# S P A C E   W A R S

## PROGRAM LISTING

| ADDRESS | CODE | COMMENTS |
|---------|------|----------|
| 0300 | 147C | Go to Message Routine for title |
| 02 | A5F0 | I= storage array (CHIP-8 variables) |
| 04 | FF65 | V0-VF = data at I: Initialize the variables |
| 06 | A5EE | I= "bip" to draw phaser sights |
| 08 | D011 | Display @ V0, V1 |
| 0A | 7102 | V1=V1+02 (VY) |
| 0C | 310E | Skip if V1=0E |
| 0E | 1308 | Loop until done |
| 0310 | 613F | V1=3F; next line |
| 12 | D011 | Display @ V0, V1 |
| 14 | 71FE | V1=V1+FE (-2) |
| 16 | 3131 | Skip if V1=31 |
| 18 | 1312 | Loop until done |
| 1A | 6000 | V0=0 |
| 1C | 611F | V1=1F |
| 1E | D011 | Display @ V0, V1 |
| 0320 | 7002 | V0=V0+02 (VX) |
| 22 | 300A | Skip if V0=0A |
| 24 | 131E | Loop until done |
| 26 | 603F | V0=3F |
| 28 | D011 | Display @ V0, V1 |
| 2A | 70FE | V0=V0+FE (VX - 02) |
| 2C | 3035 | Skip if V0=35 |
| 2E | 1328 | Loop until done |

## CHECK IF KEYS 2, 4, 6, or 8 HAVE BEEN PRESSED

| | | |
|---------|------|----------|
| 0330 | 14AC | Go to Message routine for game beginning |
| 32 | 6000 | V0=0 |
| 34 | 7002 | V0=V0+2 (cycles through 2, 4, 6, and 8) |
| 36 | E0A1 | Skip if V0 ≠ key pressed |
| 38 | 1340 | Go adjust starship movement - a key was pressed |
| 3A | 400A | Skip if V0 ≠ 0A: Done with one cycle? |
| 3C  * | 1344 | Go - continue in direction last selected. |
| 3E | 1334 | Loop until done or key 2, 4, 6, or 8 pressed |

* NOTE:  Line 033C could jump ahead even further, but
it cycles through the next part for timing realism.