TYPE		NAME	$START	$END
S		SPORES MAIN	2D00	4D33
S	*	UNUSED	4D34	4DFF
*	S	XPLODE	4E00	5107
S	*	UNUSED	5108	517D
*	S	BONRND	517E	526C
D		"500 Extra"	526D	52C7
		~~Erased~~ Scratch	52C8	—
		Bound (round #)	52C9	—
		"Round"	52CA	5301
		"Bonus "	5302	5339
		"3"	533A	5347
		"4"	5348	5355
		Bonus movement tables	5356	5399
		EYETBL	539A	5567
D		NUMBER	5568	55B4
S		PUTSPR	55B5	563D
D		Scratch	563E	563F
		TITLESCR	5640	583F
		"Game Over"	5840	58A1
		"Player"	58A4	58FD
		Unused	58FE	58FF
		"1"	5900	590F
		"2"	5910	591F
		"Bonus Points"	5920	599E
		Top of Screen Data	59A0	~~5A00~~ 5A9F
		unused	5AA0	—
		after xplode transfer	5AA1	5AA2
		rev. no.	5AA3	—
		Level	5AA4	—
D		shppos	5AA5	—
Sh S		Line	5AA6	5BD8 (that)
D & D		Segtbl	5BDC	5C89
D		Armseg	5C8A	5CC6
Sh S		Sound	5CC7	5D0A
Sh S		Rndsnd (noise)	5D0B	5D3E 3F, 40, 41, 42 5D8C
Sh S		Screen start	5D8D	5D8E
Sh S		Set	5D8F	5D8C DEFGH 0-3
D		Xlentb	5DC4	5DCC
D		Ylentb	5DCD	5DD5
		lenxtb	5DD6	5DDE
		Sgtbl9	5DDF	5E27
		Bigtbl	5E28	5F97
		Shptbl	5F98	5FFF
D		Characters	6000	66EA

D.3

D.s