ??                               .block 1
0000:6326 ??                               .block 1
0000:6327 ??                               .block 1
0000:6328 ??                               .block 1
0000:6329 ??                               .block 1
0000:632A ??                               .block 1
0000:632B ??                               .block 1
0000:632C ??                               .block 1
0000:632D ??                               .block 1
0000:632E ??                               .block 1
0000:632F ??                               .block 1
0000:6330 ??                               .block 1
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0000:6331 ??                          .block 1
0000:6332 ??                          .block 1
0000:6333 ??                          .block 1
0000:6334 ??                          .block 1
0000:6335 ??                          .block 1
0000:6336 ??                          .block 1
0000:6337 ??                          .block 1
0000:6338 ??                          .block 1
0000:6339 ??                          .block 1
0000:633A ??                          .block 1
0000:633B ??                          .block 1
0000:633C ??                          .block 1
0000:633D ??                          .block 1
0000:633E ??                          .block 1
0000:633F ??                          .block 1
0000:6340 ??            unk_0_6340:   .block 1
0000:6341 ??            unk_0_6341:   .block 1            ; DATA XREF: sub_0_1DBD+E↑w
0000:6341                                                ; 0000:1E4A↑o
0000:6342 ??            unk_0_6342:   .block 1
0000:6343 ??            unk_0_6343:   .block 1
0000:6344 ??                          .block 1
0000:6345 ??            unk_0_6345:   .block 1            ; DATA XREF: sub_0_1E96↑r
0000:6345                                                ; sub_0_1E96+60↑o
0000:6346 ??            unk_0_6346:   .block 1            ; DATA XREF: 0000:1F09↑o
0000:6346                                                ; 0000:1F23↑o
0000:6347 ??                          .block 1
0000:6348 ??            unk_0_6348:   .block 1
0000:6349 ??                          .block 1
0000:634A ??                          .block 1
0000:634B ??                          .block 1
0000:634C ??                          .block 1
0000:634D ??                          .block 1
0000:634E ??                          .block 1
0000:634F ??                          .block 1
0000:6350 ??            unk_0_6350:   .block 1
0000:6351 ??            unk_0_6351:   .block 1
0000:6352 ??            unk_0_6352:   .block 1
0000:6353 ??            unk_0_6353:   .block 1
0000:6354 ??            unk_0_6354:   .block 1
0000:6355 ??                          .block 1
0000:6356 ??                          .block 1
0000:6357 ??                          .block 1
0000:6358 ??                          .block 1
0000:6359 ??                          .block 1
0000:635A ??                          .block 1
0000:635B ??                          .block 1
0000:635C ??                          .block 1
0000:635D ??                          .block 1
0000:635E ??                          .block 1
0000:635F ??                          .block 1
0000:6360 ??                          .block 1
0000:6361 ??                          .block 1
0000:6362 ??                          .block 1
0000:6363 ??                          .block 1
0000:6364 ??                          .block 1
0000:6365 ??                          .block 1
0000:6366 ??                          .block 1
0000:6367 ??                          .block 1
0000:6368 ??                          .block 1
0000:6369 ??                          .block 1
0000:636A ??                          .block 1
0000:636B ??                          .block 1
0000:636C ??                          .block 1
0000:636D ??                          .block 1
0000:636E ??                          .block 1
0000:636F ??                          .block 1
0000:6370 ??                          .block 1
0000:6371 ??                          .block 1
0000:6372 ??                          .block 1
0000:6373 ??                          .block 1
0000:6374 ??                          .block 1
0000:6375 ??                          .block 1
0000:6376 ??                          .block 1
0000:6377 ??                          .block 1
0000:6378 ??                          .block 1
0000:6379 ??                          .block 1
0000:637A ??                          .block 1
0000:637B ??                          .block 1
0000:637C ??                          .block 1
0000:637D ??                          .block 1
0000:637E ??                          .block 1
0000:637F ??                          .block 1
0000:6380 ??            unk_0_6380:   .block 1
0000:6381 ??            unk_0_6381:   .block 1            ; DATA XREF: sub_0_37F+7↑o
0000:6382 ??            unk_0_6382:   .block 1
0000:6383 ??            unk_0_6383:   .block 1            ; DATA XREF: 0000:02D1↑o
0000:6384 ??            unk_0_6384:   .block 1            ; DATA XREF: sub_0_37F↑o
0000:6385 ??            intro_sequencer:.block 1          ; DATA XREF: 0000:0A76↑r
0000:6385                                                ; 0000:0ABA↑o ...
0000:6386 ??            unk_0_6386:   .block 1
0000:6387 ??            unk_0_6387:   .block 1
0000:6388 ??            unk_0_6388:   .block 1            ; DATA XREF: 0000:161F↑r
0000:6388                                                ; 0000:1633↑r ...
0000:6389 ??            unk_0_6389:   .block 1
0000:638A ??            unk_0_638A:   .block 1            ; DATA XREF: 0000:07CB↑r
0000:638A                                                ; 0000:07D5↑w ...
0000:638B ??            unk_0_638B:   .block 1
0000:638C ??            bonus_timer:  .block 1
0000:638D ??            unk_0_638D:   .block 1            ; DATA XREF: 0000:0B58↑w
0000:638D                                                ; 0000:0B94↑r ...
0000:638E ??            unk_0_638E:   .block 1            ; DATA XREF: 0000:0AD4↑w
0000:638E                                                ; 0000:0B3B↑r ...
0000:638F ??            unk_0_638F:   .block 1            ; DATA XREF: sub_0_2C03+4C↑w
0000:638F                                                ; sub_0_2C8F+8D↑r ...
0000:6390 ??            kong_thrash_tmr:.block 1          ; DATA XREF: animate_kong_and_pauline+2B↑o
0000:6390                                                ; animate_kong_and_pauline+8B↑r ...
0000:6391 ??            kong_thrash_flag:.block 1
0000:6392 ??            unk_0_6392:   .block 1
0000:6393 ??            barrel_deployment:.block 1
0000:6394 ??            unk_0_6394:   .block 1            ; DATA XREF: sub_0_2ED4+4A↑r
0000:6394                                                ; sub_0_2ED4+75↑o
0000:6395 ??            unk_0_6395:   .block 1            ; DATA XREF: sub_0_2ED4+7C↑o
0000:6395                                                ; sub_0_2ED4+87↑w ...
0000:6396 ??            unk_0_6396:   .block 1
0000:6397 ??                          .block 1
0000:6398 ??            mario_on_elevator:.block 1
0000:6399 ??                          .block 1
0000:639A ??            unk_0_639A:   .block 1
0000:639B ??            unk_0_639B:   .block 1            ; DATA XREF: sub_0_2523↑o
0000:639B                                                ; sub_0_2523+65↑w
0000:639C ??                          .block 1
0000:639D ??            unk_0_639D:   .block 1            ; DATA XREF: 0000:127F↑r
0000:639D                                                ; 0000:1295↑o ...
0000:639E ??            unk_0_639E:   .block 1            ; DATA XREF: 0000:129B↑w
0000:639E                                                ; 0000:12B2↑o
0000:639F ??                          .block 1
0000:63A0 ??            unk_0_63A0:   .block 1            ; DATA XREF: sub_0_3A2+39↑w
```

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0000:63A0                                                                        ; 0000:0768↑w ...
0000:63A1 ??            unk_0_63A1:      .block 1
0000:63A2 ??            unk_0_63A2:      .block 1
0000:63A3 ??            unk_0_63A3:      .block 1
0000:63A4 ??            unk_0_63A4:      .block 1
0000:63A5 ??            unk_0_63A5:      .block 1
0000:63A6 ??            unk_0_63A6:      .block 1
0000:63A7 ??            unk_0_63A7:      .block 1                                 ; DATA XREF: 0000:0BFA↑o
0000:63A7                                                                        ; 0000:0C43↑r ...
0000:63A8 ??            unk_0_63A8:      .block 1
0000:63A9 ??                             .block 1
0000:63AA ??                             .block 1
0000:63AB ??            unk_0_63AB:      .block 1
0000:63AC ??                             .block 1
0000:63AD ??            unk_0_63AD:      .block 1
0000:63AE ??                             .block 1
0000:63AF ??            unk_0_63AF:      .block 1
0000:63B0 ??            unk_0_63B0:      .block 1
0000:63B1 ??            unk_0_63B1:      .block 1
0000:63B2 ??            unk_0_63B2:      .block 1
0000:63B3 ??            unk_0_63B3:      .block 1
0000:63B4 ??            unk_0_63B4:      .block 1
0000:63B5 ??            unk_0_63B5:      .block 1
0000:63B6 ??                             .block 1
0000:63B7 ??            unk_0_63B7:      .block 1
0000:63B8 ??            unk_0_63B8:      .block 1                                 ; DATA XREF: 0000:0635↑r
0000:63B8                                                                        ; 0000:06AC↑o
0000:63B9 ??            unk_0_63B9:      .block 1
0000:63BA ??                             .block 1
0000:63BB ??                             .block 1
0000:63BC ??                             .block 1
0000:63BD ??                             .block 1
0000:63BE ??                             .block 1
0000:63BF ??                             .block 1
0000:63C0 ??            unk_0_63C0:      .block 1
0000:63C1 ??                             .block 1
0000:63C2 ??            unk_0_63C2:      .block 1
0000:63C3 ??                             .block 1
0000:63C4 ??            unk_0_63C4:      .block 1
0000:63C5 ??                             .block 1
0000:63C6 ??                             .block 1
0000:63C7 ??                             .block 1
0000:63C8 ??            unk_0_63C8:      .block 1
0000:63C9 ??                             .block 1
0000:63CA ??                             .block 1
0000:63CB ??                             .block 1
0000:63CC ??            attract_movement_entry:.block 1                          ; DATA XREF: next_attract_action+3↑o
0000:63CD ??                             .block 1
0000:63CE ??                             .block 1
0000:63CF ??                             .block 1
0000:63D0 ??                             .block 1
0000:63D1 ??                             .block 1
0000:63D2 ??                             .block 1
0000:63D3 ??                             .block 1
0000:63D4 ??                             .block 1
0000:63D5 ??                             .block 1
0000:63D6 ??                             .block 1
0000:63D7 ??                             .block 1
0000:63D8 ??                             .block 1
0000:63D9 ??                             .block 1
0000:63DA ??                             .block 1
0000:63DB ??                             .block 1
0000:63DC ??                             .block 1
0000:63DD ??                             .block 1
0000:63DE ??                             .block 1
0000:63DF ??                             .block 1
0000:63E0 ??            unk_0_63E0:      .block 1                                 ; DATA XREF: sub_0_31B1+7↑o
0000:63E1 ??                             .block 1
0000:63E2 ??                             .block 1
0000:63E3 ??                             .block 1
0000:63E4 ??                             .block 1
0000:63E5 ??                             .block 1
0000:63E6 ??                             .block 1
0000:63E7 ??                             .block 1
0000:63E8 ??                             .block 1
0000:63E9 ??                             .block 1
0000:63EA ??                             .block 1
0000:63EB ??                             .block 1
0000:63EC ??                             .block 1
0000:63ED ??                             .block 1
0000:63EE ??                             .block 1
0000:63EF ??                             .block 1
0000:63F0 ??                             .block 1
0000:63F1 ??                             .block 1
0000:63F2 ??                             .block 1
0000:63F3 ??                             .block 1
0000:63F4 ??                             .block 1
0000:63F5 ??                             .block 1
0000:63F6 ??                             .block 1
0000:63F7 ??                             .block 1
0000:63F8 ??                             .block 1
0000:63F9 ??                             .block 1
0000:63FA ??                             .block 1
0000:63FB ??                             .block 1
0000:63FC ??                             .block 1
0000:63FD ??                             .block 1
0000:63FE ??                             .block 1
0000:63FF ??                             .block 1
0000:6400 ??            unk_0_6400:      .block 1                                 ; DATA XREF: 0000:10E9↑o
0000:6400                                                                        ; sub_0_286F+2A↑o ...
0000:6401 ??                             .block 1
0000:6402 ??                             .block 1
0000:6403 ??                             .block 1
0000:6404 ??                             .block 1
0000:6405 ??                             .block 1
0000:6406 ??                             .block 1
0000:6407 ??            unk_0_6407:      .block 1                                 ; DATA XREF: 0000:0FE5↑o
0000:6407                                                                        ; 0000:1022↑o ...
0000:6408 ??                             .block 1
0000:6409 ??                             .block 1
0000:640A ??                             .block 1
0000:640B ??                             .block 1
0000:640C ??                             .block 1
0000:640D ??                             .block 1
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0000:641A ??                             .block 1
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0000:6499 ??                        .block 1
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0000:64FE ??                          .block 1
0000:64FF ??                          .block 1
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0000:6500                                                                               ; 0000:28F9↑o ...
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0000:667F ??                            .block 1
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0000:6685 ??                            .block 1
0000:6686 ??                            .block 1
0000:6687 ??            unk_0_6687:     .block 1                                    ; DATA XREF: sub_0_11A6+C↑o
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0000:6689 ??                            .block 1
0000:668A ??                            .block 1
0000:668B ??                            .block 1
0000:668C ??                            .block 1
0000:668D ??                            .block 1
0000:668E ??                            .block 1
0000:668F ??                            .block 1
0000:6690 ??            unk_0_6690:     .block 1                                    ; DATA XREF: sub_0_2ED4+15↑o
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0000:68FF ??                              .block 1
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0000:6900 ?? ?? ?? ??+                                       ; clear_tiles_and_sprites+11↑o ...
0000:6900 ?? ?? ?? ??+                                       ;   0- 1 = pauline
0000:6900 ?? ?? ?? ??+                                       ;   2-11 = kong
0000:6900 ?? ?? ?? ??+                                       ; 12-
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0000:6BFE ??                              .block 1
0000:6BFF ??                              .block 1
0000:6BFF              ; end of 'RAM'
0000:6BFF
0000:7000              ; ================================================================
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0000:7000
0000:7000                    ; Segment type: Regular
0000:7000                    ; segment 'SPRAM'
0000:7000                                .org 7000h
0000:7000 ?? ?? ?? ??+SPRAM_start:    .block 400h                                 ; DATA XREF: 0000:013D↑o
0000:7000 ?? ?? ?? ??+                                                            ; 0000:0276↑o
0000:7000 ?? ?? ?? ??+; end of 'SPRAM'                                            ; @0 7:0=y
0000:7000 ?? ?? ?? ??+                                                            ; @1 7=flipy,6:0=code
0000:7000 ?? ?? ?? ??+                                                            ; @2 7=flipx,3:0=colour
0000:7000 ?? ?? ?? ??+                                                            ; @3 7:0=x
0000:7400         ; ═══════════════════════════════════════════════════════════
0000:7400
0000:7400                    ; Segment type: Regular
0000:7400                    ; segment 'VRAM'
0000:7400                                .org 7400h
0000:7400 ?? ?? ?? ??+VRAM_start:     .block 400h                                 ; DATA XREF: 0000:0285↑o
0000:7400 ?? ?? ?? ??+                                                            ; clear_tiles_and_sprites↑o ...
0000:7400 ?? ?? ?? ??+; end of 'VRAM'
0000:7400 ?? ?? ?? ??+
0000:7800         ; ═══════════════════════════════════════════════════════════
0000:7800
0000:7800                    ; Segment type: Regular
0000:7800                    ; segment 'I8257'
0000:7800                                .org 7800h
0000:7800 ?? ?? ?? ??+i8257_io:       .block 10h
0000:7800 ?? ?? ?? ??+; end of 'I8257'
0000:7800 ?? ?? ?? ??+
0000:7C00         ; ═══════════════════════════════════════════════════════════
0000:7C00
0000:7C00                    ; Segment type: Regular
0000:7C00                    ; segment 'IN0'
0000:7C00                                .org 7C00h
0000:7C00 ??        in0:                .block 1
0000:7C00         ; end of 'IN0'
0000:7C00
0000:7C80         ; ═══════════════════════════════════════════════════════════
0000:7C80
0000:7C80                    ; Segment type: Regular
0000:7C80                    ; segment 'IN1'
0000:7C80                                .org 7C80h
0000:7C80 ??        in1:                .block 1
0000:7C80         ; end of 'IN1'
0000:7C80
0000:7D00         ; ═══════════════════════════════════════════════════════════
0000:7D00
0000:7D00                    ; Segment type: Regular
0000:7D00                    ; segment 'IO'
0000:7D00                                .org 7D00h
0000:7D00 ??        in2_snd_latch:  .block 1                                       ; DATA XREF: 0000:0072↑r
0000:7D00                                                                         ; sub_0_E0+3↑o ...
0000:7D01 ??                            .block 1
0000:7D02 ??                            .block 1
0000:7D03 ??                            .block 1
0000:7D04 ??                            .block 1
0000:7D05 ??                            .block 1
0000:7D06 ??                            .block 1
0000:7D07 ??                            .block 1
0000:7D08 ?? ?? ?? ??+                  .block 78h
0000:7D80 ??        dsw_audio_irq:  .block 1
0000:7D81 ??                            .block 1
0000:7D82 ??        flipscreen:     .block 1                                       ; DATA XREF: 0000:01E4↑w
0000:7D82                                                                         ; 0000:02AF↑w ...
0000:7D83 ??        spritebank:     .block 1
0000:7D84 ??        nmi_mask:       .block 1
0000:7D85 ??        p8257_drq:      .block 1
0000:7D86 ?? ??     palette_bank:   .block 2                                       ; DATA XREF: 0000:02A8↑w
0000:7D86                                                                         ; 0000:0779↑o ...
0000:7D88 ?? ?? ?? ??+                  .block 78h
0000:7D88 ?? ?? ?? ??+; end of 'IO'
0000:7D88 ?? ?? ?? ??+
0000:7D88 ?? ?? ?? ??+
0000:7D88 ?? ?? ?? ??+                .end
```