0340	6300	V3=0: Reset movement adjusters
42	6400	V4=0: " " "
44	4002	Skip if V0 ≠ 2 (Key 2 not pressed)
46	6401	V4 = 1 : Sights up (target moves down)
48	4004	Skip if V0 ≠ 4 (Key 4 not pressed)
4A	6301	V3 = 1 : Sights left (target moves right)
4C	4006	Skip if V0 ≠ 6 (Key 6 not pressed)
4E	63FF	V3=FF (-1): Sights right (target moves left)
0350	4008	Skip if V0 ≠ 8 (Key 8 not pressed)
52	64FF	V4=FF (-1): Sights down (target moves up)
54	23B6	Do subroutine - display target at adjusted coordinates

FIRE PHASERS - SCORING - TARGET RETURNS FIRE

0356	600F	V0=0F (Key "F" check)
58	6100	V1=0: Set target-move flag (allows target to move while you are firing)
5A	E09E	Skip if V0 = key pressed ("FIRE!")
5C	1378	Go - no fire
5E	6E28	VE=28 for phaser tone
0360	FE18	Sound tone for VE
62	7CFF	VC=VC+FF (phaser banks -1 shot)
64	238E	Do subroutine Fire Phasers. V0 or VF =1 indicates a hit
66	80F4	V0+VF : Add the two hit indicators
68	4000	Skip if V0 ≠ 0 (skips when hit indicated)
6A	1376	No hit, so skip next few instructions
6C	7D01	VD=VD+1 (Number of hits +1)
6E	A5EA	I=target pattern
0370	D9A4	Display to erase @ V9, VA
72	23E6	Do subroutine (enemy craft destruct sequence)
74	6101	V1=0 : disable target-move flag for phaser move sequence
76	238E	Do subroutine - erase phasers
78	CE1F	VE=RND (random number between 0 and 1F)
7A	4E00	Skip if VE ≠ 0 (96.875% of the time)
7C	2422	Do subroutine - target returns fire (3.125% of the time)
7E	A5EA	I=target pattern
0380	3101	Skip if V1=1 : target move disabled, no target on the screen
82	D9A4	Display to erase @ V9, VA
84	4B04	Skip if VB≠4 (maximum number of hits on starship)
86	14E2	Go to end : "Your starship is destroyed"
88	4C00	Skip if VC ≠ 0 (Phaser banks depleted?)
8A	1500	Go to end : "You made it"
8C	1332	Continue

*   END OF MAIN PROGRAM LOOP   *