MODIFICATIONS

4K systems use the following machine language routine changes for displaying a blinking screen when the starship is hit. See lines 0558-0574 in the Main Program Listing

055C   F809

0566   9BF8
0568   0EBB

                    * PLEASE NOTE * PLEASE NOTE * PLEASE NOTE

4K systems load 11 pages from 0000 ("B" pages)
3K systems load 9 pages from 0000

64-BYTE CHECKSUM DATA FOR SPACE WARS (See VIPER, November, 1978, for instructions on using the following data.)

3K SYSTEMS   4K SYSTEMS

  byte check at:

0300-BB   Row E3C3 AC51   Same as for 3K
           Col 6877 1D12   systems, except
0340-E6   Row AA20 D1C2   where noted.
           Col D4B8 653E

0380-47   Row 33B1 22AF
           Col CC19 D41F
03C0-40   Row 6DE3 B2F5
           Col CD34 E6E4

0400-61   Row 6B6E 8408
           Col C838 1DA2
0440-61   Row EA89 F9C7
           Col BB2F A47F

0480-60   Row D71C 440F
           Col 3D95 7F41
04C0-D7   Row CDE2 1132
           Col B5EB F4A7

0500-F0   Row 035C 73EC
           Col 7022 E0B5
0540-2E   Row 1F5A B930   0540-36   Row 1F5D 2830
           Col 7057 8881   Col 6057 418A

0580   -   -   -
            -    -   -
05C0-D3   Row A60B 7710
           Col AA89 D6A3

Load the checksum program (which is relocatable) at 0000.
This eliminates the need to perform an initial (C0 0N 00)
long branch, where N = the location of the checksum program.