

Tables of Changing Data:

For "Pod"s:

XPOS = ,U
 YPOS = 1,U
 XLEN (bytes) = 2,U
 YLEN = 3,U
 Phase = 4,U
 Gtype = 5,U
 center control = 6,U - pos. in move seq.
 = 8,U - pos. in anim. seq.
 Alive = 10,U $\begin{matrix} 0 = \text{dead} \\ 1 \neq \text{Alive} \end{matrix}$

(LEAU 11,U)

For Explosion:

Flag on/off (0: off) = ,X
 color (\$55, \$5A, \$5F) = 1,X
 xpos ($\frac{1}{2}$'s) 0-\$FF = 2,X
 ypos ($\frac{1}{2}$'s) 0-\$BF = 3,X
 \vec{x} vector ($\frac{1}{2}$'s) $\pm \frac{(4-7)}{2} = 4,X$
 \vec{y} vector ($\frac{1}{2}$'s) $\pm \frac{(1-5)}{2} = 5,X$
 Delay in starting (0-3) = 6,X
 (LEAX 7,X)

For Shots:

xpos (0-\$7F) = ,Y
 ypos (0-\$5F) = 1,Y
 "Alive" (1 = yes 0 = no) = 2,Y
 Type $\begin{pmatrix} 0 - \text{pellet} \\ 1 - \text{string} \\ 2 - \text{cyczap} \end{pmatrix} = 3,Y$
 pellet: dir (-1,0,1)
 Special: string: end (0-\$5F) = 4,Y
 cyczap: none

(LEAY 5,Y)

For Scores:

xpos = ,Y
 ypos = 1,Y
 # of digits = 2,Y
 Buffer Pointer = $\begin{cases} 3,Y \\ 4,Y \end{cases}$
 Decrementer = 5,Y
 COLOR = 6,Y

(LEAY 7,Y)

Constant Data Tables:

Bigtbl = \$5E28
 Shptbl = \$5F48
 Sgtbl = \$5DDF - table pointing to anim seq.
 Xlen tb = \$5DC4
 Ylen tb = \$5DC0
 Lenxtb = \$5DD6
 Characters = \$6000 - \$66EA
 Armseq = \$5C8A
 Sgtbl = \$5BDC

Routines:

SET = \$5DBF
 Color = \$5DBD
 xpos = \$5DBE
 ypos = \$5DBF
 Scrst = \$5D8D
 Rndsnd = \$5D0B
 Rndom = \$5D21
 Rndno = \$5D3F
 Rndcnt = \$5D41

noise:

Ssndbyt = \$5D43
 Ssnd = \$5D44
 Ssnd1 = \$5D74
 Ssnd2 = \$5D85

Sound:

Ssndtbl = \$5CC7
 Ssndx = \$5CC8
 Ssndx1 = \$5CF4
 Ssndx2 = \$5D03

Line = \$5AA6
 Set = \$5B63
 Lcolor = \$5BD5
 XSTART = \$5BCB
 XEND = \$5B89
 YSTART = \$5BCD
 YEND = \$5B67
 XDIR = \$5BCF
 YDIR = \$5BD1

Scratch = \$563F
 Wagg = \$563F

routines

PUTSPR = \$55B5
 ERSPR = \$560F

Constant Tables

NMNTBL = \$5568
 EYETBL = \$539A
 DRNTBL = \$53C4
 FITBL = \$53EE
 ARMTBL = \$541E
 XCUTBL = \$5442
 CRPTBL = \$546C
 TIMTBL = \$5481
 SPDTBL = \$5496
 BTBL = \$54C0
 ADSGRS = \$548E

Bonus Round Print = \$517E (Bonus)

Bonrn1 (Extra Bonus print) = \$5206

Bpoint Data = \$5920 - \$599E
 Top of Screen Data = \$59A0 - \$5AA0

Revision # = \$5AA3
 Level = \$5AA4
 Shppas = \$5AA5
 CAPTUPD = \$5AA1-2

Gamour msg = \$5840
 Player msg = \$58A4
 1 = \$5900
 2 = \$5910
 Titlescr = \$5640
 3 = \$533A
 4 = \$5348

Bonus = \$5302
 Bonus movement tables = \$5356
 Round = \$52CA
 500 Extra = \$526D (3 length)
 Bound (transfer of Bound) = \$52C9