

# **Pinball Game Documentation**

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\* PINBALL GAME  
SET A KEYBOARD

0400 6A

0401 01

## SINGLE PLAYER PINBALL

0402 D1

0403 36

## TWO PLAYER PINBALL

0404 D2

0405 3A

0406 1400

## \* RANDOM GRAVITY

0408 C7

0409 03

040A 77

040B 03

040C 97

040D 81

## RETURN

040E C0

## \* LEFT FLIPPER AT REST

040F A9E9

0411 B1

0412 08

0413 B1

0414 00

0415 B6

0416 00

0417 B8

0418 08

0419 B0

041A 08

041B C0

## \* RIGHT FLIPPER AT REST

041C A9EC

041E B1

041F 00

0420 B1

0421 00

0422 B8



	0423 10	
	0424 B8	
	0425 10	
	0426 B0	
	0427 10	
	0428 C0	
* POINT BUMPER LOCATION		
* TVA AND NO. OF RIGHT SHIFTS		
	0429 5900	
	042B 5A05	
	042D 5C05	
	042F 5E02	
	0431 598E	
	0433 382838	OBSTACLE
* PINBALL GAME		
ONE PLAYER		
	0436 68	
	0437 00	
	0438 143C	
TWO PLAYER		
	043A 68	
	043B 01	
* SET UP PINBALL COLOR		
	043C A695	
MOVE COLOR DATA		
	043E 0759	
* DRAW OUTLINE		
DOT RAM		
	0440 69	
	0441 02	
	0442 A8D2	
	0444 B0	
	0445 E8	
DOT RAM		
	0446 A820	
SET DOT		
	0448 B1	
	0449 01	
DRAW TABLE		
	044A A68A	
DIRECTION		
	044C FC	
	044D AC	
FINISHED IF 0		
	044E 4C	
	044F 59	
NO. OF DOTS		
	0450 F0	



0451 AC  
DISPLAY DOT  
0452 E8  
0453 54  
0454 E2

0455 70  
0456 52

0457 144C  
\* INITIALIZE TVA AND JH PARAMETERS

0459 A8D1  
OBSTACLE LOCATION

045B B3  
045C B1

B SCORE LOCATION

045D B1  
045E 06

A SCORE LOCATION

045F B1  
0460 00

B BALLS LEFT LOCATION

0461 B1  
0462 04

A BALLS LEFT LOCATION

0463 B2  
0464 02

0465 B5  
0466 03

NO. OF BALLS HEIGHT

0467 B1  
0468 05

0469 B1  
046A 05

SET NO. OF BALLS

046B A80D

046D B1  
046E 05

TWO PLAYERS

046F 58  
0470 01

0471 B1  
0472 05

0473 A803  
SAVE NUMBER OF PLAYERS

0475 F8  
0476 AF

0477 C1



```
0478 07
0479 71
047A 03
STORE B MAX KEY PRESSES
047B F1
047C AF
STORE A MAX KEY PRESSES
047D F1
047E AF
* DISPLAY SCORES AND BALLS TO PLAY
047F 48
0480 85
DISPLAY A SCORE
0481 2711
DISPLAY BALLS REMAINING
0483 271D
SET KEYBOARD
0485 6A
0486 00
DISPLAY B SCORE
0487 2711
DISPLAY BALLS REMAINING
0489 271D
* DISPLAY BUMPER OBSTACLES
048B 69
048C 01
BUMPER
048D A433
048F E0
0490 E4
0491 E8
0492 93
RIGHT
0493 6C
0494 06
0495 60
0496 0F
SHIFT BUMPER
0497 2731
0499 60
049A 0B
SHIFT BUMPER
049B 2731
049D 60
049E 0F
SHIFT BUMPER
```



```
049F 2731
* SET UP POINT BUMPERS
NO. OF POINT BUMPERS
04A1 61
04A2 04
INITIALIZE POINT BUMPERS
04A3 2637
SUBTRACT 1
04A5 71
04A6 FF
04A7 31
04A8 A3
* SET UP FLIPPER PATTERNS
* DISPLAY FLIPPERS
SET FLIPPER POST LEFT
04A9 240F
SET FLIPPER POST RIGHT
04AB 241C
* START GAME
FIRST PLAYER
04AD 6A
04AE 00
04AF 64
04B0 00
START IF ON
04B1 D1
04B2 C1
MOVE FLIPPER
04B3 26C6
WAIT ON TIMER
04B5 3F
04B6 B1
FLASH NO. OF BALLS REMAINING
04B7 271D
SET TIMER
04B9 6F
04BA 04
04BB 61
04BC 01
SET V4 FLAG TO ERASED
04BD 84
04BE 13
04BF 14B1
04C1 54
04C2 00
ERASE OLD BALLS LEFT DIGIT
04C3 271D
NO. OF BALLS LEFT LOC
04C5 62
04C6 0D
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                                04C7 82
                                04C8 A4
GET DIGIT
                                04C9 91
                                04CA 22
SUBTRACT 1
                                04CB 71
                                04CC FF
STORE UPDATED DIGIT
                                04CD 91
                                04CE 24
SHOW BALLS REMAINING
                                04CF 271D
                                04D1 A806
SET BALL SPEED
                                04D3 B1
                                04D4 04
BALL PATTERN
                                04D5 65
                                04D6 02
BALL ADDRESS DISP
                                04D7 66
                                04D8 3F
DISPLAY BALL
                                04D9 07C4

                                04DB 14DD
WAIT FOR KEY RELEASE
                                04DD 23C3
SET MOVE BALL LEFT DIRECTION
                                04DF 64
                                04E0 04
INITIAL GRAVITY
                                04E1 C7
                                04E2 07
GET RANDOM GRAVITY VARIABLE
                                04E3 240A
* MOVE FLIPPERS
BALL SPEED
                                04E5 A806
SET TIMER
                                04E7 FF
                                04E8 A6
MOVE FLIPPER
                                04E9 26C6
WAIT
                                04EB 3F
                                04EC EB
* MOVE BALL
* V4 CONTAINS BALL DIRECTION
* V8 CONTAINS GRAVITY COUNTER
DISPLAY BALL (ERASE)
                                04ED 07C4
HIT

```



	04EF 14F8
NOHIT	
	04F1 14ED
* REVERSE HORZ	
	04F3 47E6
ADD VARIABLE TO A	
	04F5 0750
	04F7 C4
SET DIRECTION	
	04F8 94
	04F9 C1
SHIFT BALL USING VC	
	04FA 0770
MASK	
	04FC 61
	04FD EF
BALL OUT OF BOUNDS?	
	04FE 81
	04FF 65
GO IF OUT OF BOUNDS	
	0500 4B
	0501 26
WILL HIT OCCUR?	
	0502 07C9
YES	
	0504 158B
	0506 A806
GET BALL SPEED	
	0508 F1
	0509 A6
HIGH SPEED?	
	050A 51
	050B 04
YES	
	050C D0
	050D 42
SUBTRACT 1 FROM COUNTER	
	050E 78
	050F FF
GO IF GRAVITY NONZERO	
	0510 38
	0511 20
GO RESTORE SPEED	
	0512 4E
	0513 1A
SET COUNTER	
	0514 97
	0515 81
SET DOWN	
	0516 6C
	0517 08
	0518 14FA



	051A	A806
SET BALL SPEED		
	051C	B1
	051D	04
	051E	1514
DISPLAY BALL		
	0520	07C4
	0522	1520
	0524	14E5
LONG TONE		
	0526	6F
	0527	2D
SOUND TONE		
	0528	9F
	0529	D1
MOVE FLIPPER		
	052A	26C6
WAIT AND MOVE		
	052C	3F
	052D	28
	052E	62
	052F	0D
GET NUMBER OF PLAYERS IN V8		
	0530	A803
	0532	F8
	0533	A6
SET OPPOSITE PLAYER		
	0534	8A
	0535	83
ADD PLAYERS NO.		
	0536	82
	0537	A4
GET REMAINING BALLS		
	0538	91
	0539	22
	053A	41
	053B	40
	053C	14AF
RESTORE POINT BUMPER		
	053E	2641
WARBLE TONE AND STOP		
	0540	23BF
* INCREASE BALL SPEED		
	0542	60
	0543	04
	0544	80



	0545 A4
GET NUMBER OF PUSHES	0546 92
	0547 02
GO TOO MANY	0548 42
	0549 65
SUBTRACT 1	054A 72
	054B FF
STORE NUMEER OF PUSHES	054C 92
	054D 04
SET BALL HIGH SPEED DURATION	054E 6E
	054F F0
SET HIGHER BALL SPEED	0550 B1
	0551 02
REVERSE DIRECTION	0552 2736
RESET GRAVITY	0554 2408
	0556 14F8
* SHOW TILT	
SAVE PLAYER	0558 9A
	0559 81
SET A KEYBOARD	055A 6A
	055B 01
ERASE NO. OF BALLS	055C 271D
SET B KEYBOARD	055E 6A
	055F 00
ERASE NO. OF BALLS	0560 271D
RESTORE PLAYER	0562 98
	0563 A1
RETURN	0564 C0
ERASE ALL BALLS REMAINING	0565 2558
DISPLAY TILT	0567 2672
	0569 A803
GET NO. OF PLAYERS	056B F8
	056C A6
	056D 62



056F 82  
0570 A4  
RESET NO. OF DIGITS  
0571 9B  
0572 24  
OPPOSITE PLAYER  
0573 8A  
0574 83  
SUBTRACT 1  
0575 78  
0576 FF  
STORE NO. OF PLAYERS  
0577 F8  
0578 A9  
  
0579 38  
057A 40  
  
057B D1  
057C 7F  
  
057D 157B  
ERASE TILT  
057F 2672  
SET YELLOW AGAIN  
0581 AB03  
  
0583 B1  
0584 05  
  
0585 B1  
0586 05  
DISPLAY ALL BALLS REMAINING  
0587 2558  
  
0589 152E  
\* SOUND RANDOM TONE FOR HIT  
  
058B C1  
058C 3F  
  
058D 71  
058E 08  
  
058F 074B  
0591 C1  
SOUND TONE  
0592 6D  
0593 02  
RANDOM GRAVITY VARIABLE  
0594 2408  
\* CHECK FOR POINT PUMPER HIT  
SET RANGE TABLE



0596 A431  
\* V6 CONTAINS BALL ADDRESS  
\* A POINTS TO RANGE LIMITS  
\* ON EXIT BALL IS IN RANGE IF VB NE 0

0598 96  
0599 11  
GET LOWER LIMIT  
059A F2  
059B AC  
BALL ADDRESS GE?  
059C 81  
059D 25  
NO  
059E 4B  
059F E7  
05A0 96  
05A1 11  
GET UPPER LIMIT  
05A2 F2  
05A3 AC  
BALL ADDRESS LT?  
05A4 82  
05A5 15  
NO  
05A6 4B  
05A7  
YES  
05A8 61  
05A9 07  
GET BALL ADDRESS  
05AA 81  
05AB 62  
POINT BUMPER TABLE  
05AC A7F8  
ADD V1 TO A  
05AE 0750  
05B0 C1  
05B1 41  
05B2 E7  
ERASE POINT BUMPER  
05B3 2641  
ERASE SCORE  
05B5 2711  
MOVE FLIPPER  
05B7 26C6  
05B9 63  
05BA F7  
ADD BUMPER NO.  
05BB 83  
05BC 14  
GET POINT VALUE  
05BD 9B



```
05BE 32
* ADD DIGIT TO SCORE
* VB CONTAINS DIGIT TO ADD TO SCORE
SET B SCORE LOCATION
05BF 62
05C0 09

05C1 5A
05C2 01
SET A SCORE LOC
05C3 72
05C4 03

05C5 60
05C6 03
GET DIGIT
05C7 99
05C8 22
ADD IN CAPRY
05C9 89
05CA B4

05CB 6C
05CC 0A
SUM GE 10
05CD 89
05CE C5
YES
05CF 3B
05D0 D3
NO, ADD BACK 10
05D1 79
05D2 0A
STORE DIGIT
05D3 99
05D4 24
SUBTRACT 1
05D5 72
05D6 FF

05D7 70
05D8 C7
GO IF MAX
05D9 3B
05DA 3E
05DB C2
05DC 01

05DD 32
05DE E3
SET NEW POINT BUMPER
05DF 2637

05E1 15E5
DISPLAY OLD POINT BUMPER
```



05E3 2641  
DISPLAY NEW SCORE  
05F5 2711  
\* COMPUTE DEFLECTION DIRECTION  
MOVE FLIPPER  
05E7 26C6  
SPECIAL CASE BOUNCE?  
05E9 56  
05EA E8  
YES  
05EB 162F  
05ED 56  
05EE EF  
05EF 162F  
05F1 61  
05F2 00  
UP  
05F3 6C  
05F4 02  
SHIFT BALL  
05F5 0770  
CHECK FOR POSSIBLE HIT  
05F7 07C9  
ADD 1 IF HIT ON UP  
05F9 71  
05FA 01  
SET LEFT DOWN  
05FB 6C  
05FC 07  
SHIFT BALL  
05FD 0770  
CHECK FOR POSSIBLE HIT  
05FF 07C9  
ADD 2 IF HIT ON LEFT  
0601 71  
0602 02  
SET RIGHT DOWN  
0603 6C  
0604 09  
SHIFT BALL  
0605 0770  
CHECK FOR POSSIBLE HIT  
0607 07C9  
ADD 4 IF HIT ON DOWN  
0609 71  
060A 04  
SET RIGHT UP  
060B 6C  
060C 03  
SHIFT BALL  
060D 0770  
CHECK FOR POSSIBLE HIT



060F 07C9  
ADD 8 IF HIT ON RIGHT  
0611 71  
0612 08  
LEFT  
0613 6C  
0614 04  
RESTORE BALL TO ORIGINAL POSITION  
0615 0770  
\* CHECK DEFLECTION  
\* CHECK REVERSE HORZ  
0617 51  
0618 05  
0619 14F3  
061B 51  
061C 07  
061D 14F3  
061F 51  
0620 0D  
0621 14F3  
0623 51  
0624 01  
0625 14F3  
\* CHECK REVERSE VERTICAL  
0627 51  
0628 0A  
0629 1633  
062B 51  
062C 0B  
062D 1633  
\* REVERSE BOTH HORZ AND VERT  
REVERSE BOTH  
062F 2736  
0631 14F8  
\* REVERSE VERTICAL  
0633 A7EE  
0635 14F5  
\* SET RANDOM NUMBER POINT BUMPER  
0637 62  
0638 F7  
RANDOM POINT



0639 C3  
063A 07  
POINTS RANGE FROM 2-9  
063B 73  
063C 02  
SET V2 TO POINT MEM LOC  
063D 82  
063E 14  
STORE POINT  
063F 93  
0640 24  
\* DISPLAY OR ERASE POINT BUMPER  
\* V1 CONTAINS RELATIVE POINT BUMPER NUMBER (1-4)  
\* POINTS STORAGE IS ACCESSED FOR POINT VALUE  
0641 62  
0642 F7  
SET POINT LOCATION  
0643 82  
0644 14  
SET POINT BUMPER RAM  
0645 69  
0646 01  
SET HEIGHT  
0647 A8D9  
  
0649 B1  
064A 05  
064B E0  
SET A TO DIGIT ADDRESS  
064C 2396  
COPY DIGIT TO RAM  
064E E4  
SET RIGHT  
064F 6C  
0650 06  
  
0651 E2  
SET HEIGHT  
0652 A8D9  
  
0654 B1  
0655 07  
BUMPER LOCATION  
0656 60  
0657 D1  
DOUBLE BUMPER NO.  
0658 82  
0659 1E  
BUMPER LOCATIONS  
065A A427  
ADD V2 TO A  
065C 0750  
065E C2  
GET TABLE ENTRY  
065F F3



0660 AC  
STORE TVA  
0661 93  
0662 04  
GET NO. OF RIGHT SHIFTS  
0663 F3  
0664 A6  
\* SHIFT DIGIT DOWN ONE LINE

0665 073D  
0667 10  
BUMPER PATTERN  
0668 A6B5  
COPY POINT BUMPER  
066A E4  
RIGHT SHIFTS COMPLETE  
066B 43  
066C 88

066D E2  
SUBTRACT 1  
066E 73  
066F FF

0670 166B  
\* DISPLAY TILT

0672 E0  
SET TILT TO RED  
0673 AB03

0675 B1  
0676 01

0677 B1  
0678 01

0679 A8D6  
SET LOCATION  
067B B1  
067C 04

067D A6BC  
067F E4  
DISPLAY

0680 E8  
0681 82

0682 E0

0683 E4

0684 A8D6  
SET LOCATION



0686 B1

0687 05

0688 1385

068A 04070217063F0817

0692 040800

## \* PINBALL COLOR MAP

0695 55555555

0699 55555555

069D 54111145

06A1 54111145

06A5 54111145

06A9 55335335

06AD 55335335

06B1 56666665

## \* PATTERNS

06B5 FCFCFCFCFCFCFC

06BC 7222222200

06C1 4742427200

## \* MOVE FLIPPER

06C6 63

06C7 01

## GET DELAY COUNT

06C8 92

06C9 32

06CA 32

06CB D7

06CC D4

06CD EA

06CE 63

06CF 0F

## GET DELAY COUNT

06D0 92

06D1 32

06D2 32

06D3 E1

06D4 D6

06D5 F2

## RETURN

06D6 C0

06D7 72

06D8 FF

06D9 92

06DA 34

06DB 52

06DC 03



	06DD	240F
	06DF	16CE
	06E1	72
	06E2	FF
	06E3	92
	06E4	34
	06E5	52
	06E6	03
RETURN	06E7	241C
	06E9	C0
	06EA	26FA
	06EC	62
	06ED	09
	06EE	6D
	06EF	02
SET FLIPPER RIGHT	06F0	16D9
	06F2	2704
	06F4	62
	06F5	09
SOUND TONE	06F6	6D
	06F7	02
* SET LEFT FLIPPER	06F8	16E3
	06FA	A9E9
	06FC	B1
	06FD	0F
	06FE	B1
	06FF	FF
	0700	B6
	0701	F8
* SET RIGHT FLIPPER	0702	170C
	0704	A9EC



0706 B1  
0707 1F

0708 B1  
0709 FF

070A B8  
070B F0

070C B8  
070D 00

070E B0  
070F 00

0710 C0

\* DISPLAY SCORES  
\* VA CONTAINS PLAYER NO.

0711 69  
0712 04

SET RAM

0713 89  
0714 A4  
0715 62  
0716 09

0717 5A  
0718 01

SET A SCORE LOCATION

0719 72  
071A 03

071B 1372

\* DISPLAY BALLS LEFT VA CONTAINS PLAYER NO.

071D 69  
071E 06

SET RAM

071F 89  
0720 A4

0721 E0

0722 62  
0723 00

SET DIGIT LOCATION

0724 82  
0725 A4

GET NO.

0726 9C  
0727 22

EXIT IF ZERO

0728 4C  
0729 3C



SET A TO DIGIT PATTERN

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072A 2396

RIGHT

072C E4

072D 6C

072E 06

072F 60

0730 06

\* SHIFT AND DISPLAY

0731 E2

0732 70

0733 31

0734 1385

\* REVERSE BOTH HORZ AND VERT

0736 61

0737 0A

0738 81

0739 45

073A 91

073B 41

RETURN

073C C0

\* SHIFT RAM PATTERN AREA DOWN ONE LINE

073D 45

SET R6 TO RAM ADDR

073E A6

073F 91

GET PREVIOUS BYTE

0740 AF

SAVE CURRENT BYTE

0741 06

0742 BF

0743 8F

STORE BYTE

0744 56

NEXT TWO BYTES

0745 16

0746 16

0747 9F

0748 3A

0749 40



RETURN

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074A D4

\* GENERATE TONE

\* CALLED BY EXEC FUNCTION

\* BYTE AFTER EXEC CALL CONTAINS ADDRESS DISP OF TONE  
GET ADDR DISP

074B 45

074C A6

074D E6

OUTPUT NEW FREQ

074E 64

RETURN

074F D4

\* ADD MEMORY TO A REGISTER AND LOAD M(A) INTO VARIABLE

\* CALLED BY EXEC FUNCTION

0750 45

0751 A6

0752 E6

0753 8A

ADD MEMEORY TO LOW ORDER A

0754 F4

RESTORE A

0755 AA

GET TABLE ENTRY

0756 0A

STORE INTO VARIABLE

0757 56

RETURN

0758 D4

\* SET UP COLOR MAP

\* A POINTS TO 32 BYTE AREA CONTAINING COMPACT COLOR HEX DIGIT

\* CALLED BY EXEC FUNCTION

SET RC TO COLOR MAP RAM

0759 F8

075A 0B

075B BC

GET ZERO

075C 91

075D AC

075E F8

075F 20

SET RF TO NO. OF BYTES

0760 AF

GET BYTE

0761 0A

SHIFT RIGHT 4 BITS

0762 F6



0764 F6

0765 F6

STORE INTO COLOR RAM

0766 5C

NEXT LOCATION

0767 1C

GET BYTE, INCREMENT A

0768 4A

STORE INTO COLOR RAM

0769 5C

NEXT LOCATION

076A 1C

076B 2F

076C 8F

GO IF MORE BYTES

076D 3A

076E 61

RETURN

076F D4

\* SHIFT DOT (BALL) SUBROUTINE

\* VC CONTAINS THE SHIFT DIRECTION

\* CALL BY EXEC FUNCTION

\* LOCATION BALL CONTAINS THE BALL PATTERN

\* LOCATION BALL+1 CONTAINS THE BALL TV ADDRESS DISPLACEMENT

0770 F8

0771 CC

REGISTER 7 POINTS TO VC MEMORY LOC

0772 A7

0773 E7

0774 F8

0775 07

SET REGISTER TO TABLE+2\*VC

0776 BD

0777 F8

0778 8E

0779 F4

077A F4

RD CONTAINS TABLE ADDRESS

077B AD

BALL ADDRESS

077C F8

077D C5

077E A6



BALL PATTERN	077F E6
	0780 72
	0781 AE
	0782 93
SUBROUTINE ENTRY ADDRESS REGISTER	0783 BC
	0784 4D
	0785 AC
CALL SUBROUTINE	0786 DC
	0787 4D
	0788 AC
CALL SUBROUTINE	0789 DC
	078A 8E
SET R6 TO BALL PATTERN ADDRESS	078B 26
STORE BALL PATTERN IN MEMORY	078C 56
RETURN	078D D4
* VC DIRECTION TABLE RANGE 0-9	
0	078E B7
	078F B7
1	0790 A7
	0791 B8
2	0792 A7
	0793 B7
3	0794 A7
	0795 AC
4	0796 B8
	0797 B7
5	0798 B7
	0799 B7
6	079A AC



7                   079B B7  
                  079C A2  
8                   079D B8  
                  079E A2  
                  079F B7  
9                   07A0 A2  
                  07A1 AC  
\* SHIFT SUBROUTINES  
\* R(X) POINTS TO LOW ORDER DISPLAY ADDRESS  
\* R(E).0 CONTAINS BALL PATTERN  
                  07A2 F8  
                  07A3 08  
ADD 8 TO TV POINTER  
                  07A4 F4  
STORE POINTER  
                  07A5 56  
OTHERWISE, RETURN  
                  07A6 D3  
                  07A7 F8  
                  07A8 08  
SUBTRACT 8 FROM TV POINTER  
                  07A9 F5  
STORE POINTER  
                  07AA 56  
OTHERWISE, RETURN  
                  07AB D3  
BALL PATTERN BYTE  
                  07AC 8E  
SHIFT RIGHT  
                  07AD F6  
EXIT IF DF=0  
                  07AE 3B  
                  07AF B6  
                  07B0 F8  
                  07B1 01  
ADD 1 TO TV POINTER  
                  07B2 F4  
STORE POINTER  
                  07B3 56  
NEW BALL PATTERN  
                  07B4 F8  
                  07B5 80  
SAVE BALL BYTE  
                  07B6 AE  
RETURN



07B7 D3  
SHIFT LEFT 07B8 8E  
07B9 FE  
07BA 3B  
07BB B6  
07BC F8  
07BD 01  
SUBTRACT 1 FROM TV POINTER  
07BE F5  
STORE POINTER  
07BF 56  
NEW BALL PATTERN  
07C0 F8  
07C1 01  
07C2 30  
07C3 B6  
\* BALL DISPLAY SUBROUTINE  
\* TWO ENTRY POINTS  
\* BALLD PERFORMS LIKE THE INTERPRETIVE INSTRUCTION SHOW AND D  
\* THE BALL PATTERN  
\* BALLC DOES NOT DISPLAY BALL BUT CHECKS FOR HIT  
07C4 F8  
07C5 00  
SET C TO 0 FOR DISPLAY  
07C6 BC  
07C7 30  
07C8 CC  
07C9 F8  
07CA 01  
SET C TO 1 FOR CHECK  
07CB BC  
BALL PATTERN ADDRESS  
07CC F8  
07CD C5  
07CE A6  
07CF E6  
GET BALL AND ADVANCE X  
07D0 72  
BALL BYTE  
07D1 AE  
TV HIGH ORDER ADDR  
07D2 F8  
07D3 09  
07D4 BF



07D5 F0  
F CONTAINS TV ADDRESS  
07D6 AF

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07D7 EF  
BALL BYTE  
07D8 8E  
XOR DISPLAY WITH BALL  
07D9 F3  
SAVE DISPLAY BYTE  
07DA BE  
ORIGINAL BALL BYTE  
07DB 8E  
AND DISPLAY WITH BALL  
07DC F2

07DD 3A  
07DE E1  
SKIP NEXT INTERPRETIVE INSTRUCTION  
07DF 15

07E0 15  
07E1 9C

07E2 3A  
07E3 E6

07E4 9E  
STORE DISPLAY BYTE  
07E5 5F

RETURN

07E6 D4  
\* REVERSE TABLES ( MUST BE LOCATED ENTIRELY IN PAGE )  
07E7 0309010300010902  
07EF 0708090100030102  
07F7 03  
07F8 0001020203030400



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