

0240 - 6400 - V4=00 - Move direction adders
 0242 - 4002 - Skip V0~~7~~02
 44 - 64FE - V4=FE -Up
 46 - 4004 - Skip V0~~7~~04
 48 - 63FE - V3=FE -left
 4A - 4006 - Skip V0~~7~~06
 4C - 6302 - V3=02 -right
 4E - 4008 - Skip V0~~7~~08
 0250 - 6402 - V4=02 -down
 52 - 8834 - V8+V3 -adjust trail X
 54 - 8944 - V9+V4 -adjust trail Y
 56 - 12A6 - Go record trail XY
 58 - A3E7 - I= trail piece
 5A - D891 - Display @ V8 V9
 5C - 6E01 - VE=01
 5E - FE18 - Sound tone for VE (trail bip)
 0260 - 4F01 - Skip VF~~7~~01 -No hit
 62 - 12CA - Go 02CA - trail hit something
 64 - 1266 - Go -(No operation)
 66 - 379E - Skip V7=9E (Every 80 bips of trail)
 68 - 126E - Go no speed change
 6A - 3502 - Skip V5=02 -Maximum speed
 6C - 75FE - V5+FE (-02) Increase speed
 6E - 8E50 - VE=V5 For time loop
 0270 - 238C - Do sub -time loop for trail speed
 72 - CE0F - VE=RND # 00-0F-Decide to display target
 74 - 3E00 - Skip VE=00
 76 - 1230 - Go loop -no new target
 78 - A3E4 - I= target pattern
 7A - 3AFF - Skip VA=FF/ First target enable flag
 7C - DAB3 - Display to erase old target
 7E - CA3F - VA=RND # 00-3F X Coordinate target
 0280 - CB1F - VE=RND # 00-1F Y Coordinate target
 82 - 7A01 - VA+01 (VA must not= 00 -left border limit)
 84 - 7B01 - VB+01 (VB " " " " -top " ")
 86 - 80A0 - V0=VA to test
 88 - 81B0 - V1=VB " "
 8A - 6E3C - VE=3C (Right border limit)
 8C - 80E5 - V0-VE
 8E - 4F01 - Skip VF~~7~~01 (Not Greater than or Equal to 3C)
 0290 - 6A3B - VA=3B (Limit VA to LESS than 3C)
 92 - 6E1C - VE=1C (Bottom border limit)
 94 - 81E5 - V1-VE
 96 - 4F01 - Skip VF~~7~~01 (Not Greater than or Equal to 1C)
 98 - 6B1B - VB=1B (Limit VB to LESS than 1C)
 9A - DAB3 - Display target
 9C - 3F01 - Skip VF=01 Target hit something
 9E - 1230 - Go loop main
 02A0 - DAB3 - Display to erase invalid target