

# S U R R O U N D

## VARIABLE ASSIGNMENT

V0 - Key Presses - Utility etc..  
V1 - } Used to Display Score  
V2 - Utility Erase Trail Routine  
V3 - Trail X Coordinate Direction - Initially = 02  
V4 - Trail Y Coordinate Direction - Initially = 00  
V5 - Trail Speed - Initially = 0C  
V6 - Trail Erase Flag - Initially = 00  
V7 - Trail Length/Erase Index - Initially = 00  
V8 - X Coordinate Trail - Initially = 02  
V9 - Y Coordinate Trail - Initially = 1C  
VA - X Coordinate Target - Initially = FF - Also first target flag  
VB - Y Coordinate Target - Initially = Don't care  
VC - Human Score - Initially = 00  
VD - Computer Score - Initially = 00  
VE - } Utility Loops etc..  
VF - }

## ROUTINE LOCATIONS

0200 - 03FF -Program  
0400 - 04NN -Trail storage where NN = length of trail x 2  
0X00 - 0XFF -Display page - X = highest page on card RAM  
0Z00 - 0ZFF -Display score page - 0Z = Display page - 02  
0500 for 2K, 0900 for 3K, 0D00 for 4K

## SUBROUTINES

038C - Timer  
0396 - Display score  
03BE - MLS - Score page change  
03C4 - MLS - Regular page change  
03CA - MLS - Copy to score page