

0530	77FF	V7+FF (loop count-1)
32	4700	Skip if V7≠0 (Done?)
34	153C	Go get next message.
36	6EA0	VE=A0 for timer
38	2472	Do timer subroutine
3A	151A	Loop to erase
3C	A67A	I=message "Press Key "F" for another try"
3E	6508	V5=8 (VX)
0540	6616	V6=16 (VY)
42	0244	Call Messenger
44	D565	Display
46	760E	V6+0E (VY for next line
48	6502	V5=2 (VX)
4A	0244	Call Messenger
4C	D565	Display
4E	FF0A	VF=Key pressed
0550	3F0F	Skip if VF=0F
52	154E	Loop until key F is pressed
54	0230	Call Erase display routine
56	1300	Go begin new game. End Message Subroutine

MACHINE LANGUAGE SUBROUTINE

Starship Hit Sequence - 3K Systems. 4K System Owners see Modifications

0558	F8 0A AD 9B FC 02 BB F8
0560	08 BC 2C 9C 3A 62 9B FF
0568	02 BB F8 08 BC 2C 9C 3A
0570	6D 2D 8D 3A 5B D4

DATA STORAGE

05C2	0000	Work area for score
C4	0000	
C6	0018	First target destruct pattern
C8	4210	
CA	3670	
CC	8700	
CE	1481	Second target destruct pattern
05D0	2100	
D2	2003	
D4	6003	
D6	0020	Third target destruct pattern
D8	0080	
DA	0001	
DC	00C1	