

03DA	6938	V9=38 (limit to right)
DC	4A00	Skip if VA $\neq$ 0
DE	6A01	VA=1 (limit to top is 01 so target firing doesn't wrap around)
03E0	4A3D	Skip if VA $\neq$ 3D
E2	6A3C	VA=3C (limit to bottom of screen)
E4	00EE	Return - End Limit Target XY subroutine

#### TARGET DESTRUCTION

03E6	6E01	VE=1 for tone
E8	FE18	Sound tone (target hit)
EA	A5EA	I=target pattern
EC	6E0F	VE=0F - loop count
EE	D9A4	Display @ V9, VA (03EE-03F6 is initial shudder before blow-up)
03F0	D9A4	Display again to erase
F2	7EFF	VE=VE+FF (loop count -1)
F4	3E00	Skip if VE=0 (Done?)
F6	13EE	Loop until done
F8	7AFE	VA+FE (Target Y-2 for blow-up sequence)
FA	A5C6	I=first destruct pattern
FC	2418	Do subroutine to display debris
FE	A5CE	I=second destruct pattern
0400	2418	Do sub - display debris
02	A5D6	I=third destruct pattern
04	2418	Do sub - display debris
06	6900	V9=0 (0406-0414 selects one of 4 new target starts)
08	6A01	VA=1
0A	CE01	VE =RND # 00-01
0C	3E00	Skip if VE=0 (50% of the time)
0E	6938	V9=38 50% of the time
0410	CE01	VE=RND #00-01
12	3E00	Skip if VE=00 (50% of the time)
14	6A3C	VA=3C 50% of the time
16	00EE	Return - End Target Destruct subroutine

#### DISPLAY DEBRIS - Used only by Target Destruction subroutine

0418	D9A8	Display debris @ V9, VA
1A	6E08	VE=8 for timer
1C	2472	Do timer subroutine
1E	D9A8	Display debris to erase
0420	00EE	Return - End Display Debris Subroutine

#### TARGET RETURNS FIRE

0422	6E04	VE=4 (loop count)
24	A5EA	I=target pattern (0424-0426 enables the transparent effect of the target's laser)
26	D9A4	