ADDRESS		CODE	COMMENTS
0428		7903	V9+03 (Adjust target X for laser position)
2A		7A01	VA+01 (Adjust target Y for laser position)
2C	*	A5DE	I=first pattern
2E		D9A2	Display @ V9, VA
0430		D9A2	Erase
32		79FF	V9+FF (X-1)
34		7AFF	VA+FF (Y-1)
36		A5E0	I=second pattern
38		D9A4	Display
3A		D9A4	Erase
3C		79FF	V9+FF (X-1)
3E		7AFF	VA+FF (Y-1)
0440		A5E4	I=third pattern
42		D9A6	Display
44		D9A6	Erase
46		79FF	V9+FF (-1) - reset target X
48		7A01	VA+1 - reset target Y
4A		7EFF	VE+FF (loop count -1)
4C		3E00	Skip if VE=0 (Done?)
4E		1424	Loop until done. Displays target between blasts of phaser fire for transparency effect.
0450		CE07	VE=RND #0-7
52		3E00	Skip if VE=0 (12.5% of the 3.125% times the target returns fire)
54		00EE	Return - End Target Returns Fire subroutine
56		0558	Do machine language subroutine - major hits on starship
58		7B01	VB=VB+1 (Number of hits +1)
5A		1454	Go to exit

DISPLAY THE SCORE

045C		A5C2	I=3-byte work area
5E		FD33	Convert VD (# of hits) to a 3-byte decimal
0460		F265	Load V0-V2 with the converted score @ I
62		651C	V5=1C (VX for score)
64		7609	V6+09 (VY for score, set by calling routine)
66		F129	I=bit pattern for V1 (V0 ignored; 30 is max)
68		D565	Display the first digit @ V5, V6
6A		7505	V5=V5+5 (VX)
6C		F229	I=bit pattern for V2
6E		D565	Display second digit @ V5, V6
0470		00EE	Return - End Display The Score Subroutine

* NOTE: Lines 042C-0444 seem to contain unnecessary redundancies. However, converting the repeated sections to a nested subroutine would only result in a 4-byte saving. This would be at the expense of speed (for CHIP-8 would spend extra time servicing calls) and would affect the realism of the target's laser - an effect that whould be greatly missed!