SUBROUTINES

FIRE 1	PHASERS		
	663F 6700 683F 6510 3100 13A0 A5EA D9A4 23BC	V6=3F: Y Coordinate V7=0: X Coordinate #1 V8=3F: X Coordinate #2 V5=10: Loop counter for phaser length Skip if V1=0 (move target flag set by calling routine Go - target off - skip next instructions I=target pattern Display to erase old target Do subroutine to display new target without	;)
03A0 A2 A4	A5EE D761 80F0	phaser sight inertia I=phaser bip for display Display one side phaser @ V7, V6 V0=VF: saves last value of VF (hit indicator)	
A6 A 8 AA AC AE	D861 76FE 78FE 7702 75FF	in V0 (VF indicates hit) Display other side phaser @ V8, V6 V6=V6+FE (Y coordinate -2) V8=V8+FE (X coord. #2 -2) V7=V7+2 (X coord. #1 +2) V5=V5+FF (loop count -1)	
03B0 B2 B4	3500 1396 00EE	Skip if V5=0 : Done yet? Loop until done Return - End Fire Phasers Subroutine	
DISPL	Y NEW I	ARGET - ENTRY #1 WITH PHASER SIGHT INERTIA (
03B6 B8 BA BC BE	8934 8A44 23D4 CE01 4E00	V9+V3 (target X+phaser sight movement from 0344-0354) VA+V4 (target Y+ " " " " " " " " " " " " " " " " " ")
0300 C2 C4 C6 C8 CA	6EFF 89E4 CE01 4E00 6EFF 8AE4 23D4	VE=FF 50% of the time (03BC-03CO chooses RND(1) or (FF) V9=V9+VE: Add RND movement to target X Repeat above 4 Lines for a new target Y Do subroutine - limit target to screen edges	
CE 03D0 D2	A5EA D9A4 OOEE	I=target pattern Display @ V9, VA Return - End Display New Target Subroutine	
LIMIT 03D4 D6 D8	TARGET 49FF 6900 4939	TO SCREEN EDGES - Used only by Display New Target Skip if V9 ≠ FF V9=0 (Left limit) Skip if V9 ≠ 39	