

Ok.

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00020 ;MAIN MODULE FOR DANDY
00030 ;(C)1983 JOHN HOWARD PALEVICH
3000: 00040 BASE      .EQ $3000
5800: 00050 BOC      .EQ BASE+$2800
00F0: 00060 AL       .EQ $F0
00F1: 00070 AH       .EQ $F1
00F2: 00080 BL       .EQ $F2
00F3: 00090 BH       .EQ $F3
00F4: 00100 DL       .EQ $F4
00F5: 00110 DH       .EQ $F5
      00120         .IN "D2:SYSTEXT"
      00010 ;SYSTEXT
E000: 00020 CHRORG .EQ $E000
E456: 00030 CIOV .EQ $E456
E459: 00040 SIOV .EQ $E459
E45C: 00050 SETVBV .EQ $E45C
E45F: 00060 SYSVBV .EQ $E45F
E462: 00070 XITVBL .EQ $E462
0008: 00080 WARMST .EQ $8
0009: 00090 BOOT .EQ $9
000A: 00100 DOSVEC .EQ $A
000C: 00110 DOSINI .EQ $C
000E: 00120 APPMHI .EQ $E
0010: 00130 POKMSK .EQ $10
0011: 00140 BRKKEY .EQ $11
0012: 00150 RTCLOK .EQ $12
0014: 00160 JIFFY   .EQ $14
0041: 00170 SOUNDR .EQ $41
0042: 00180 CRITIC .EQ $42
004D: 00190 ATTRACT .EQ $4D
004E: 00200 DRKMSK .EQ $4E
004F: 00210 COLRSH .EQ $4F
006A: 00220 RAMTOP .EQ $6A
0200: 00230 VDSLST  .EQ $200
0218: 00240 CDTMV1 .EQ $218
021A: 00250 CDTMV2 .EQ $21A
021C: 00260 CDTMV3 .EQ $21C
021E: 00270 CDTMV4 .EQ $21E
0220: 00280 CDTMV5 .EQ $220
0224: 00290 VVBLKD  .EQ $224
022F: 00300 SDMCTL  .EQ $22F
0230: 00310 SDLSTL  .EQ $230
0231: 00320 SDLSTH  .EQ $231
0232: 00330 SSKCTL  .EQ $232
0234: 00340 LPENH   .EQ $234
0235: 00350 LPENV   .EQ $235
026F: 00360 GPRIOR  .EQ $26F
0270: 00370 PADDL0  .EQ $270
0278: 00380 STICK0  .EQ $278
027C: 00390 PTRIG0  .EQ $27C
0284: 00400 STRIG0  .EQ $284
02C0: 00410 PCOLR0  .EQ $2C0
02C4: 00420 COLOR0  .EQ $2C4
02E4: 00430 RAMSIZ  .EQ $2E4
02E5: 00440 MEMTOP  .EQ $2E5
02E7: 00450 MEMLO   .EQ $2E7
02EA: 00460 DVSTAT   .EQ $2EA
02F0: 00470 CRSINH  .EQ $2F0
02F3: 00480 CHACT   .EQ $2F3
02F4: 00490 CHBAS   .EQ $2F4
02FC: 00500 CH       .EQ $2FC
      00510         .OR $300
0300: 00520 DDEVIC   .BS 1
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0301:	00530	DUNIT	.BS	1
0302:	00540	DCOMND	.BS	1
0303:	00550	DSTATS	.BS	1
0304:	00560	DBUFLO	.BS	1
0305:	00570	DBUFHI	.BS	1
0306:	00580	DTIMLO	.BS	1
0307:	00590	DUNUSE	.BS	1
0308:	00600	DBYTLO	.BS	1
0309:	00610	DBYTHI	.BS	1
030A:	00620	DAUX1	.BS	1
030B:	00630	DAUX2	.BS	1
	00640		.OR	\$340
0340:	00650	ICHID	.BS	1
0341:	00660	ICDNO	.BS	1
0342:	00670	ICCOM	.BS	1
0343:	00680	ICSTA	.BS	1
0344:	00690	ICBAL	.BS	1
0345:	00700	ICBAH	.BS	1
0346:	00710	ICPTL	.BS	1
0347:	00720	ICPTH	.BS	1
0348:	00730	ICBLL	.BS	1
0349:	00740	ICBLH	.BS	1
034A:	00750	ICAX1	.BS	1
034B:	00760	ICAX2	.BS	1
034C:	00770	ICSPR	.BS	4
D000:	00780	HPOSP0	.EQ	\$D000
D004:	00790	HPOSM0	.EQ	\$D004
D008:	00800	SIZEP0	.EQ	\$D008
D00C:	00810	SIZEM	.EQ	\$D00C
D00D:	00820	GRAFP0	.EQ	\$D00D
D011:	00830	GRAFM	.EQ	\$D011
D012:	00840	COLPM0	.EQ	\$D012
D016:	00850	COLPF0	.EQ	\$D016
D018:	00860	PRIOR	.EQ	\$D018
D01C:	00870	VDELAY	.EQ	\$D01C
D01D:	00880	GRACTL	.EQ	\$D01D
D01E:	00890	HITCLR	.EQ	\$D01E
D01F:	00900	CONSOL	.EQ	\$D01F
D400:	00910	DMACTL	.EQ	\$D400
D401:	00920	CHACTL	.EQ	\$D401
D402:	00930	DLISTL	.EQ	\$D402
D403:	00940	DLISTH	.EQ	\$D403
D404:	00950	HSCROL	.EQ	\$D404
D405:	00960	VSCROL	.EQ	\$D405
D407:	00970	PMBASE	.EQ	\$D407
D409:	00980	CHBASE	.EQ	\$D409
D40A:	00990	WSYNC	.EQ	\$D40A
D40B:	01000	VCOUNT	.EQ	\$D40B
D40C:	01010	PENH	.EQ	\$D40C
D40D:	01020	PENV	.EQ	\$D40D
D40E:	01030	NMIEN	.EQ	\$D40E
D40F:	01040	NMIREs	.EQ	\$D40F
D40F:	01050	NMIST	.EQ	\$D40F
D200:	01060	AUDF1	.EQ	\$D200
D201:	01070	AUDC1	.EQ	\$D201
D208:	01080	AUDCTL	.EQ	\$D208
D209:	01090	STIMER	.EQ	\$D209
D20A:	01100	SKRES	.EQ	\$D20A
D20B:	01110	POTGO	.EQ	\$D20B
D20D:	01120	SEROUT	.EQ	\$D20D
D20E:	01130	IRQEN	.EQ	\$D20E
D20F:	01140	SKCTL	.EQ	\$D20F
D200:	01150	POT0	.EQ	\$D200
D208:	01160	ALLPOT	.EQ	\$D208
D209:	01170	KBCODE	.EQ	\$D209
D20A:	01180	RANDOM	.EO	\$D20A

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D20E:      01190  IRQST      .EQ  $D20E
D20F:      01200  SKSTAT     .EQ  $D20F
D300:      01210  PORTA      .EQ  $D300
D301:      01220  PORTB      .EQ  $D301
D302:      01230  PACTL      .EQ  $D302
D303:      01240  PBCTL      .EQ  $D303
0003:      01250  OPEN       .EQ  3
000C:      01260  CLOSE      .EQ  12
0007:      01270  GETCHR     .EQ  7
000B:      01280  PUTCHR     .EQ  11
0005:      01290  GETREC     .EQ  5
0009:      01300  PUTREC     .EQ  9
000D:      01310  STATIS     .EQ  13
009B:      01320  EOL        .EQ  $9B
           00130  ;          .OR  BOC-3
           00140  ;          .TF  "X:"
           00150  ;          JMP  START
           00160             .OR  BOC
5800:      00170  CHAR.SET   .EQ  *
           00180             .IN  "D2:CHARSET"
           00010  ;DANDY CHARACTER SET
           00020  ;CHAR 0

5800: 00 00 00
5803: 00 00 00
5806: 00 00 00
5809: 00 00 00
580C: 00 00 00
580F: 00      00030  .HS 00000000000000000000000000000000
5810: 00 00 00
5813: 00 00 00
5816: 00 00 00
5819: 00 00 00
581C: 00 00 00
581F: 00      00040  .HS 00000000000000000000000000000000
           00050  ;CHAR 1

5820: FF FF CC
5823: CC F3 F3
5826: FF FF FC
5829: CC CF F3
582C: F3 CF CF
582F: FF      00060  .HS FFFFCCCCF3F3FFFFFCCCCFF3F3CFCFFF
5830: FF F3 F3
5833: CF CF F3
5836: 33 3F FF
5839: FF CF CF
583C: 33 33 FF
583F: FF      00070  .HS FFF3F3CFCFF3333FFFFFCFCF3333FFFF
           00080  ;CHAR 2

5840: 55 6A 6B
5843: 6F 6F 6F
5846: 6B 6B 6B
5849: 6F 6F 6F
584C: 6F 6F 6A
584F: 55      00090  .HS 556A6B6F6F6F6B6B6B6F6F6F6F6A55
5850: 55 A9 E9
5853: F9 F9 F9
5856: E9 E9 E9
5859: F9 F9 F9
585C: F9 F9 A9
585F: 55      00100  .HS 55A9E9F9F9F9E9E9E9F9F9F9F9A955
           00110  ;CHAR 3

5860: 54 10 10
5863: 10 10 10
5866: 10 10 10
5869: 10 10 10
586C: 10 10 10

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586F: 05 00120 .HS 5410101010101010101010101005
5870: 15 04 04
5873: 04 04 04
5876: 04 04 04
5879: 04 04 04
587C: 04 04 04
587F: 50 00130 .HS 150404040404040404040404040450
00140 ;CHAR 4
5880: 55 10 10
5883: 10 10 10
5886: 10 10 10
5889: 10 10 10
588C: 10 10 10
588F: 55 00150 .HS 55101010101010101010101010101055
5890: 50 04 04
5893: 01 01 01
5896: 01 01 01
5899: 01 01 01
589C: 01 04 04
589F: 50 00160 .HS 5004040101010101010101010101040450
00170 ;CHAR 5
58A0: 00 01 05
58A3: 04 04 05
58A6: 01 01 01
58A9: 01 01 01
58AC: 01 01 01
58AF: 00 00180 .HS 00010504040501010101010101010100
58B0: 00 00 40
58B3: 40 40 40
58B6: 00 00 00
58B9: 00 50 50
58BC: 40 50 00
58BF: 00 00190 .HS 00004040404000000000505040500000
00200 ;CHAR 6
58C0: 55 55 7E
58C3: 7E 7E 7E
58C6: 6A 6A 6A
58C9: 6A 7E 7E
58CC: 7E 7E 55
58CF: 55 00210 .HS 55557E7E7E7E6A6A6A6A7E7E7E7E5555
58D0: 55 55 BD
58D3: BD BD BD
58D6: A9 A9 A9
58D9: A9 BD BD
58DC: BD BD 55
58DF: 55 00220 .HS 5555BDBDBDBDA9A9A9A9BDBDBDBD5555
00230 ;CHAR 7
58E0: 04 15 55
58E3: 44 44 44
58E6: 55 15 04
58E9: 04 04 44
58EC: 55 55 04
58EF: 00 00240 .HS 04155544444455150404044455550400
58F0: 40 54 54
58F3: 44 40 40
58F6: 50 54 44
58F9: 44 44 44
58FC: 54 50 40
58FF: 00 00250 .HS 405454444040505444444444454504000
00260 ;CHAR 8
5900: 00 0F 01
5903: 01 02 0A
5906: 2F 2E 2A
5909: 2A 2A 2A
590C: 0A 00 00
590F: 00 00270 .HS 000F0101020A2F2E2A2A2A2A0A000000

5910: 00 00 40
5913: 40 80 A0
5916: A8 A8 A8
5919: A8 A8 A8
591C: A0 00 00
591F: 00 00280 .HS 0000404080A0A8A8A8A8A8A8A0000000
00290 ;CHAR 9
5920: 05 04 05
5923: 09 2A 8B
5926: 8B 0A 2A
5929: 20 28 08
592C: 28 00 00
592F: 00 00300 .HS 050405092A8B8B0A2A202808280000000
5930: 40 40 40
5933: 80 A0 88
5936: 88 80 A0
5939: 20 A0 80
593C: A0 00 00
593F: 00 00310 .HS 40404080A0888880A020A080A00000000
00320 ;CHAR 10
5940: 05 15 50
5943: 40 48 48
5946: 43 43 4B
5949: 4A 42 50
594C: 15 05 00
594F: 00 00330 .HS 05155040484843434B4A4250150500000
5950: 50 54 05
5953: 01 21 21
5956: C1 C1 E1
5959: A1 81 05
595C: 54 50 00
595F: 00 00340 .HS 505405012121C1C1E1A18105545000000
00350 ;CHAR 11
5960: AA AA 96
5963: 96 92 96
5966: AA AA 88
5969: 88 80 80
596C: 88 8E AA
596F: AA 00360 .HS AAAA96969296AAAA88888080888EAAAA
5970: AA AA 96
5973: 96 86 96
5976: AA AA 22
5979: 22 02 02
597C: 22 22 AA
597F: AA 00370 .HS AAAA96968696AAAA22220202222AAAA
00380 ;CHAR 12
5980: 00 0A 25
5983: 25 25 25
5986: 25 09 02
5989: 02 02 00
598C: 00 00 00
598F: 00 00390 .HS 000A25252525250902020200000000000
5990: 00 28 96
5993: 56 56 56
5996: 56 58 60
5999: 60 60 80
599C: 80 80 00
599F: 00 00400 .HS 002896565656565860606080808000000
00410 ;CHAR 13
59A0: 00 00 02
59A3: 0A 0B 0B
59A6: 0A 0A 02
59A9: 02 00 0A
59AC: 00 0A 00
59AF: 00 00420 .HS 0000020A0B0B0A0A0202000A000A0000
59B0: 00 00 A0

59B3: A8 B8 B8
59B6: 28 28 A0
59B9: A0 00 28
59BC: 80 28 00
59BF: 00 00430 .HS 0000A0A8B8B82828A0A0002880280000
00440 ;CHAR 14
59C0: 00 0A 2A
59C3: 2F 2F 2F
59C6: 2A 2A 0A
59C9: 02 02 00
59CC: 2A 02 2A
59CF: 00 00450 .HS 000A2A2F2F2F2A2A0A0202002A022A00
59D0: 00 A8 AA
59D3: BE BE BE
59D6: 2A 2A 28
59D9: A0 A0 00
59DC: 2A A0 2A
59DF: 00 00460 .HS 00A8AABEBEBE2A2A28A0A0002AA02A00
00470 ;CHAR 15
59E0: 2A AA BE
59E3: BE BE BE
59E6: A8 A8 28
59E9: 0A 0A 00
59EC: A8 0A 0A
59EF: A8 00480 .HS 2AAABEBEBEBEA8A8280A0A00A80A0AA8
59F0: A8 AA BE
59F3: BE BE BE
59F6: 2A 2A 28
59F9: A0 A0 00
59FC: 2A A0 A0
59FF: 2A 00490 .HS A8AABEBEBEBE2A2A28A0A0002AA0A02A
00500 ;CHAR 16
5A00: 03 03 00
5A03: 01 05 0D
5A06: 01 31 01
5A09: 15 00 0C
5A0C: 0C 0C 00
5A0F: 30 00510 .HS 03030001050D01310115000C0C0C0030
5A10: C0 C0 00
5A13: 40 70 70
5A16: 40 4C 40
5A19: 54 00 30
5A1C: 30 30 00
5A1F: 0C 00520 .HS C0C000407070404C405400303030000C
00530 ;CHAR 17
5A20: 03 03 00
5A23: 05 17 0F
5A26: 01 35 14
5A29: 15 00 0C
5A2C: 0C 0C 00
5A2F: 30 00540 .HS 03030005170F01351415000C0C0C0030
5A30: C0 C0 00
5A33: 50 D4 50
5A36: 40 0C 04
5A39: 54 00 30
5A3C: 30 30 00
5A3F: 0C 00550 .HS C0C00050D450400C045400303030000C
00560 ;CHAR 18
5A40: 03 03 00
5A43: 15 0F 0D
5A46: 03 30 17
5A49: 05 00 0C
5A4C: 0C 0C 00
5A4F: 30 00570 .HS 030300150F0D03301705000C0C0C0030
5A50: C0 C0 00
5A53: 54 50 70

5A56: 50 14 D4
5A59: 50 00 30
5A5C: 30 30 00
5A5F: 0C 00580 .HS C0C0005450705014D45000303030000C
00590 ;CHAR 19
5A60: 03 03 00
5A63: 03 0D 05
5A66: 17 50 55
5A69: 03 00 0C
5A6C: 0C 0C 00
5A6F: 30 00600 .HS 030300030D0517505503000C0C0C0030
5A70: C0 C0 00
5A73: 50 50 50
5A76: 50 5C 54
5A79: 50 00 30
5A7C: 30 30 00
5A7F: 0C 00610 .HS C0C000505050505C545000303030000C
00620 ;CHAR 20
5A80: 01 01 05
5A83: 05 15 15
5A86: 01 01 01
5A89: 01 01 01
5A8C: 01 01 01
5A8F: 01 00630 .HS 010105051515010101010101010101
5A90: 40 40 50
5A93: 50 54 54
5A96: 40 40 40
5A99: 40 40 40
5A9C: 40 40 40
5A9F: 40 00640 .HS 404050505454404040404040404040
00650 ;CHAR 21
5AA0: 01 01 00
5AA3: 00 00 00
5AA6: 01 01 05
5AA9: 05 15 15
5AAC: 54 54 50
5AAF: 50 00660 .HS 01010000000001010505151554545050
5AB0: 55 55 15
5AB3: 15 55 55
5AB6: 51 51 40
5AB9: 40 00 00
5ABC: 00 00 00
5ABF: 00 00670 .HS 55551515555551514040000000000000
00680 ;CHAR 22
5AC0: 00 00 00
5AC3: 00 00 00
5AC6: 55 55 55
5AC9: 55 00 00
5ACC: 00 00 00
5ACF: 00 00690 .HS 00000000000055555555000000000000
5AD0: 00 00 10
5AD3: 10 14 14
5AD6: 55 55 55
5AD9: 55 14 14
5ADC: 10 10 00
5ADF: 00 00700 .HS 00001010141455555555141410100000
00710 ;CHAR 23
5AE0: 50 50 54
5AE3: 54 15 15
5AE6: 05 05 01
5AE9: 01 00 00
5AEC: 00 00 01
5AEF: 01 00720 .HS 50505454151505050101000000000101
5AF0: 00 00 00
5AF3: 00 00 00
5AF6: 41 41 51

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5AF9: 51 55 55
5AFC: 15 15 55
5AFF: 55      00730 .HS 00000000000041415151555515155555
          00740 ;CHAR 24

5B00: 01 01 01
5B03: 01 01 01
5B06: 01 01 01
5B09: 01 15 15
5B0C: 05 05 01
5B0F: 01      00750 .HS 01010101010101010101151505050101
5B10: 40 40 40
5B13: 40 40 40
5B16: 40 40 40
5B19: 40 54 54
5B1C: 50 50 40
5B1F: 40      00760 .HS 40404040404040404040545450504040
          00770 ;CHAR 25

5B20: 00 00 00
5B23: 00 00 00
5B26: 41 41 45
5B29: 45 55 55
5B2C: 54 54 55
5B2F: 55      00780 .HS 00000000000041414545555554545555
5B30: 05 05 15
5B33: 15 54 54
5B36: 50 50 40
5B39: 40 00 00
5B3C: 00 00 40
5B3F: 40      00790 .HS 0505151554545050404000000004040
          00800 ;CHAR 26

5B40: 00 00 04
5B43: 04 14 14
5B46: 55 55 55
5B49: 55 14 14
5B4C: 04 04 00
5B4F: 00      00810 .HS 00000404141455555555141404040000
5B50: 00 00 00
5B53: 00 00 00
5B56: 55 55 55
5B59: 55 00 00
5B5C: 00 00 00
5B5F: 00      00820 .HS 00000000000055555555000000000000
          00830 ;CHAR 27

5B60: 55 55 54
5B63: 54 55 55
5B66: 45 45 41
5B69: 41 00 00
5B6C: 00 00 00
5B6F: 00      00840 .HS 55555454555545454141000000000000
5B70: 40 40 00
5B73: 00 00 00
5B76: 40 40 50
5B79: 50 54 54
5B7C: 15 15 05
5B7F: 05      00850 .HS 40400000000040405050545415150505
          00190 .IN "D2:DUNGEON"
          00010 ;DUNGEON MODULE
          00020 ;EQUATES FOR DUNGEON MOD
3000:      00030 DUNGEON.PIC .EQ BASE
5000:      00040 P.M.BASE .EQ BASE+$2000
5000:      00050 C.BASE .EQ BASE+$2000
5300:      00060 M.BASE .EQ P.M.BASE+$300
5400:      00070 P.BASE .EQ P.M.BASE+$400
          00080 ;TIMES 120 TABLE
4F88:      00090 T.120.H .EQ P.M.BASE-120
4FC4:      00100 T.120.L .EQ T.120.H+60

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00110 ;PLAYER DISPLAY
4EE8: 00120 PLAY.PIC .EQ T.120.H-160
4EC0: 00130 NAME.PIC .EQ PLAY.PIC-40
0051: 00140 DISPLAY.LENGTH .EQ 81
4E6F: 00150 DISPLAY.LIST .EQ NAME.PIC-DISPLAY.LENGTH
00200 .IN "D2:EDIT"
00010 ;EDITOR MODULE
5B80: 00020 EDIT.X .BS 1
5B81: 00030 EDIT.Y .BS 1
5B82: 00040 E.LEVEL .BS 1
5B83: 00050 E.CHAR .BS 1
00060 EDIT
5B84: 20 09 63 00070 JSR DUNGEON.INIT
5B87: A9 00 00080 LDA #0
5B89: 8D 4D 73 00090 STA G.N.P
5B8C: 20 64 6D 00100 JSR SCORE.INIT
5B8F: A2 A0 00110 LDX #160
5B91: BD A4 5D 00120 .1 LDA ED.INST-1,X
5B94: 9D E7 4E 00130 STA PLAY.PIC-1,X
5B97: CA 00140 DEX
5B98: D0 F7 00150 BNE .1
00160 ;INFORM DUNGEON.SWAP.IN IT'S A
00170 ;BOGUS SWAP IN (CRUDE)
5B9A: A9 FF 00180 LDA #$FF
5B9C: 8D BB 65 00190 STA BOGUS.SWAP.IN
5B9F: AD 82 5B 00200 LDA E.LEVEL
5BA2: A2 00 00210 LDX #0 ;NEW
5BA4: A0 00 00220 LDY #0 ;GOING DOWN
5BA6: 20 BC 65 00230 JSR DUNGEON.SWAP.IN
5BA9: A9 00 00240 LDA #0
5BAB: 8D 3A 67 00250 STA C.X.L
5BAE: 8E 3B 67 00260 STX C.X.H
5BB1: 8D 3C 67 00270 STA C.Y.L
5BB4: 8C 3D 67 00280 STY C.Y.H
00290 ;SET UP CHAR TO PLOT
5BB7: A9 00 00300 E.C.P LDA #0
5BB9: 8D 83 5B 00310 STA E.CHAR
00320 ;
00330 EDIT.LOOP
5BBC: 20 96 66 00340 JSR DUNGEON.SHOW
00350 ;WAIT FOR A TICK
5BBF: A5 14 00360 LDA RTCLOK+2
5BC1: C5 14 00370 .2 CMP RTCLOK+2
5BC3: F0 FC 00380 BEQ .2
00390 ;GET STICK
5BC5: AD 78 02 00400 LDA STICK0
5BC8: 0A 00410 ASL
5BC9: A8 00420 TAY
5BCA: 18 00430 CLC
5BCB: AD 3A 67 00440 LDA C.X.L
5BCE: 79 F5 5C 00450 ADC P.X.TAB,Y
5BD1: 8D 3A 67 00460 STA C.X.L
5BD4: AD 3B 67 00470 LDA C.X.H
5BD7: 79 F6 5C 00480 ADC P.X.TAB+1,Y
5BDA: 8D 3B 67 00490 STA C.X.H
5BDD: 18 00500 CLC
5BDE: AD 3C 67 00510 LDA C.Y.L
5BE1: 79 15 5D 00520 ADC P.Y.TAB,Y
5BE4: 8D 3C 67 00530 STA C.Y.L
5BE7: AD 3D 67 00540 LDA C.Y.H
5BEA: 79 16 5D 00550 ADC P.Y.TAB+1,Y
5BED: 8D 3D 67 00560 STA C.Y.H
00570 CLIP
5BF0: AD 3D 67 00580 LDA C.Y.H
5BF3: C9 1D 00590 CMP #29
5BF5: B0 09 00600 BCS .2

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5BF7:	C9	01	00610	CMP	#1
5BF9:	B0	07	00620	BCS	.1
5BFB:	A9	01	00630	LDA	#1
5BFD:	4C	02	5C 00640	JMP	.1
5C00:	A9	1C	00650	.2	LDA #28
5C02:	8D	3D	67 00660	.1	STA C.Y.H
5C05:	AD	3B	67 00670		LDA C.X.H
5C08:	C9	3A	00680		CMP #58
5C0A:	B0	09	00690		BCS .4
5C0C:	C9	01	00700		CMP #1
5C0E:	B0	07	00710		BCS .3
5C10:	A9	01	00720		LDA #1
5C12:	4C	17	5C 00730		JMP .3
5C15:	A9	3A	00740	.4	LDA #58
5C17:	8D	3B	67 00750	.3	STA C.X.H
			00760	;TWIDDLE TO MAKE CURSOR	
5C1A:	AD	3B	67 00770		LDA C.X.H
5C1D:	8D	80	5B 00780		STA EDIT.X
5C20:	AD	3D	67 00790		LDA C.Y.H
5C23:	8D	81	5B 00800		STA EDIT.Y
			00810	;set cursor position	
5C26:	A2	8E	00820		LDX #E.X.C-PLAY.PIC
5C28:	AD	80	5B 00830		LDA EDIT.X
5C2B:	20	46	5E 00840		JSR TYPE.NUMBER
5C2E:	A2	91	00850		LDX #E.Y.C-PLAY.PIC
5C30:	A9	1D	00860		LDA #29
5C32:	38		00870		SEC
5C33:	ED	81	5B 00880		SBC EDIT.Y
5C36:	20	46	5E 00890		JSR TYPE.NUMBER
			00900	;SAVE OLD CHAR	
5C39:	AE	80	5B 00910		LDX EDIT.X
5C3C:	AC	81	5B 00920		LDY EDIT.Y
5C3F:	20	3E	67 00930		JSR DUNGEON.WHATS.AT
5C42:	48		00940		PHA
5C43:	AA		00950		TAX
5C44:	BD	AD	5D 00960		LDA TRANS.INT,X
5C47:	8D	7E	4F 00970		STA E.O.C
			00980	;SHOW CURSOR	
5C4A:	AE	80	5B 00990		LDX EDIT.X
5C4D:	AC	81	5B 01000		LDY EDIT.Y
5C50:	A9	10	01010		LDA #16
5C52:	20	56	67 01020		JSR DUNGEON.PLOT
5C55:	A5	14	01030		LDA RTCLOK+2
5C57:	C5	14	01040	.5	CMP RTCLOK+2
5C59:	F0	FC	01050		BEQ .5
5C5B:	68		01060		PLA
			01070	;IF TRIGGER, PLOT E.CHAR	
			01080	;ELSE RESTORE OLD CHAR	
5C5C:	AE	84	02 01090		LDX STRIG0
5C5F:	D0	03	01100		BNE .6
5C61:	AD	83	5B 01110		LDA E.CHAR
5C64:	AE	80	5B 01120	.6	LDX EDIT.X
5C67:	AC	81	5B 01130		LDY EDIT.Y
5C6A:	20	56	67 01140		JSR DUNGEON.PLOT
			01150	;CHECK KEYBOARD	
5C6D:	20	D6	62 01160		JSR GET.CHAR
5C70:	90	10	01170		BCC PARSE.CHAR
			01180	;CHECK BREAK KEY	
5C72:	20	FB	6E 01190		JSR CHECK.BREAK
			01200	;CHECK CONSOL KEYS	
5C75:	AD	1F	D0 01210		LDA CONSOL
5C78:	C9	07	01220		CMP #7
5C7A:	F0	03	01230		BEQ .7
5C7C:	4C	D7	5C 01240		JMP EDIT.QUIT
5C7F:	4C	BC	5B 01250	.7	JMP EDIT.LOOP
			01260	PARSE.CHAR	

5C82:	C9	2D		01270		CMP #' -	;UP
5C84:	D0	15		01280		BNE .2	
5C86:	AE	82	5B	01290		LDX E.LEVEL	
5C89:	E0	02		01300		CPX #2	
5C8B:	90	01		01310		BCC .16	
5C8D:	CA			01320		DEX	
5C8E:	8E	82	5B	01330	.16	STX E.LEVEL	
5C91:	8A			01340		TXA	
5C92:	18			01350		CLC	
5C93:	69	20		01360		ADC #\$20	
5C95:	8D	E4	4E	01370		STA LEVEL.LABEL	
5C98:	4C	BC	5B	01380		JMP EDIT.LOOP	
5C9B:	C9	3D		01390	.2	CMP #' =	;DOWN
5C9D:	D0	0D		01400		BNE .3	
5C9F:	A0	00		01410		LDY #0	
5CA1:	AE	82	5B	01420		LDX E.LEVEL	
5CA4:	E0	1A		01430		CPX #26	
5CA6:	B0	E6		01440		BCS .16	
5CA8:	E8			01450		INX	
5CA9:	4C	8E	5C	01460		JMP .16	
5CAC:	C9	52		01470	.3	CMP #' R	
5CAE:	D0	14		01480		BNE .4	
				01490		;READ IN LEVEL	
5CB0:	A0	00		01500	.31	LDY #0	
5CB2:	AE	82	5B	01510		LDX E.LEVEL	
5CB5:	8A			01520		TXA	
5CB6:	A2	00		01530		LDX #0	
5CB8:	20	BC	65	01540		JSR DUNGEON.SWAP.IN	
5CBB:	8E	3B	67	01550		STX C.X.H	
5CBE:	8C	3D	67	01560		STY C.Y.H	
5CC1:	4C	BC	5B	01570		JMP EDIT.LOOP	
5CC4:	C9	57		01580	.4	CMP #' W	
5CC6:	D0	0B		01590		BNE .5	
				01600		;WRITE THIS LEVEL	
5CC8:	A2	00		01610		LDX #0	;NEW(!)
5CCA:	AD	82	5B	01620		LDA E.LEVEL	
5CCD:	20	CE	64	01630		JSR DUNGEON.SWAP.OUT	
				01640		;AND READ IT ('CAUSE WRITE IS	
				01650		;DESTRUCTIVE)	
5CD0:	4C	B0	5C	01660		JMP .31	
5CD3:	C9	51		01670	.5	CMP #' Q	
5CD5:	D0	06		01680		BNE E2INT	
				01690		;QUIT OUT OF EDITOR	
				01700		EDIT.QUIT	
5CD7:	20	0E	64	01710		JSR DUNGEON.QUIT	
5CDA:	4C	69	72	01720		JMP RESTART	
				01730		;TRANSLATE TO INTERNAL CODE	
5CDD:	A2	0F		01740	E2INT	LDX #HIGH.TRANS	
5CDF:	DD	95	5D	01750	.71	CMP TRANS.EXT,X	
5CE2:	F0	05		01760		BEQ .72	
5CE4:	CA			01770		DEX	
5CE5:	10	F8		01780		BPL .71	
5CE7:	A2	00		01790		LDX #0	
5CE9:	8E	83	5B	01800	.72	STX E.CHAR	
5CEC:	BD	AD	5D	01810		LDA TRANS.INT,X	
5CEF:	8D	84	4F	01820		STA E.C.C	
				01830		;	
5CF2:	4C	BC	5B	01840	.9	JMP EDIT.LOOP	
5CF5:	00	00	00				
5CF8:	00	00	00				
5CFB:	00	00	00				
5CFE:	00			01850	P.X.TAB	.DA 0,0,0,0,0	;0-4
5CFF:	40	00	40				
5D02:	00	40	00				
5D05:	00	00		01860		.DA 64,64,64,0	;5-8
5D07:	C0	FF	C0				

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5D0A: FF C0 FF 01870      .DA -64,-64,-64 ;9-11
5D0D: 00 00 00
5D10: 00 00 00
5D13: 00 00      01880      .DA 0,0,0,0      ;12-15
5D15: 00 00 00
5D18: 00 00 00
5D1B: 00 00 00
5D1E: 00      01890 P.Y.TAB .DA 0,0,0,0,0      ;0-4
5D1F: 40 00 C0
5D22: FF 00 00
5D25: 00 00      01900      .DA 64,-64,0,0      ;5-8
5D27: 40 00 C0
5D2A: FF 00 00 01910      .DA 64,-64,0      ;9-11
5D2D: 00 00 40
5D30: 00 C0 FF
5D33: 00 00      01920      .DA 0,64,-64,0      ;12-15
                    01930 DEFAULT.DUNGEON
5D35: A9 1D      01940      LDA #29 ;FOR Y=29 TO 0
5D37: 85 F1      01950      STA AH
5D39: A9 3B      01960 .81      LDA #59 ;FOR X=59 TO 0
5D3B: 85 F0      01970      STA AL
5D3D: A9 00      01980 .82      LDA #0
5D3F: A6 F0      01990      LDX AL
5D41: A4 F1      02000      LDY AH
5D43: 20 56 67 02010      JSR DUNGEON.PLOT
5D46: C6 F0      02020      DEC AL ;NEXT X
5D48: 10 F3      02030      BPL .82
5D4A: C6 F1      02040      DEC AH ;NEXY Y
5D4C: 10 EB      02050      BPL .81
                    02060 ;PUT IN LEFT AND RIGHT WALLS
5D4E: A9 1D      02070      LDA #29 ;FOR Y=29 TO 0
5D50: 85 F1      02080      STA AH
5D52: A9 01      02090 .83      LDA #1
5D54: A4 F1      02100      LDY AH
5D56: A2 00      02110      LDX #0
5D58: 20 56 67 02120      JSR DUNGEON.PLOT
5D5B: A9 01      02130      LDA #1
5D5D: A4 F1      02140      LDY AH
5D5F: A2 3B      02150      LDX #59
5D61: 20 56 67 02160      JSR DUNGEON.PLOT
5D64: C6 F1      02170      DEC AH ;NEXT Y
5D66: 10 EA      02180      BPL .83
                    02190 ;AND TOP AND BOTTOM
5D68: A9 3B      02200      LDA #59 ;FOR X=59 TO 0
5D6A: 85 F0      02210      STA AL
5D6C: A9 01      02220 .84      LDA #1
5D6E: A6 F0      02230      LDX AL
5D70: A0 00      02240      LDY #0
5D72: 20 56 67 02250      JSR DUNGEON.PLOT
5D75: A9 01      02260      LDA #1
5D77: A6 F0      02270      LDX AL
5D79: A0 1D      02280      LDY #29
5D7B: 20 56 67 02290      JSR DUNGEON.PLOT
5D7E: C6 F0      02300      DEC AL ;NEXT X
5D80: 10 EA      02310      BPL .84
                    02320 ;AND UP
5D82: A9 03      02330      LDA #3
5D84: A2 05      02340      LDX #5
5D86: A0 05      02350      LDY #5
5D88: 20 56 67 02360      JSR DUNGEON.PLOT
                    02370 ;AND DOWN
5D8B: A9 04      02380      LDA #4
5D8D: A2 08      02390      LDX #8
5D8F: A0 05      02400      LDY #5
5D91: 20 56 67 02410      JSR DUNGEON.PLOT
5D94: 60      02420      RTS

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02430 ;TABLE OF CHARS TO TRANSLATE
02440 ;NUMERICAL ORDER
02450 TRANS.EXT

5D95: 20 2A 4F
5D98: 55 44 4B
5D9B: 2B 24 53
5D9E: 31 32 33
5DA1: 48 41 42

5DA4: 43 02460 .AS " *OUDK+\$S123HABC"
000F: 02470 HIGH.TRANS .EQ *-TRANS.EXT-1
02480 ED.INST

5DA5: 00 00 34
5DA8: 79 70 65
5DAB: 00 02

02490 .AT ' Type ''
02500 TRANS.INT

5DAD: 00 0A 6F
5DB0: 75 64 6B
5DB3: 0B 04 73
5DB6: 11 12 13
5DB9: 68 61 62

5DBC: 63 02510 .AT " *oudk+\$s123habc"

5DBD: 02 00 74
5DC0: 6F 00 64
5DC3: 72 61 77
5DC6: 00 69 74
5DC9: 65 6D 00

5DCC: 00 02520 .AT "" to draw item '

5DCD: 00 00 00
5DD0: 00 02 0D
5DD3: 02 00 75
5DD6: 70 00 6C
5DD9: 65 76 65

5DDC: 6C 00 00
5DDF: 00 00 02530 .AT ' "-" up level '

5DE1: 02 1D 02
5DE4: 00 64 6F
5DE7: 77 6E 00
5DEA: 6C 65 76
5DED: 65 6C 00

5DF0: 00 00 00
5DF3: 00 00 02540 .AT '"=" down level '

5DF5: 00 00 00
5DF8: 00 02 32
5DFB: 02 00 72
5DFE: 65 61 64
5E01: 00 6C 65

5E04: 76 65 6C
5E07: 00 00 02550 .AT ' "R" read level '

5E09: 02 37 02
5E0C: 00 77 72
5E0F: 69 74 65
5E12: 00 6C 65
5E15: 76 65 6C

5E18: 00 00 00
5E1B: 00 00 02560 .AT '"W" write level '

5E1D: 00 00 00
5E20: 00 02 31
5E23: 02 00 71
5E26: 75 69 74
5E29: 00 65 64

5E2C: 69 74 6F
5E2F: 72 00 02570 .AT ' "Q" quit editor '

5E31: 00 08 02580 .AT ' ('

4F76: 02590 E.X.C .EQ PLAY.PIC+*-ED.INST

5E33: 78 78 0C 02600 .AT 'xx,'

4F79: 02610 E.Y.C .EO PLAY.PIC+*-ED.INST

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5E36: 79 79 09
5E39: 1D 02      02620      .AT 'yy)=" '
4F7E:          02630 E.O.C    .EQ PLAY.PIC+*-ED.INST
5E3B: 63 02 1C
5E3E: 0D 0D 02 02640      .AT 'c"<--" '
4F84:          02650 E.C.C    .EQ PLAY.PIC+*-ED.INST
5E41: 00 02 00
5E44: 00 00      02660      .AT ' " '
          02670 ;PUT (A) -> PLAY.PIC[X,X+1]
          02680 ;DECIMAL
          02690 TYPE.NUMBER
5E46: C9 0A      02700      CMP #10
5E48: 90 15      02710      BCC .1
5E4A: A0 00      02720      LDY #0
5E4C: 38          02730 .2      SEC
5E4D: E9 0A      02740      SBC #10
5E4F: C8          02750      INY
5E50: C9 0A      02760      CMP #10
5E52: B0 F8      02770      BCS .2
5E54: 48          02780      PHA
5E55: 98          02790      TYA
5E56: 18          02800      CLC
5E57: 69 10      02810      ADC #$10 ;TO INTERNAL
5E59: 9D E8 4E 02820      STA PLAY.PIC,X
5E5C: 4C 65 5E 02830      JMP .3
5E5F: 48          02840 .1      PHA
5E60: A9 00      02850      LDA #0
5E62: 9D E8 4E 02860      STA PLAY.PIC,X
5E65: 68          02870 .3      PLA
5E66: 18          02880      CLC
5E67: 69 10      02890      ADC #$10
5E69: 9D E9 4E 02900      STA PLAY.PIC+1,X
5E6C: 60          02910      RTS
          00210      .IN "D2:GAME"
          00010 ;GAME MODULE (WOOPIE)
5E6D:          00020 M.P.X      .BS 4
5E71:          00030 N.M.P.Y      .BS 4
5E75:          00040 O.M.P.Y      .BS 4
5E79: FE FB EF
5E7C: BF          00050 M.OFF      .HS FEFBEFBF
5E7D: 31 32 33
5E80: 34 21 22
5E83: 23 24 20 00060 KEY.TAB .AS @1234!"#$ @
5E86:          00070 WARP.TIMER .BS 1
5E87:          00080 IN.FLIGHT .BS 4
5E8B:          00090 M.X      .BS 4
5E8F:          00100 M.Y      .BS 4
5E93:          00110 M.X.V      .BS 4
5E97:          00120 M.Y.V      .BS 4
5E9B:          00130 N.BOMBS .BS 4
5E9F:          00140 N.KEYS .BS 4
5EA3:          00150 N.FOOD .BS 4
5EA7:          00160 HEALTH .BS 4
5EAB:          00170 P.IN.WARP .BS 4
5EAF:          00180 P.X.H      .BS 4
5EB3:          00190 P.X.L      .BS 4
5EB7:          00200 P.Y.H      .BS 4
5EBB:          00210 P.Y.L      .BS 4
5EBF:          00220 P.DIR      .BS 4
5EC3: 00 01 00
5EC6: FF          00230 DISK.X      .HS 000100FF
5EC7: FF 00 01
5ECA: 00          00240 DISK.Y      .HS FF000100
          00250 ;GAME BEGINS HERE
5ECB:          00260 P      .BS 1
5ECC: 00 28 50

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5ECF: 78          00270 SCORE.OFF      .HS 00285078
5ED0: 00 00 00    00280 STICK.DIR      .HS 00000000
5ED3: 00          00290              .HS 00030102
5ED4: 00 03 01    00300              .HS 00050706
5ED7: 02          00310              .HS 000400
5ED8: 00 05 07    00320 INC          .EQ 32
5EDB: 06          00330 P.X.I        .DA 0,INC,INC,INC,0,-INC,-INC,-INC
5EDC: 00 04 00    00340 P.Y.I        .DA -INC,-INC,0,INC,INC,INC,0,-INC
0020:          00350 NEW.X          .BS 2
5EDF: 00 00 20    00360 NEW.Y          .BS 2
5EE2: 00 20 00    00370 SAVE.DIR .BS 1
5EE5: 20 00 00    00380 NEW.LEVEL      .BS 1
5EE8: 00 E0 FF    00390 CUR.LEVEL      .BS 1
5EEB: E0 FF E0    00400 GAME
5EEE: FF          00410          JSR DUNGEON.INIT
5EEF: E0 FF E0    00420          JSR SCORE.INIT
5EF2: FF 00 00    00430          JSR M.INIT
5EF5: 20 00 20    00440          JSR D.INIT
5EF8: 00 20 00    00450          JSR S.INIT
5EFB: 00 00 E0    00460 ;SET HEALTH OF NON-PLAYERS TO 0
5EFE: FF          00470          LDX G.N.P
5EFF:          00480 .17          CPX #4
5F01:          00490          BCS .18
5F03:          00500          LDA #0
5F04:          00510          STA HEALTH,X
5F05:          00520          INX
5F06: 20 09 63    00530          JMP .17
5F09: 20 64 6D    00540 .18          LDX G.N.P
5F0C: 20 5F 70    00550          DEX
5F0F: 20 C4 67    00560 .1          LDA #9
5F12: 20 E7 6A    00570          STA HEALTH,X
          00580          LDA #0
          00590          STA N.BOMBS,X
          00600          STA N.KEYS,X
          00610          STA N.FOOD,X
          00620          STA P.DIR,X
          00630          STA IN.FLIGHT,X
          00640          DEX
          00650          BPL .1
          00660 ;INFORM DUNGEON.SWAP.IT IT'S A
          00670 ;BOGUS SWAP IN (CRUDE!)
5F15: AE 4D 73    00680          LDA #$FF
5F18: E0 04          00690          STA BOGUS.SWAP.IN
5F1A: B0 09          00700          LDX #0
5F1C: A9 00          00710          LDY #0
5F1E: 9D A7 5E    00720          LDA E.LEVEL
5F21: E8          00730 GAME.DUN STA CUR.LEVEL
5F22: 4C 18 5F    00740          JSR DUNGEON.SWAP.IN
5F25: AE 4D 73    00750          STX AL
5F28: CA          00760          STY AH
5F29: A9 09          00770          STX C.X.H
5F2B: 9D A7 5E    00780          STY C.Y.H
5F2E: A9 00          00790          LDA #Z.WARP.IN
5F30: 9D 9B 5E
5F33: 9D 9F 5E
5F36: 9D A3 5E
5F39: 9D BF 5E
5F3C: 9D 87 5E
5F3F: CA
5F40: 10 E7
5F42: A9 FF
5F44: 8D BB 65
5F47: A2 00
5F49: A0 00
5F4B: AD 82 5B
5F4E: 8D 05 5F
5F51: 20 BC 65
5F54: 86 F0
5F56: 84 F1
5F58: 8E 3B 67
5F5B: 8C 3D 67
5F5E: A9 0F

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5F60:	20	42	6B	00800	JSR S.EFFECT
5F63:	A9	00		00810	LDA #0
5F65:	8D	86	5E	00820	STA WARP.TIMER
5F68:	A2	03		00830	LDX #3
5F6A:	A9	00		00840	LDA #0
5F6C:	9D	AB	5E	00850	STA P.IN.WARP,X
5F6F:	20	C4	62	00860	JSR CHECK.PLAYER
5F72:	90	08		00870	BCC .11
5F74:	A9	00		00880	LDA #0
5F76:	20	40	6E	00890	JSR SCORE.MSG
5F79:	20	0B	6F	00900	JSR INVENTORY
5F7C:	CA			00910	DEX
5F7D:	10	EB		00920	BPL .10
5F7F:	A9	80		00930	LDA #\$80
5F81:	8D	3A	67	00940	STA C.X.L
5F84:	8D	3C	67	00950	STA C.Y.L
5F87:	AD	4D	73	00960	LDA G.N.P
5F8A:	8D	CB	5E	00970	STA P
5F8D:	CE	CB	5E	00980	DEC P
5F90:	AE	CB	5E	00990	LDX P
5F93:	20	C4	62	01000	JSR CHECK.PLAYER
5F96:	90	28		01010	BCC .2
5F98:	AC	CB	5E	01020	LDY P
5F9B:	A9	00		01030	LDA #0
5F9D:	99	B3	5E	01040	STA P.X.L,Y
5FA0:	99	BB	5E	01050	STA P.Y.L,Y
5FA3:	A5	F0		01060	LDA AL
5FA5:	18			01070	CLC
5FA6:	79	C3	5E	01080	ADC DISK.X,Y
5FA9:	99	AF	5E	01090	STA P.X.H,Y
5FAC:	AA			01100	TAX
5FAD:	A5	F1		01110	LDA AH
5FAF:	18			01120	CLC
5FB0:	79	C7	5E	01130	ADC DISK.Y,Y
5FB3:	99	B7	5E	01140	STA P.Y.H,Y
5FB6:	A8			01150	TAY
5FB7:	AD	CB	5E	01160	LDA P
5FBA:	18			01170	CLC
5FBB:	69	10		01180	ADC #16
5FBD:	20	56	67	01190	JSR DUNGEON.PLOT
5FC0:	CE	CB	5E	01200	DEC P
5FC3:	10	CB		01210	BPL .1
				01220	;60TH OF A SECOND
				01230	TICK
5FC5:	AD	86	5E	01240	LDA WARP.TIMER
5FC8:	F0	08		01250	BEQ TICK.NORMAL
5FCA:	CE	86	5E	01260	DEC WARP.TIMER
5FCD:	D0	03		01270	BNE TICK.NORMAL
5FCF:	4C	96	62	01280	JMP SWAP.LEVELS
				01290	;COMPUTE CENTER OF SCREEN
				01300	TICK.NORMAL
5FD2:	A9	00		01310	LDA #0
5FD4:	85	F0		01320	STA AL
5FD6:	85	F1		01330	STA AH
5FD8:	85	F4		01340	STA DL
5FDA:	85	F2		01350	STA BL
5FDC:	85	F3		01360	STA BH
5FDE:	85	F5		01370	STA DH
5FE0:	A2	03		01380	LDX #3
5FE2:	20	C4	62	01390	JSR CHECK.PLAYER
5FE5:	B0	18		01400	BCS .11
				01410	;DEAD MAN -- ADD IN OLD COG
5FE7:	AD	3A	67	01420	LDA C.X.L
5FEA:	9D	B3	5E	01430	STA P.X.L,X
5FED:	AD	3B	67	01440	LDA C.X.H
5FF0:	9D	AF	5E	01450	STA P.X.H,X


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5FF3: AD 3C 67 01460 LDA C.Y.L
5FF6: 9D BB 5E 01470 STA P.Y.L,X
5FF9: AD 3D 67 01480 LDA C.Y.H
5FFC: 9D B7 5E 01490 STA P.Y.H,X
5FFF: 18 01500 .11 CLC
6000: A5 F0 01510 LDA AL
6002: 7D B3 5E 01520 ADC P.X.L,X
6005: 85 F0 01530 STA AL
6007: A5 F1 01540 LDA AH
6009: 7D AF 5E 01550 ADC P.X.H,X
600C: 85 F1 01560 STA AH
600E: A5 F4 01570 LDA DL
6010: 69 00 01580 ADC #0
6012: 85 F4 01590 STA DL
        01600 ;NOW DO Y
6014: 18 01610 CLC
6015: A5 F2 01620 LDA BL
6017: 7D BB 5E 01630 ADC P.Y.L,X
601A: 85 F2 01640 STA BL
601C: A5 F3 01650 LDA BH
601E: 7D B7 5E 01660 ADC P.Y.H,X
6021: 85 F3 01670 STA BH
6023: A5 F5 01680 LDA DH
6025: 69 00 01690 ADC #0
6027: 85 F5 01700 STA DH
6029: CA 01710 DEX
602A: 10 B6 01720 BPL .1
        01730 ;DIVIDE RESULT BY 4
602C: A5 F4 01740 LDA DL ;X FIRST
602E: 4A 01750 LSR
602F: 66 F1 01760 ROR AH
6031: 66 F0 01770 ROR AL
6033: 4A 01780 LSR
6034: 66 F1 01790 ROR AH
6036: 66 F0 01800 ROR AL
6038: A5 F1 01810 LDA AH
603A: 8D 3B 67 01820 STA C.X.H
603D: A5 F0 01830 LDA AL
603F: 8D 3A 67 01840 STA C.X.L
6042: A5 F5 01850 LDA DH ;Y FIRST
6044: 4A 01860 LSR
6045: 66 F3 01870 ROR BH
6047: 66 F2 01880 ROR BL
6049: 4A 01890 LSR
604A: 66 F3 01900 ROR BH
604C: 66 F2 01910 ROR BL
604E: A5 F3 01920 LDA BH
6050: 8D 3D 67 01930 STA C.Y.H
6053: A5 F2 01940 LDA BL
6055: 8D 3C 67 01950 STA C.Y.L
        01960 ;DISPLAY
6058: 20 96 66 01970 JSR DUNGEON.SHOW
        01980 ;WAIT FOR TICK
605B: A5 14 01990 LDA RTCLOK+2
605D: C5 14 02000 .2 CMP RTCLOK+2
605F: F0 FC 02010 BEQ .2
        02020 ;CHECK KEYBOARD
6061: 20 D6 62 02030 CHECK.CH JSR GET.CHAR
6064: B0 4A 02040 BCS .1
6066: A2 08 02050 LDX #8
6068: DD 7D 5E 02060 .3 CMP KEY.TAB,X
606B: F0 06 02070 BEQ .2
606D: CA 02080 DEX
606E: 10 F8 02090 BPL .3
6070: 4C B0 60 02100 JMP .1 ;DUD KEY-STROKE
6073: E0 04 02110 .2 CPX #4

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6075: B0 0E      02120      BCS .5
6077: 20 C4 62   02130      JSR CHECK.PLAYER
607A: 90 34      02140      BCC .1 ;DEAD
                        02150 ;EAT HEALTH FOOD
607C: 8E CB 5E   02160      STX P
607F: 20 A4 6F   02170      JSR EAT.HEALTH.FOOD
6082: 4C B0 60   02180      JMP .1
6085: E0 08      02190 .5    CPX #8
6087: B0 13      02200      BCS .9
                        02210 ;FIRE SMART BOMB
6089: 8A          02220      TXA
608A: 38          02230      SEC
608B: E9 04      02240      SBC #4
608D: AA          02250      TAX
608E: 20 C4 62   02260      JSR CHECK.PLAYER
6091: 90 1D      02270      BCC .1 ;DEAD
6093: 8E CB 5E   02280      STX P
6096: 20 BC 6F   02290      JSR FIRE.SMART.BOMB
6099: 4C B0 60   02300      JMP .1
                        02310 ;FREEZE GAME
609C: 20 D6 62   02320 .9    JSR GET.CHAR
609F: 90 0F      02330      BCC .1
                        02340 ;CONSOL ACTIVITY?
60A1: A9 08      02350      LDA #8
60A3: 8D 1F D0   02360      STA CONSOL
60A6: AD 1F D0   02370      LDA CONSOL
60A9: C9 07      02380      CMP #7
60AB: D0 12      02390      BNE .99
60AD: 4C 9C 60   02400      JMP .9
                        02410 .1
                        02420 ;CHECK BREAK KEY
60B0: 20 FB 6E   02430      JSR CHECK.BREAK
                        02440 ;CHECK CONSOL
60B3: A9 08      02450      LDA #8
60B5: 8D 1F D0   02460      STA CONSOL
60B8: AD 1F D0   02470      LDA CONSOL
60BB: C9 07      02480      CMP #7
60BD: F0 03      02490      BEQ MOVE.PLAYERS
60BF: 4C BB 62   02500 .99    JMP GAME.QUIT
                        02510 MOVE.PLAYERS
60C2: AD 4D 73   02520 .3    LDA G.N.P
60C5: 8D CB 5E   02530      STA P
60C8: CE CB 5E   02540 MOVE.LOOP DEC P
60CB: 10 03      02550      BPL .19
60CD: 4C AF 62   02560      JMP MOVE.LOOP.Q
60D0: AE CB 5E   02570 .19    LDX P
60D3: BD CC 5E   02580      LDA SCORE.OFF,X
60D6: A8          02590      TAY
60D7: BD A7 5E   02600      LDA HEALTH,X
60DA: 18          02610      CLC
60DB: 69 10      02620      ADC #16
60DD: 99 F0 4E   02630      STA P.HEALTH,Y
60E0: 20 C4 62   02640      JSR CHECK.PLAYER
60E3: 90 E3      02650      BCC MOVE.LOOP ;DEAD
                        02660 ;LIVE PLAYER -- MOVE 'IM
60E5: AE CB 5E   02670      LDX P
60E8: BD 78 02   02680      LDA STICK0,X
60EB: C9 0F      02690      CMP #15
60ED: F0 D9      02700      BEQ MOVE.LOOP ;NOT
60EF: A8          02710      TAY
60F0: BD 84 02   02720      LDA STRIG0,X
60F3: F0 D3      02730      BEQ MOVE.LOOP ;FIRE
60F5: B9 D0 5E   02740      LDA STICK.DIR,Y
60F8: 9D BF 5E   02750      STA P.DIR,X
                        02760 ;INCREMENTAL MOVE
60FB: 0A          02770      ASL

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60FC:	A8		02780	TAY
60FD:	18		02790	CLC
60FE:	BD B3 5E	02800	LDA	P.X.L,X
6101:	79 DF 5E	02810	ADC	P.X.I,Y
6104:	8D FF 5E	02820	STA	NEW.X
6107:	BD AF 5E	02830	LDA	P.X.H,X
610A:	79 E0 5E	02840	ADC	P.X.I+1,Y
610D:	8D 00 5F	02850	STA	NEW.X+1
6110:	18	02860	CLC	
6111:	BD BB 5E	02870	LDA	P.Y.L,X
6114:	79 EF 5E	02880	ADC	P.Y.I,Y
6117:	8D 01 5F	02890	STA	NEW.Y
611A:	BD B7 5E	02900	LDA	P.Y.H,X
611D:	79 F0 5E	02910	ADC	P.Y.I+1,Y
6120:	8D 02 5F	02920	STA	NEW.Y+1
		02930	;SEE IF MOVED ON-SCREEN	
6123:	AD 00 5F	02940	LDA	NEW.X+1
6126:	DD AF 5E	02950	CMP	P.X.H,X
6129:	D0 26	02960	BNE	MOVE.IT
612B:	AD 02 5F	02970	LDA	NEW.Y+1
612E:	DD B7 5E	02980	CMP	P.Y.H,X
6131:	D0 1E	02990	BNE	MOVE.IT
		03000	;NOPE, SO SAVE NEW LOC & LOOP	
		03010	MOVE.SAVE	
6133:	AE CB 5E	03020	LDX	P
6136:	AD FF 5E	03030	LDA	NEW.X
6139:	9D B3 5E	03040	STA	P.X.L,X
613C:	AD 00 5F	03050	LDA	NEW.X+1
613F:	9D AF 5E	03060	STA	P.X.H,X
6142:	AD 01 5F	03070	LDA	NEW.Y
6145:	9D BB 5E	03080	STA	P.Y.L,X
6148:	AD 02 5F	03090	LDA	NEW.Y+1
614B:	9D B7 5E	03100	STA	P.Y.H,X
614E:	4C C8 60	03110	JMP	MOVE.LOOP
		03120	;YEP, LOOK AT NEW CELL	
		03130	;ALSO, CANCEL ATTRACT MODE	
6151:	A9 00	03140	MOVE.IT	LDA #0
6153:	85 4D	03150	STA	ATTRACT
6155:	AE 00 5F	03160	LDX	NEW.X+1
6158:	AC 02 5F	03170	LDY	NEW.Y+1
615B:	20 3E 67	03180	JSR	DUNGEON.WHATS.AT
615E:	C9 00	03190	CMP	#0
6160:	D0 22	03200	BNE	PICK.UP
		03210	;HIT NOTHING	
6162:	AE CB 5E	03220	MOVE.TO	LDX P
6165:	BD B7 5E	03230	LDA	P.Y.H,X
6168:	A8	03240	TAY	
6169:	BD AF 5E	03250	LDA	P.X.H,X
616C:	AA	03260	TAX	
616D:	A9 00	03270	LDA	#0
616F:	20 56 67	03280	JSR	DUNGEON.PLOT
6172:	AE 00 5F	03290	LDX	NEW.X+1
6175:	AC 02 5F	03300	LDY	NEW.Y+1
6178:	AD CB 5E	03310	LDA	P
617B:	18	03320	CLC	
617C:	69 10	03330	ADC	#16
617E:	20 56 67	03340	JSR	DUNGEON.PLOT
6181:	4C 33 61	03350	JMP	MOVE.SAVE
		03360	;HIT SOMETHING	
6184:	C9 10	03370	PICK.UP	CMP #16
6186:	90 03	03380	BCC	.1
6188:	4C BC 61	03390	JMP	HIT.WALL
618B:	48	03400	.1	PHA
618C:	0A	03410	ASL	
618D:	AA	03420	TAX	
618E:	BD 9C 61	03430	LDA	HIT.OBJ,X

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6191: 85 F0      03440      STA AL
6193: BD 9D 61    03450      LDA HIT.OBJ+1,X
6196: 85 F1      03460      STA AH
6198: 68      03470      PLA
6199: 6C F0 00      03480      JMP (AL)
619C: BC 61      03490 HIT.OBJ .DA HIT.WALL      ;0
619E: BC 61      03500      .DA HIT.WALL      ;1
61A0: 02 62      03510      .DA HIT.DOOR      ;2
61A2: BC 61      03520      .DA HIT.WALL      ;3(UP)
61A4: 5B 62      03530      .DA HIT.DOWN      ;4
61A6: 0D 62      03540      .DA HIT.KEY      ;5
61A8: 1D 62      03550      .DA HIT.FOOD      ;6
61AA: 2D 62      03560      .DA HIT.MONEY      ;7
61AC: 3D 62      03570      .DA HIT.BOMB      ;8
61AE: BC 61      03580      .DA HIT.WALL      ;9
61B0: BC 61      03590      .DA HIT.WALL      ;10
61B2: BC 61      03600      .DA HIT.WALL      ;11
61B4: BC 61      03610      .DA HIT.WALL      ;12
61B6: BC 61      03620      .DA HIT.WALL      ;13
61B8: BC 61      03630      .DA HIT.WALL      ;14
61BA: BC 61      03640      .DA HIT.WALL      ;15
        03650 ;PLAYER HIT A WALL -- IF IT'S
        03660 ;A DIAGONAL MOVE THEN SLIDE HIM
        03670 ;SIDEWAYS.
61BC: AE CB 5E    03680 HIT.WALL LDX P
61BF: BD BF 5E    03690      LDA P.DIR,X
61C2: 29 01      03700      AND #1
61C4: D0 03      03710      BNE .1
        03720 ;NOT DIAGONAL
61C6: 4C C8 60    03730      JMP MOVE.LOOP
61C9: BD AF 5E    03740 .1      LDA P.X.H,X
61CC: CD 00 5F    03750      CMP NEW.X+1
61CF: F0 1A      03760      BEQ .11
61D1: BD B7 5E    03770      LDA P.Y.H,X
61D4: CD 02 5F    03780      CMP NEW.Y+1
61D7: F0 03      03790      BEQ .12
        03800 ;MOVED DIAGONALLY -- SO PUNT
61D9: 4C C8 60    03810      JMP MOVE.LOOP
        03820 ;MOVED X ONLY, SO UPDATE Y ONLY
61DC: AD 01 5F    03830 .12     LDA NEW.Y
61DF: 9D BB 5E    03840      STA P.Y.L,X
61E2: AD 02 5F    03850      LDA NEW.Y+1
61E5: 9D B7 5E    03860      STA P.Y.H,X
61E8: 4C C8 60    03870      JMP MOVE.LOOP
        03880 ;MOVED Y ONLY, SO UPDATE X ONLY
61EB: AD FF 5E    03890 .11     LDA NEW.X
61EE: 9D B3 5E    03900      STA P.X.L,X
61F1: AD 00 5F    03910      LDA NEW.X+1
61F4: 9D AF 5E    03920      STA P.X.H,X
61F7: 4C C8 60    03930      JMP MOVE.LOOP
61FA: A9 08      03940 TOO.MANY LDA #Z.HAVE.NONE
61FC: 20 42 6B    03950      JSR S.EFFECT
61FF: 4C C8 60    03960      JMP MOVE.LOOP
6202: AE CB 5E    03970 HIT.DOOR LDX P
6205: 20 28 6F    03980      JSR OPEN.DOOR
6208: B0 F0      03990      BCS TOO.MANY
620A: 4C 62 61    04000      JMP MOVE.TO
620D: AE CB 5E    04010 HIT.KEY  LDX P
6210: BD 9F 5E    04020      LDA N.KEYS,X
6213: C9 09      04030      CMP #9
6215: B0 E3      04040      BCS TOO.MANY
6217: FE 9F 5E    04050      INC N.KEYS,X
621A: 4C 4D 62    04060      JMP PICK.IT.UP
621D: AE CB 5E    04070 HIT.FOOD LDX P
6220: BD A3 5E    04080      LDA N.FOOD,X
6223: C9 09      04090      CMP #9

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6225: B0 D3      04100      BCS TOO.MANY
6227: FE A3 5E 04110      INC N.FOOD,X
622A: 4C 4D 62 04120      JMP PICK.IT.UP
622D: AE CB 5E 04130 HIT.MONEY LDX P
6230: A9 07      04140      LDA #Z.PICK.MONEY
6232: 20 42 6B 04150      JSR S.EFFECT
6235: A9 64      04160      LDA #100
6237: 20 A2 6D 04170      JSR SCORE.INC
623A: 4C 62 61 04180      JMP MOVE.TO
623D: AE CB 5E 04190 HIT.BOMB LDX P
6240: BD 9B 5E 04200      LDA N.BOMBS,X
6243: C9 09      04210      CMP #9
6245: B0 B3      04220      BCS TOO.MANY
6247: FE 9B 5E 04230      INC N.BOMBS,X
624A: 4C 4D 62 04240      JMP PICK.IT.UP
        04250 ;ACTUALLY GRAB OBJECT
        04260 PICK.IT.UP
624D: A9 05      04270      LDA #Z.PICKUP.OBJECT
624F: 20 42 6B 04280      JSR S.EFFECT
6252: AE CB 5E 04290      LDX P
6255: 20 0B 6F 04300      JSR INVENTORY
6258: 4C 62 61 04310      JMP MOVE.TO
        04320 HIT.DOWN
625B: A9 0E      04330      LDA #Z.WARP.OUT
625D: 20 42 6B 04340      JSR S.EFFECT
        04350 ;GO INTO WARP
6260: AE CB 5E 04360      LDX P
6263: A9 02      04370      LDA #2
6265: 20 40 6E 04380      JSR SCORE.MSG
6268: AE CB 5E 04390      LDX P
626B: BD B7 5E 04400      LDA P.Y.H,X
626E: A8      04410      TAY
626F: BD AF 5E 04420      LDA P.X.H,X
6272: AA      04430      TAX
6273: A9 00      04440      LDA #0
6275: 20 56 67 04450      JSR DUNGEON.PLOT
6278: AE CB 5E 04460      LDX P
627B: A9 FF      04470      LDA #$FF
627D: 9D AB 5E 04480      STA P.IN.WARP,X
        04490 ;EVERYBODY IN WARP OR DEAD?
6280: AE 4D 73 04500      LDX G.N.P
6283: CA      04510 .1      DEX
6284: 30 08      04520      BMI .2
6286: 20 C4 62 04530      JSR CHECK.PLAYER
6289: 90 F8      04540      BCC .1
        04550 ;AT LEAST ONE PLAYER ALIVE
628B: 4C C8 60 04560      JMP MOVE.LOOP
        04570 ;NO PLAYERS LEFT ON SCREEN
628E: A9 28      04580 .2      LDA #40
6290: 8D 86 5E 04590      STA WARP.TIMER
6293: 4C C8 60 04600      JMP MOVE.LOOP
        04610 ;SWAP DUNGEON LEVELS
        04620 SWAP.LEVELS
6296: AE 05 5F 04630      LDX CUR.LEVEL
6299: E8      04640      INX
629A: E0 1B      04650      CPX #27
629C: 90 01      04660      BCC .10
        04670 ;PLAYERS HAVE SOLVED THE
        04680 ;TWENTY SIXTH LEVEL, SO GIVE IT
        04690 ;TO THEM AGAIN. . . .
629E: CA      04700      DEX
629F: 8E 04 5F 04710 .10      STX NEW.LEVEL
62A2: 20 6C 70 04720      JSR M.CLEAN.UP
        04730 ;SWAP IN NEW LEVEL
62A5: A2 00      04740      LDX #0
62A7: AD 04 5F 04750      LDA NEW.LEVEL

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62AA: A0 00      04760      LDY #0
62AC: 4C 4E 5F 04770      JMP GAME.DUN
           04780 ;QUIT OUT OF MOVE LOOP
           04790 MOVE.LOOP.Q
62AF: 20 DD 67 04800      JSR D.TICK
62B2: 20 8E 70 04810      JSR M.TICK
62B5: 20 6C 6B 04820      JSR S.TICK
62B8: 4C C5 5F 04830      JMP TICK
           04840 GAME.QUIT
62BB: 20 09 6B 04850      JSR S.QUIT
62BE: 20 0E 64 04860      JSR DUNGEON.QUIT
62C1: 4C 69 72 04870      JMP RESTART
           04880 ;CHECK IF PLAYER'S ON SCREEN
           04890 ;RETURN CC IF NOT ON.
           04900 CHECK.PLAYER
62C4: 48          04910      PHA
62C5: BD A7 5E 04920      LDA HEALTH,X
62C8: F0 08      04930      BEQ .1
62CA: BD AB 5E 04940      LDA P.IN.WARP,X
62CD: D0 03      04950      BNE .1
62CF: 68          04960      PLA
62D0: 38          04970      SEC
62D1: 60          04980      RTS
62D2: 68          04990 .1    PLA
62D3: 18          05000      CLC
62D4: 60          05010      RTS
           05020 ;GET CHARACTER FROM KEYBOARD
           05030 ;TO A -- RETURN CS IF NO CHAR
62D5:          05040 GET.CHAR.X .BS 1
62D6: AD FC 02 05050 GET.CHAR LDA CH
62D9: C9 FF      05060      CMP #255
62DB: D0 02      05070      BNE .1
62DD: 38          05080      SEC
62DE: 60          05090      RTS
62DF: 8E D5 62 05100 .1    STX GET.CHAR.X
62E2: A2 70      05110      LDX #KEY.IOCB
62E4: A9 07      05120      LDA #GETCHR
62E6: 9D 42 03 05130      STA ICCOM,X
62E9: A9 00      05140      LDA #0
62EB: 9D 48 03 05150      STA ICBLL,X
62EE: 9D 49 03 05160      STA ICBLH,X
62F1: 20 56 E4 05170      JSR CIOV
62F4: 29 7F      05180      AND #$7F
62F6: C9 61      05190      CMP #'a
62F8: 90 07      05200      BCC .2
62FA: C9 7B      05210      CMP #'z+1
62FC: B0 03      05220      BCS .2
62FE: 38          05230      SEC
62FF: E9 20      05240      SBC #$20
6301: AE D5 62 05250 .2    LDX GET.CHAR.X
6304: 18          05260      CLC
6305: 60          05270      RTS
           00220 .IN "D2:DINIT"
           00010 ;DINIT -- INIT/QUIT DUNGEON
6306:          00020 QUIET.QUIT .BS 1
6307: 45 3A      00030 ED.MS .AS "E:"
           00040 DUNGEON.INIT
6309: A9 00      00050      LDA #0
630B: 8D 06 63 00060      STA QUIET.QUIT
           00070 ;SAVE OLD COLORS
630E: A2 04      00080      LDX #4
6310: BD C4 02 00090 .10    LDA PCOLR0+4,X
6313: 9D 04 64 00100      STA STORE.COLORS,X
6316: CA          00110      DEX
6317: 10 F7      00120      BPL .10
           00130 ;SET NEW COLORS

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6319: A2 04      00140      LDX #4
631B: BD 09 64 00150      .40      LDA SET.COLORS,X
631E: 9D C4 02 00160      STA PCOLR0+4,X
6321: CA          00170      DEX
6322: 10 F7      00180      BPL .40
          00190 ;MAKE TIMES-120 TABLE
          00200 ; SKIPPING 4K BOUNDRY
6324: A9 00      00210      LDA #0
6326: 85 F1      00220      STA AH
6328: A9 03      00230      LDA #3
632A: 85 F0      00240      STA AL
632C: A2 00      00250      LDX #0
          00260 T.120.LOOP
632E: A5 F0      00270      LDA AL
6330: 9D C4 4F 00280      STA T.120.L,X
6333: A5 F1      00290      LDA AH
6335: 18          00300      CLC
6336: 69 30      00310      ADC /DUNGEON.PIC
6338: 9D 88 4F 00320      STA T.120.H,X
633B: 18          00330      CLC
633C: A5 F0      00340      LDA AL
633E: 69 78      00350      ADC #120
6340: 85 F0      00360      STA AL
6342: A5 F1      00370      LDA AH
6344: 69 00      00380      ADC #0
6346: 85 F1      00390      STA AH
6348: E8          00400      INX
6349: E0 22      00410      CPX #34
634B: D0 08      00420      BNE .1
634D: A9 03      00430      LDA #3
634F: 85 F0      00440      STA AL
6351: A9 10      00450      LDA #16
6353: 85 F1      00460      STA AH
6355: E0 3C      00470      .1      CPX #60
6357: 90 D5      00480      BCC T.120.LOOP
          00490 ;SET UP DLI HANDLER
6359: A9 14      00500      LDA #DLI.HANDLER
635B: 8D 00 02 00510      STA VDSLST
635E: A9 6A      00520      LDA /DLI.HANDLER
6360: 8D 01 02 00530      STA VDSLST+1
          00540 ;SET UP VBI HANDLER
6363: 20 4A 6A 00550      JSR VBI.INIT
6366: AD 24 02 00560      LDA VVBLKD
6369: 8D 00 64 00570      STA STORE.VVBLKD
636C: AD 25 02 00580      LDA VVBLKD+1
636F: 8D 01 64 00590      STA STORE.VVBLKD+1
6372: A9 07      00600      LDA #7
6374: A2 6A      00610      LDX /VBI.HANDLER
6376: A0 57      00620      LDY #VBI.HANDLER
6378: 20 5C E4 00630      JSR SETVBV
          00640 ;MOVE DISPLAY LIST
637B: A2 50      00650      LDX #DISPLAY.LENGTH-1
637D: BD C4 69 00660      .40      LDA DISPLAY.DATA,X
6380: 9D 6F 4E 00670      STA DISPLAY.LIST,X
6383: CA          00680      DEX
6384: 10 F7      00690      BPL .40
          00700 ;SET UP DISPLAY LIST
6386: A2 6F      00710      LDX #DISPLAY.LIST
6388: A0 4E      00720      LDY /DISPLAY.LIST
638A: 20 81 64 00730      JSR SET.DLIST
          00740 ;ENABLE DLI
638D: A9 C0      00750      LDA #$C0
638F: 8D 0E D4 00760      STA NMEN
          00770 ;PUT LABEL ON SCREEN
6392: A2 27      00780      LDX #39
6394: BD D8 63 00790      .42      LDA LABEL.LINE,X

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6397: 9D C0 4E 00800 STA NAME.PIC,X
639A: BD B0 63 00810 LDA P.L.LINE,X
639D: 9D E8 4E 00820 STA PLAY.PIC,X
63A0: 9D 10 4F 00830 STA PLAY.PIC+40,X
63A3: 9D 38 4F 00840 STA PLAY.PIC+80,X
63A6: 9D 60 4F 00850 STA PLAY.PIC+120,X
63A9: CA 00860 DEX
63AA: 10 E8 00870 BPL .42
        00880 ;SHOW CURRENT MODE
63AC: 20 77 74 00890 JSR MODE.SHOW
        00900 ;AND RETURN
63AF: 60 00910 RTS
63B0: 00 28 65
63B3: 61 6C 74
63B6: 68 00 00920 P.L.LINE .AT " Health "
4EF0: 00930 P.HEALTH .EQ PLAY.PIC+*-P.L.LINE
63B8: 03 10 05
63BB: 00 00940 .AT "#0% "
4EF4: 00950 P.HAND .EQ PLAY.PIC+*-P.L.LINE
63BC: 13 14 15
63BF: 16 17 18
63C2: 19 10 11
63C5: 12 13 14
63C8: 15 16 17
63CB: 18 19 10
63CE: 11 12 13
63D1: 00 00960 .AT "345678901234567890123 "
4F0A: 00970 P.SCORE .EQ PLAY.PIC+*-P.L.LINE
63D2: 03 03 03
63D5: 03 03 03 00980 .AT "##### "
        00990 LABEL.LINE
63D8: 00 2D 6F
63DB: 64 65 1A
63DE: 00 01000 .AT " Mode: "
4EC7: 01010 MODE.LABEL .EQ NAME.PIC+*-LABEL.LINE
63DF: 11 12 13
63E2: 14 15 16
63E5: 17 18 19
63E8: 10 11 12
63EB: 13 14 00 01020 .AT "12345678901234 "
4ED6: 01030 DIFF.LABEL .EQ NAME.PIC+*-LABEL.LINE
63EE: 11 12 13
63F1: 14 15 16
63F4: 17 00 2C
63F7: 65 76 65
63FA: 6C 00 01040 .AT "1234567 Level "
4EE4: 01050 LEVEL.LABEL .EQ NAME.PIC+*-LABEL.LINE
63FC: 03 00 00
63FF: 00 01060 .AT "# "
        01070 ;VARIABLES USED ABOVE
6400: 01080 STORE.VVBLKD .BS 2
6402: 01090 STORE.SDLSTL .BS 2
6404: 01100 STORE.COLORS .BS 5
6409: 38 7E 42
640C: 84 00 01110 SET.COLORS .HS 387E428400
        01120 ;QUIT -- RETURNING DATA
        01130 DUNGEON.QUIT
640E: 85 F0 01140 STA AL
6410: 86 F1 01150 STX AH
6412: 84 F2 01160 STY BL
        01170 ;RESTORE DISPLAY LIST
6414: 20 94 64 01180 JSR RESET.DLIST
        01190 ;RESTORE VBI HANDLER
6417: A9 07 01200 LDA #7
6419: AC 00 64 01210 LDY STORE.VVBLKD
641C: AE 01 64 01220 LDX STORE.VVBLKD+1

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641F: 20 5C E4 01230 JSR SETVBV
                                01240 ;RESTORE COLORS
6422: A2 04 01250 LDX #4
6424: BD 04 64 01260 .1 LDA STORE.COLORS,X
6427: 9D C4 02 01270 STA PCOLR0+4,X
642A: CA 01280 DEX
642B: 10 F7 01290 BPL .1
                                01300 ;START I/O
642D: 20 09 6B 01310 START.IO JSR S.QUIT
6430: 20 94 64 01320 JSR RESET.DLIST
                                01330 ;MAKE SCREEN BACKROUND BLACK
6433: A9 00 01340 LDA #00
6435: 8D C6 02 01350 STA COLOR0+2
                                01360 ;RESTORE VBI HANDLER
6438: A9 07 01370 LDA #7
643A: AC 00 64 01380 LDY STORE.VVBLKD
643D: AE 01 64 01390 LDX STORE.VVBLKD+1
6440: 20 5C E4 01400 JSR SETVBV
6443: A5 14 01410 LDA RTCLOK+2
6445: 18 01420 CLC
6446: 69 04 01430 ADC #4
6448: C5 14 01440 .1 CMP RTCLOK+2
644A: D0 FC 01450 BNE .1
644C: 60 01460 RTS
                                01470 ;STOP I/O
                                01480 STOP.IO
                                01490 ;BLANK SCREEN
644D: A9 20 01500 LDA #$20
644F: 8D 2F 02 01510 STA SDMCTL
6452: 8D 00 D4 01520 STA DMACTL
                                01530 ;SET FLAG SO DSHOW KNOWS TO
                                01540 ;SHOW THE SCREEN
6455: A9 00 01550 LDA #0
6457: 8D C3 69 01560 STA DUNGEON.VIEW
645A: 20 E7 6A 01570 JSR S.INIT
645D: A9 6F 01580 LDA #DISPLAY.LIST
645F: 8D 30 02 01590 STA SDLSTL
6462: A9 4E 01600 LDA /DISPLAY.LIST
6464: 8D 31 02 01610 STA SDLSTH
6467: A0 57 01620 LDY #VBI.HANDLER
6469: A2 6A 01630 LDX /VBI.HANDLER
646B: A9 07 01640 LDA #7
646D: 20 5C E4 01650 JSR SETVBV
6470: A9 C0 01660 LDA #$C0
6472: 8D 0E D4 01670 STA NMIEIN
                                01680 ;SET NEW COLORS
6475: A2 04 01690 LDX #4
6477: BD 09 64 01700 .40 LDA SET.COLORS,X
647A: 9D C4 02 01710 STA PCOLR0+4,X
647D: CA 01720 DEX
647E: 10 F7 01730 BPL .40
6480: 60 01740 RTS
                                01750 ;SET DISPLAY LIST TO (X,Y)
                                01760 ; (SAVING OLD VALUE)
                                01770 SET.DLIST
6481: AD 30 02 01780 LDA SDLSTL
6484: 8D 02 64 01790 STA STORE.SDLSTL
6487: AD 31 02 01800 LDA SDLSTH
648A: 8D 03 64 01810 STA STORE.SDLSTL+1
648D: 8E 30 02 01820 STX SDLSTL
6490: 8C 31 02 01830 STY SDLSTH
6493: 60 01840 RTS
                                01850 ;RESTORE DISPLAY LIST VALUES
                                01860 RESET.DLIST
6494: AD 02 64 01870 LDA STORE.SDLSTL
6497: 8D 30 02 01880 STA SDLSTL

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649A: AD 03 64 01890 LDA STORE.SDLSTL+1
649D: 8D 31 02 01900 STA SDLSTH
64A0: 60 01910 RTS
00230 .IN "D2:DSWAP"
00010 ;DSWAP -- DUNGEON SWAPPING CODE
00020 PRINT.NAME
64A1: 7D 00030 .HS 7D
64A2: 58 78 78
64A5: 78 69 6E
64A8: 67 20 74
64AB: 6F 20 4C
64AE: 65 76 65
64B1: 6C 20 00040 .AS "Xxxing to Level "
00050 PRINT.L.NAME
64B3: 23 2E 20
64B6: 2E 20 2E 00060 .AS "#. . ."
64B9: 9B 00070 .DA #EOL
0019: 00080 PRINT.NAME.L .EQ *-PRINT.NAME
00090 ;FILE NAME
00100 FILE.NAME
64BA: 44 3A 4C
64BD: 45 56 45
64C0: 4C 2E 00110 .AS "D:LEVEL."
64C2: 23 00120 FILE.EXT .AS "#"
64C3: 9B 00130 .DA #EOL
000A: 00140 FILE.NAME.L .EQ *-FILE.NAME
64C4: 57 61 72
64C7: 70 57 72
64CA: 69 74 00150 PRINT.NAME.T .AS "WarpWrit"
64CC: 03 07 00160 PRINT.NAME.O .HS 0307
00170 ;SWAP OUT (A HAS LEVEL #)
00180 ;
00190 DUNGEON.SWAP.OUT
64CE: A2 01 00200 LDX #1 ;WRITE
64D0: 20 44 65 00210 JSR FILE.DIR
00220 ;ENCODE LEVEL FOR STORAGE
64D3: A9 00 00230 LDA #DUNGEON.PIC
64D5: 85 F0 00240 STA AL
64D7: A9 30 00250 LDA /DUNGEON.PIC
64D9: 85 F1 00260 STA AH
64DB: A9 00 00270 LDA #0
64DD: 85 F3 00280 STA BH ;Y
64DF: A9 00 00290 .1 LDA #0
64E1: 85 F2 00300 STA BL ;X
64E3: A6 F2 00310 .2 LDX BL
64E5: A4 F3 00320 LDY BH
64E7: 20 3E 67 00330 JSR DUNGEON.WHATS.AT
64EA: 85 F4 00340 STA DL ;(X,Y)
64EC: A6 F2 00350 LDX BL
64EE: E8 00360 INX
64EF: A4 F3 00370 LDY BH
64F1: 20 3E 67 00380 JSR DUNGEON.WHATS.AT
64F4: 0A 00390 ASL ;(X+1,Y)
64F5: 0A 00400 ASL
64F6: 0A 00410 ASL
64F7: 0A 00420 ASL
64F8: 05 F4 00430 ORA DL ;NOW ENCODED
64FA: A0 00 00440 LDY #0
64FC: 91 F0 00450 STA (AL),Y
64FE: E6 F0 00460 INC AL
6500: D0 02 00470 BNE .3
6502: E6 F1 00480 INC AH
6504: E6 F2 00490 .3 INC BL ;NEXT X
6506: E6 F2 00500 INC BL
6508: A5 F2 00510 LDA BL
650A: C9 3C 00520 CMP #60

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650C: 90 D5      00530      BCC .2
650E: E6 F3      00540      INC BH ;NEXT Y
6510: A5 F3      00550      LDA BH
6512: C9 1E      00560      CMP #30
6514: 90 C9      00570      BCC .1
               00580 ;WRITE FILE
6516: A2 20      00590      LDX #FILE.IOCB
6518: A9 0B      00600      LDA #PUTCHR
651A: 9D 42 03   00610      STA ICCOM,X
651D: A9 00      00620      LDA #DUNGEON.PIC
651F: 9D 44 03   00630      STA ICBAL,X
6522: A9 30      00640      LDA /DUNGEON.PIC
6524: 9D 45 03   00650      STA ICBAH,X
6527: A9 84      00660      LDA #DUNGEON.SIZE
6529: 9D 48 03   00670      STA ICBLL,X
652C: A9 03      00680      LDA /DUNGEON.SIZE
652E: 9D 49 03   00690      STA ICBLLH,X
6531: 20 56 E4   00700      JSR CIOV
               00710 ;CLOSE FILE
6534: A9 0C      00720      LDA #CLOSE
6536: 9D 42 03   00730      STA ICCOM,X
6539: 20 56 E4   00740      JSR CIOV
653C: 20 4D 64   00750      JSR STOP.IO
653F: 60         00760      RTS
               00770 ;
6540:             00780 WHICH.WAY      .BS 1
0384:             00790 DUNGEON.SIZE .EQ 900
6541:             00800 IO.DIR      .BS 1
6542: 04 08      00810 IO.DIR.T .HS 0408
               00820 ;CONSTRUCT FILE NAME
               00830 ;A=LEVEL
               00840 ;Y=0 FOR DOWN, 1 FOR UP
               00850 ;X=0 FOR READ, 1 FOR WRITE
6544: 18         00860 FILE.DIR CLC
6545: 69 40      00870      ADC #'@
6547: 8D C2 64   00880      STA FILE.EXT
654A: 8D B3 64   00890      STA PRINT.L.NAME
654D: 38         00900      SEC
654E: E9 20      00910      SBC #$20
6550: 8D E4 4E   00920      STA LEVEL.LABEL
6553: 98         00930      TYA
6554: 18         00940      CLC
6555: 69 03      00950      ADC #3 ;CC 3-4
6557: 8D 40 65   00960      STA WHICH.WAY
               00970 ;SET UP IO DIRECTION
655A: BD 42 65   00980      LDA IO.DIR.T,X
655D: 8D 41 65   00990      STA IO.DIR
               01000 ;SET UP MESSAGE
6560: BD CC 64   01010      LDA PRINT.NAME.O,X
6563: AA         01020      TAX
6564: A0 03      01030      LDY #3
6566: BD C4 64   01040 .1      LDA PRINT.NAME.T,X
6569: 99 A2 64   01050      STA PRINT.NAME+1,Y
656C: CA         01060      DEX
656D: 88         01070      DEY
656E: 10 F6      01080      BPL .1
               01090 ;OPEN VIDEO SCREEN
6570: 20 2D 64   01100      JSR START.IO
6573: A9 01      01110      LDA #1
6575: 8D F0 02   01120      STA CRSINH
               01130 ;PRINT MESSAGE
6578: A2 00      01140      LDX #0
657A: A9 0B      01150      LDA #PUTCHR
657C: 9D 42 03   01160      STA ICCOM,X
657F: A9 A1      01170      LDA #PRINT.NAME
6581: 9D 44 03   01180      STA ICBAL,X

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6584: A9 64      01190      LDA /PRINT.NAME
6586: 9D 45 03    01200      STA ICBAH,X
6589: A9 19      01210      LDA #PRINT.NAME.L
658B: 9D 48 03    01220      STA ICBLL,X
658E: A9 00      01230      LDA /PRINT.NAME.L
6590: 9D 49 03    01240      STA ICBLLH,X
6593: 20 56 E4    01250      JSR CIOV
6596: A9 00      01260      LDA #0
6598: 8D F0 02    01270      STA CRSINH
                        01280 ;OPEN DISK FILE
659B: A2 20      01290      LDX #FILE.IOCB
659D: A9 03      01300      LDA #OPEN
659F: 9D 42 03    01310      STA ICCOM,X
                        01320 ;SET UP FOR DISK I/O
65A2: AD 41 65    01330      LDA IO.DIR
65A5: 9D 4A 03    01340      STA ICAX1,X
65A8: A9 00      01350      LDA #0
65AA: 9D 4B 03    01360      STA ICAX2,X
                        01370 ;NOW OPEN FILE
65AD: A9 BA      01380      LDA #FILE.NAME
65AF: 9D 44 03    01390      STA ICBAL,X
65B2: A9 64      01400      LDA /FILE.NAME
65B4: 9D 45 03    01410      STA ICBAH,X
65B7: 20 56 E4    01420      JSR CIOV
                        01430 ;
                        01440 ;
                        01450 ;
65BA: 60      01460 .17      RTS
                        01470 ;
0020:      01480 FILE.IOCB      .EQ $20
65BB:      01490 BOGUS.SWAP.IN .BS 1
                        01500 ;SWAP-IN (A = LEVEL #)
                        01510 ;
                        01520 ; Y = 0 IF COMMING DOWN
                        01530 ;      1 IF COMMING UP
                        01540 DUNGEON.SWAP.IN
65BC: AE BB 65    01550      LDX BOGUS.SWAP.IN
65BF: F0 15      01560      BEQ .80
65C1: A2 00      01570      LDX #0
65C3: 8E BB 65    01580      STX BOGUS.SWAP.IN
65C6: 18      01590      CLC
65C7: 69 20      01600      ADC #$20
65C9: 8D E4 4E    01610      STA LEVEL.LABEL
65CC: 98      01620      TYA
65CD: 18      01630      CLC
65CE: 69 03      01640      ADC #3
65D0: 8D 40 65    01650      STA WHICH.WAY
65D3: 4C 51 66    01660      JMP SEARCH.DISK
65D6: A2 00      01670 .80      LDX #0
65D8: 20 44 65    01680      JSR FILE.DIR
65DB: 10 0E      01690      BPL .81
65DD: A9 0C      01700      LDA #CLOSE
65DF: 9D 42 03    01710      STA ICCOM,X
65E2: 20 56 E4    01720      JSR CIOV
65E5: 20 35 5D    01730      JSR DEFAULT.DUNGEON
65E8: 4C 4E 66    01740      JMP END.DECODE
                        01750 ;READ IN DUNGEON
65EB: A9 07      01760 .81      LDA #GETCHR
65ED: 9D 42 03    01770      STA ICCOM,X
65F0: A9 00      01780      LDA #DUNGEON.PIC
65F2: 9D 44 03    01790      STA ICBAL,X
65F5: A9 30      01800      LDA /DUNGEON.PIC
65F7: 9D 45 03    01810      STA ICBAH,X
65FA: A9 84      01820      LDA #DUNGEON.SIZE
65FC: 9D 48 03    01830      STA ICBLL,X
65FF: A9 03      01840      LDA /DUNGEON.SIZE

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6601: 9D 49 03 01850 STA ICB LH,X
6604: 20 56 E4 01860 JSR CIOV
01870 ;CLOSE IOCB #2
6607: A9 0C 01880 LDA #CLOSE
6609: 9D 42 03 01890 STA ICCOM,X
660C: 20 56 E4 01900 JSR CIOV
01910 ;DECODE INPUT
660F: A9 83 01920 LDA #DUNGEON.PIC+899
6611: 85 F0 01930 STA AL
6613: A9 33 01940 LDA /DUNGEON.PIC+899
6615: 85 F1 01950 STA AH
6617: A9 1D 01960 LDA #29
6619: 85 F3 01970 STA BH ;FOR Y=29 TO 0
661B: A9 3A 01980 .1 LDA #58
661D: 85 F2 01990 STA BL ;X IS 58 TO 0
661F: A0 00 02000 .2 LDY #0 ;STEP -2
6621: B1 F0 02010 LDA (AL),Y
6623: 85 F4 02020 STA DL
6625: 29 0F 02030 AND #$F
6627: A6 F2 02040 LDX BL
6629: A4 F3 02050 LDY BH
662B: 20 56 67 02060 JSR DUNGEON.PLOT
662E: A5 F4 02070 LDA DL
6630: 4A 02080 LSR
6631: 4A 02090 LSR
6632: 4A 02100 LSR
6633: 4A 02110 LSR
6634: A6 F2 02120 LDX BL
6636: E8 02130 INX
6637: A4 F3 02140 LDY BH
6639: 20 56 67 02150 JSR DUNGEON.PLOT
663C: A5 F0 02160 LDA AL
663E: D0 02 02170 BNE .3
6640: C6 F1 02180 DEC AH
6642: C6 F0 02190 .3 DEC AL ;P--
6644: C6 F2 02200 DEC BL ;NEXT X
6646: C6 F2 02210 DEC BL
6648: 10 D5 02220 BPL .2
664A: C6 F3 02230 DEC BH ;NEXT Y
664C: 10 CD 02240 BPL .1
664E: 20 4D 64 02250 END.DECODE JSR STOP.IO
02260 SEARCH.DISK
02270 ;SEARCH FOR UP/DOWN DISK
6651: A9 00 02280 LDA #0
6653: 85 F0 02290 STA AL ;X
6655: A9 00 02300 .1 LDA #0
6657: 85 F1 02310 STA AH ;Y
6659: A6 F0 02320 .2 LDX AL
665B: A4 F1 02330 LDY AH
665D: 20 3E 67 02340 JSR DUNGEON.WHATS.AT
6660: CD 40 65 02350 CMP WHICH.WAY
6663: D0 05 02360 BNE .3
6665: A6 F0 02370 LDX AL
6667: A4 F1 02380 LDY AH
6669: 60 02390 RTS
666A: E6 F1 02400 .3 INC AH
666C: A5 F1 02410 LDA AH
666E: C9 1E 02420 CMP #30
6670: 90 E7 02430 BCC .2
6672: E6 F0 02440 INC AL
6674: A5 F0 02450 LDA AL
6676: C9 3C 02460 CMP #60
6678: 90 DB 02470 BCC .1
02480 ;DIDN'T FIND -- PUNT
667A: A2 00 02490 LDX #0
667C: A0 00 02500 LDY #0

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667E: 60          02510      RTS
                   02520 ;CHARACTER TO SEARCH FOR
667F:             02530 SEARCH.CHAR .BS 1
                   00240          .IN "D2:DSHOW"
                   00010 ;DUNGEON SHOW MODULE
                   00020 ;TIMES 120 -- X=X COORD
                   00030 ;          Y=Y COORD
                   00040 ;RETURNS [YX] = ADDRESS
6680: 8A          00050 T.120      TXA
6681: 18          00060          CLC
6682: 79 C4 4F    00070          ADC T.120.L,Y
6685: AA          00080          TAX
6686: A9 00       00090          LDA #0
6688: 79 88 4F    00100          ADC T.120.H,Y
668B: A8          00110          TAY
668C: 60          00120          RTS
                   00130 ;DOUBLE X & Y W/O MESSING A
                   00140 TIMES.TWO
668D: 48          00150          PHA
668E: 8A          00160          TXA
668F: 0A          00170          ASL
6690: AA          00180          TAX
6691: 98          00190          TYA
6692: 0A          00200          ASL
6693: A8          00210          TAY
6694: 68          00220          PLA
6695: 60          00230          RTS
                   00240 ;DUNGEON SHOW
                   00250 ; [X,Y] - "CENTER COORD"
                   00260 ; RETURN UP.COORD, DN.COORD
                   00270 ;          LF.COORD, RT.COORD
                   00280 DUNGEON.SHOW
                   00290 ; CHECK BOUNDS
6696: A9 01       00300          LDA #1
6698: 8D 37 67    00310          STA DIRTY.COORD
669B: AD 3A 67    00320          LDA C.X.L
669E: 29 7F       00330          AND #$7F
66A0: 4A          00340          LSR
66A1: 4A          00350          LSR
66A2: 4A          00360          LSR
66A3: 4A          00370          LSR
66A4: 4A          00380          LSR
66A5: 8D 38 67    00390          STA H.COORD
66A8: AD 3C 67    00400          LDA C.Y.L
66AB: 29 7F       00410          AND #$7F
66AD: 4A          00420          LSR
66AE: 4A          00430          LSR
66AF: 4A          00440          LSR
66B0: 4A          00450          LSR
66B1: 8D 39 67    00460          STA V.COORD
                   00470 ;X (IN CHARS) TO X, Y TO Y
66B4: AD 3A 67    00480          LDA C.X.L
66B7: 0A          00490          ASL
66B8: AD 3B 67    00500          LDA C.X.H
66BB: 2A          00510          ROL
66BC: AA          00520          TAX
66BD: AD 3C 67    00530          LDA C.Y.L
66C0: 0A          00540          ASL
66C1: AD 3D 67    00550          LDA C.Y.H
66C4: 2A          00560          ROL
66C5: A8          00570          TAY
66C6: E0 14       00580          CPX #20
66C8: B0 07       00590          BCS .1
66CA: A2 14       00600          LDX #20
66CC: A9 00       00610          LDA #0
66CE: 8D 38 67    00620          STA H.COORD

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66D1: C0 0A      00630 .1      CPY #10
66D3: B0 07      00640      BCS .2
66D5: A0 0A      00650      LDY #10
66D7: A9 00      00660      LDA #0
66D9: 8D 39 67 00670      STA V.COORD
66DC: E0 64      00680 .2      CPX #100
66DE: 90 07      00690      BCC .3
66E0: A2 63      00700      LDX #99
66E2: A9 03      00710      LDA #3
66E4: 8D 38 67 00720      STA H.COORD
66E7: C0 32      00730 .3      CPY #50
66E9: 90 07      00740      BCC .4
66EB: A0 31      00750      LDY #49
66ED: A9 07      00760      LDA #7
66EF: 8D 39 67 00770      STA V.COORD
66F2: 8A      00780 .4      TXA
66F3: 38      00790      SEC
66F4: E9 14      00800      SBC #20
66F6: 8D 34 67 00810      STA LF.COORD
66F9: 18      00820      CLC
66FA: 69 27      00830      ADC #39
66FC: 8D 35 67 00840      STA RT.COORD
66FF: 98      00850      TYA
6700: 38      00860      SEC
6701: E9 0A      00870      SBC #10
6703: 8D 33 67 00880      STA UP.COORD
6706: 18      00890      CLC
6707: 69 13      00900      ADC #19
6709: 8D 36 67 00910      STA DN.COORD
670C: A9 03      00920      LDA #3
670E: 38      00930      SEC
670F: ED 38 67 00940      SBC H.COORD
6712: 8D 38 67 00950      STA H.COORD
6715: A9 00      00960      LDA #0
6717: 8D 37 67 00970      STA DIRTY.COORD
        00980 ;CHECK DUNGEON.VIEW
671A: AD C3 69 00990      LDA DUNGEON.VIEW
671D: D0 13      01000      BNE .99
        01010 ;O.K. WAIT A JIFFY AND UN-BLANK
        01020 ;THE SCREEN
671F: A5 14      01030      LDA JIFFY
6721: C5 14      01040 .98      CMP JIFFY
6723: F0 FC      01050      BEQ .98
6725: A9 22      01060      LDA #$22
6727: 8D 2F 02 01070      STA SDMCTL
672A: 8D 00 D4 01080      STA DMACTL
672D: A9 FF      01090      LDA #$FF
672F: 8D C3 69 01100      STA DUNGEON.VIEW
6732: 60      01110 .99      RTS
6733:      01120 UP.COORD .BS 1
6734:      01130 LF.COORD .BS 1
6735:      01140 RT.COORD .BS 1
6736:      01150 DN.COORD .BS 1
6737:      01160 DIRTY.COORD .BS 1
6738:      01170 H.COORD .BS 1
6739:      01180 V.COORD .BS 1
673A:      01190 C.X.L .BS 1
673B:      01200 C.X.H .BS 1
673C:      01210 C.Y.L .BS 1
673D:      01220 C.Y.H .BS 1
        01230 ;WHATS.AT [X,Y]
        01240 ; RETURN 0-11 (CHAR CODE)
        01250 DUNGEON.WHATS.AT
673E: 20 8D 66 01260      JSR TIMES.TWO
6741: 20 9E 67 01270      JSR D.S.SAVE
6744: 20 80 66 01280      JSR T.120

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6747: 86 F0      01290      STX AL
6749: 84 F1      01300      STY AH
674B: A0 00      01310      LDY #0
674D: B1 F0      01320      LDA (AL),Y
674F: 4A        01330      LSR
6750: 4A        01340      LSR
6751: 4C AB 67   01350      JMP D.S.RESTORE
                   01360 ;PLOT [X,Y] <-- A
6754:           01370 D.P.Y      .BS 1
6755:           01380 D.P.X      .BS 1
                   01390 DUNGEON.PLOT
6756: 20 8D 66   01400      JSR TIMES.TWO
6759: 20 9E 67   01410      JSR D.S.SAVE
675C: 8C 54 67   01420      STY D.P.Y
675F: 8E 55 67   01430      STX D.P.X
6762: 48        01440      PHA
6763: 20 80 66   01450      JSR T.120
6766: 86 F0      01460      STX AL
6768: 84 F1      01470      STY AH
676A: 68        01480      PLA
676B: 0A        01490      ASL
676C: 0A        01500      ASL
676D: A0 00      01510      LDY #0
676F: 91 F0      01520      STA (AL),Y
6771: 18        01530      CLC
6772: 69 02      01540      ADC #2
6774: C8        01550      INY
6775: 91 F0      01560      STA (AL),Y
6777: AC 54 67   01570      LDY D.P.Y
677A: AE 55 67   01580      LDX D.P.X
677D: C8        01590      INY ;2ND ROW
677E: 48        01600      PHA
677F: 20 80 66   01610      JSR T.120
6782: 86 F0      01620      STX AL
6784: 84 F1      01630      STY AH
6786: 68        01640      PLA
6787: A0 00      01650      LDY #0
6789: 38        01660      SEC
678A: E9 01      01670      SBC #1
678C: 91 F0      01680      STA (AL),Y
678E: C8        01690      INY
678F: 18        01700      CLC
6790: 69 02      01710      ADC #2
6792: 91 F0      01720      STA (AL),Y
6794: 4C AB 67   01730      JMP D.S.RESTORE
                   01740 ;DELETE [X,Y] <- 0
                   01750 DUNGEON.DELETE
6797: A9 00      01760      LDA #0
6799: 4C 56 67   01770      JMP DUNGEON.PLOT
                   01780 ;SAVE AL, AH
679C:           01790 D.S.SPACE      .BS 2
679E: 48        01800 D.S.SAVE PHA
679F: A5 F0      01810      LDA AL
67A1: 8D 9C 67   01820      STA D.S.SPACE
67A4: A5 F1      01830      LDA AH
67A6: 8D 9D 67   01840      STA D.S.SPACE+1
67A9: 68        01850      PLA
67AA: 60        01860      RTS
                   01870 D.S.RESTORE
67AB: 48        01880      PHA
67AC: AD 9C 67   01890      LDA D.S.SPACE
67AF: 85 F0      01900      STA AL
67B1: AD 9D 67   01910      LDA D.S.SPACE+1
67B4: 85 F1      01920      STA AH
67B6: 68        01930      PLA
67B7: 60        01940      RTS

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                                .IN "D2:MONS"
00010 ;MONSTER CODE
67B8: 00020 D.X .BS 1 ;BASE
67B9: 00030 D.Y .BS 1 ;BASE
67BA: 00040 D.IX .BS 1
67BB: 00050 D.IY .BS 1
67BC: 00060 D.AX .BS 1
67BD: 00070 D.AY .BS 1
67BE: 00080 D.C .BS 1
67BF: 00090 D.NX .BS 1
67C0: 00100 D.NY .BS 1
67C1: 00110 D.COUNT .BS 1
67C2: 00120 D.WAIT .BS 1
67C3: 00130 D.STICK .BS 1
0015: 00140 D.MAXX .EQ 21
000B: 00150 D.MAXY .EQ 11
67C4: A9 03 00160 D.INIT LDA #3
67C6: 8D C1 67 00170 STA D.COUNT
67C9: A9 01 00180 LDA #1
67CB: 8D C2 67 00190 STA D.WAIT
00200 ;SET UP MONSTER SPEED
00210 ;ACCORDING TO DIFF.TYPE
67CE: AE 4C 73 00220 LDX DIFF.TYPE
67D1: BD D9 67 00230 LDA DELAY.TAB,X
67D4: 8D D8 67 00240 STA DELAY
67D7: 60 00250 RTS
67D8: 00260 DELAY .BS 1
67D9: 0D 08 05
67DC: 02 00270 DELAY.TAB .HS 0D080502
00280 ;MOVE ALL DE MONSTERS
67DD: CE C2 67 00290 D.TICK DEC D.WAIT
67E0: F0 01 00300 BEQ .90
67E2: 60 00310 RTS
67E3: AD D8 67 00320 .90 LDA DELAY
67E6: 8D C2 67 00330 STA D.WAIT
67E9: EE C1 67 00340 INC D.COUNT
67EC: AD C1 67 00350 LDA D.COUNT
67EF: 29 03 00360 AND #3
67F1: 8D C1 67 00370 STA D.COUNT
67F4: D0 0E 00380 BNE .1
67F6: AD 33 67 00390 LDA UP.COORD
67F9: 4A 00400 LSR
67FA: 8D B9 67 00410 STA D.Y
67FD: AD 34 67 00420 LDA LF.COORD
6800: 4A 00430 LSR
6801: 8D B8 67 00440 STA D.X
6804: AD C1 67 00450 .1 LDA D.COUNT
6807: 4A 00460 LSR
6808: 8D BB 67 00470 STA D.IY
00480 ;-OUTER LOOP-
680B: AD C1 67 00490 D.LOOP.Y LDA D.COUNT
680E: 29 01 00500 AND #1
6810: 8D BA 67 00510 STA D.IX
6813: AD B9 67 00520 LDA D.Y
6816: 18 00530 CLC
6817: 6D BB 67 00540 ADC D.IY
681A: 8D BD 67 00550 STA D.AY
681D: AD B8 67 00560 D.LOOP.X LDA D.X
6820: 18 00570 CLC
6821: 6D BA 67 00580 ADC D.IX
6824: 8D BC 67 00590 STA D.AX
00600 ;CHECK IF MONSTER THERE
6827: AE BC 67 00610 LDX D.AX
682A: AC BD 67 00620 LDY D.AY
682D: 20 3E 67 00630 JSR DUNGEON.WHATS.AT
6830: C9 09 00640 CMP #9

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6832: 90 0D      00650      BCC .1
6834: C9 0C      00660      CMP #12
6836: 90 0C      00670      BCC .2
6838: F0 07      00680      BEQ .1
683A: C9 10      00690      CMP #16
683C: B0 03      00700      BCS .1
        00710 ;SPAWNER
683E: 20 86 69 00720      JSR SPAWNER
6841: 4C EC 68 00730 .1      JMP D.LOOP.Q
        00740 ;YEP, IT'S A MONSTER
        00750 ; SEE WHO TO KILL
6844: 8D BE 67 00760 .2      STA D.C
6847: A0 04      00770      LDY #4 ;NONE
6849: A9 C8      00780      LDA #200
684B: 85 F1      00790      STA AH
684D: AE 4D 73 00800      LDX G.N.P
6850: CA      00810      DEX
6851: 20 C4 62 00820 .20     JSR CHECK.PLAYER
6854: 90 39      00830      BCC .25 ;DEAD
6856: BD AF 5E 00840      LDA P.X.H,X
6859: CD BC 67 00850      CMP D.AX
685C: 90 07      00860      BCC .21
685E: 38      00870      SEC
685F: ED BC 67 00880      SBC D.AX
6862: 4C 6C 68 00890      JMP .22
6865: AD BC 67 00900 .21     LDA D.AX
6868: 38      00910      SEC
6869: FD AF 5E 00920      SBC P.X.H,X
686C: 85 F0      00930 .22     STA AL
686E: BD B7 5E 00940      LDA P.Y.H,X
6871: CD BD 67 00950      CMP D.AY
6874: 90 07      00960      BCC .23
6876: 38      00970      SEC
6877: ED BD 67 00980      SBC D.AY
687A: 4C 84 68 00990      JMP .24
687D: AD BD 67 01000 .23     LDA D.AY
6880: 38      01010      SEC
6881: FD B7 5E 01020      SBC P.Y.H,X
6884: 18      01030 .24     CLC
6885: 65 F0      01040      ADC AL
6887: C5 F1      01050      CMP AH
6889: B0 04      01060      BCS .25
        01070 ;FOUND NEARER PLAYER
688B: 85 F1      01080      STA AH
688D: 8A      01090      TXA
688E: A8      01100      TAY
688F: CA      01110 .25     DEX
6890: 10 BF      01120      BPL .20
        01130 ;FOUND NEAREST PLAYER
6892: 98      01140      TYA
6893: C9 04      01150      CMP #4
6895: 90 03      01160      BCC .30
        01170 ;NO PLAYERS ALIVE
6897: 4C EC 68 01180      JMP D.LOOP.Q
        01190 ;FIGURE OUT WHERE TO GO
689A: AA      01200 .30     TAX
689B: AD BC 67 01210      LDA D.AX
689E: A0 0C      01220      LDY #$C
68A0: DD AF 5E 01230      CMP P.X.H,X
68A3: F0 09      01240      BEQ .31
68A5: B0 05      01250      BCS .32
68A7: A0 04      01260      LDY #4
68A9: 4C AE 68 01270      JMP .31
68AC: A0 08      01280 .32     LDY #8
68AE: 8C C3 67 01290 .31     STY D.STICK
68B1: AD BD 67 01300      LDA D.AY

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68B4:	A0	03		01310		LDY	#3
68B6:	DD	B7	5E	01320		CMP	P.Y.H,X
68B9:	F0	09		01330		BEQ	.41
68BB:	B0	05		01340		BCS	.42
68BD:	A0	01		01350		LDY	#1
68BF:	4C	C4	68	01360		JMP	.41
68C2:	A0	02		01370	.42	LDY	#2
68C4:	98			01380	.41	TYA	
68C5:	0D	C3	67	01390		ORA	D.STICK
68C8:	A8			01400		TAY	
68C9:	B9	D0	5E	01410		LDA	STICK.DIR,Y
68CC:	8D	C3	67	01420		STA	D.STICK
				01430	;NOW TRY	ALL	THREE DIRECTIONS
68CF:	20	0B	69	01440		JSR	TRY.MOVE
68D2:	B0	18		01450		BCS	D.LOOP.Q
68D4:	AD	C3	67	01460		LDA	D.STICK
68D7:	18			01470		CLC	
68D8:	69	01		01480		ADC	#1
68DA:	29	07		01490		AND	#7
68DC:	20	0B	69	01500		JSR	TRY.MOVE
68DF:	B0	0B		01510		BCS	D.LOOP.Q
68E1:	AD	C3	67	01520		LDA	D.STICK
68E4:	38			01530		SEC	
68E5:	E9	01		01540		SBC	#1
68E7:	29	07		01550		AND	#7
68E9:	20	0B	69	01560		JSR	TRY.MOVE
				01570	;NEXT IX		
68EC:	AE	BA	67	01580	D.LOOP.Q	LDX	D.IX
68EF:	E8			01590		INX	
68F0:	E8			01600		INX	
68F1:	E0	15		01610		CPX	#D.MAXX
68F3:	B0	06		01620		BCS	.1
68F5:	8E	BA	67	01630		STX	D.IX
68F8:	4C	1D	68	01640		JMP	D.LOOP.X
68FB:	AE	BB	67	01650	.1	LDX	D.IY
68FE:	E8			01660		INX	
68FF:	E8			01670		INX	
6900:	E0	0B		01680		CPX	#D.MAXY
6902:	B0	06		01690		BCS	.2
6904:	8E	BB	67	01700		STX	D.IY
6907:	4C	0B	68	01710		JMP	D.LOOP.Y
690A:	60			01720	.2	RTS	
				01730	;CHECK MOVE (A=POSIBLE DIREC)		
690B:	A8			01740	TRY.MOVE	TAY	
690C:	AD	BC	67	01750		LDA	D.AX
690F:	18			01760		CLC	
6910:	79	3F	70	01770		ADC	M.DX,Y
6913:	8D	BF	67	01780		STA	D.NX
6916:	AD	BD	67	01790		LDA	D.AY
6919:	18			01800		CLC	
691A:	79	47	70	01810		ADC	M.DY,Y
691D:	8D	C0	67	01820		STA	D.NY
6920:	AE	BF	67	01830		LDX	D.NX
6923:	AC	C0	67	01840		LDY	D.NY
6926:	20	3E	67	01850		JSR	DUNGEON.WHATS.AT
6929:	C9	00		01860		CMP	#0 ;SPACE?
692B:	F0	3F		01870		BEQ	.50
692D:	C9	14		01880		CMP	#20 ;ARROW?
692F:	90	03		01890		BCC	.4
				01900	;	LDA	DIFF.TYPE
				01910	;	CMP	#3
				01920	;	BCS	.49 ;GO AROUND
6931:	4C	6A	69	01930		JMP	.48 ;HALT
				01940	;HIT A PLAYER?		
6934:	C9	10		01950	.4	CMP	#16
6936:	90	30		01960		BCC	.49

6938:	C9	14		01970		CMP	#20
693A:	B0	2C		01980		BCS	.49
				01990		;HIT A PLAYER!	
693C:	38			02000		SEC	
693D:	E9	10		02010		SBC	#16
693F:	AA			02020		TAX	
6940:	AD	BE	67	02030		LDA	D.C
6943:	38			02040		SEC	
6944:	E9	09		02050		SBC	#9
6946:	A8			02060		TAY	
6947:	A9	0C		02070		LDA	#Z.MONSTER.BITE
6949:	20	42	6B	02080		JSR	S.EFFECT
694C:	DE	A7	5E	02090	.46	DEC	HEALTH,X
694F:	D0	06		02100		BNE	.45
6951:	20	65	6E	02110		JSR	KILL.PLAYER
6954:	4C	5A	69	02120		JMP	.47
6957:	88			02130	.45	DEY	
6958:	10	F2		02140		BPL	.46
695A:	AE	BC	67	02150	.47	LDX	D.AX
695D:	AC	BD	67	02160		LDY	D.AY
6960:	A9	00		02170		LDA	#0
6962:	20	56	67	02180		JSR	DUNGEON.PLOT
6965:	4C	83	69	02190		JMP	.99 ;GOOD MOVE
				02200		;MOVEMENT BLOCKED	
6968:	18			02210	.49	CLC	
6969:	60			02220		RTS	
				02230		;MOVEMENT CANCELED	
696A:	38			02240	.48	SEC	
696B:	60			02250		RTS	
				02260		;MOVE TO NEW POS	
696C:	AE	BC	67	02270	.50	LDX	D.AX
696F:	AC	BD	67	02280		LDY	D.AY
6972:	A9	00		02290		LDA	#0
6974:	20	56	67	02300		JSR	DUNGEON.PLOT
6977:	AE	BF	67	02310		LDX	D.NX
697A:	AC	C0	67	02320		LDY	D.NY
697D:	AD	BE	67	02330		LDA	D.C
6980:	20	56	67	02340		JSR	DUNGEON.PLOT
				02350		;GOOD MOVE	
6983:	38			02360	.99	SEC	
6984:	60			02370		RTS	
				02380		;PROCESS A SPAWNER	
				02390		;D.AX, D.AY, A==13,14,15	
6985:				02400		SPAWN.C	.BS 1
6986:	18			02410		SPAWNER	CLC
6987:	69	FC		02420		ADC	#9-13
6989:	8D	85	69	02430		STA	SPAWN.C
698C:	AD	0A	D2	02440		LDA	RANDOM
698F:	29	03		02450		AND	#3
6991:	AA			02460		TAX	
6992:	BD	C7	5E	02470		LDA	DISK.Y,X
6995:	18			02480		CLC	
6996:	6D	BD	67	02490		ADC	D.AY
6999:	85	F1		02500		STA	AH
699B:	A8			02510		TAY	
699C:	BD	C3	5E	02520		LDA	DISK.X,X
699F:	18			02530		CLC	
69A0:	6D	BC	67	02540		ADC	D.AX
69A3:	85	F0		02550		STA	AL
69A5:	AA			02560		TAX	
69A6:	20	3E	67	02570		JSR	DUNGEON.WHATS.AT
69A9:	C9	00		02580		CMP	#0
69AB:	D0	15		02590		BNE	.1
69AD:	A6	F0		02600		LDX	AL
69AF:	A4	F1		02610		LDY	AH
69B1:	AD	85	69	02620		LDA	SPAWN.C

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69B4: 20 56 67 02630      JSR DUNGEON.PLOT
69B7: AD 0A D2 02640      LDA RANDOM
69BA: 29 03      02650      AND #3
69BC: 18      02660      CLC
69BD: 69 10      02670      ADC #Z.SPAWNING.1
69BF: 20 42 6B 02680      JSR S.EFFECT
69C2: 60      02690 .1      RTS
      00260      .IN "D2:VBI"
      00010 ;VBI HANDLER MODULE
69C3:      00020 DUNGEON.VIEW .BS 1
      00030 DISPLAY.DATA

69C4: 70 70 F0
69C7: C2      00040      .HS 7070F0C2
69C8: E8 4E      00050      .DA PLAY.PIC
69CA: 00 82 00
69CD: 82 00 82
69D0: 00 74      00060      .HS 0082008200820074
4E7D:      00070 DISPLAY.INSERT .EQ DISPLAY.LIST+*-DISPLAY.DATA
69D2: 00 00 74
69D5: 00 00 74
69D8: 00 00 74 00080      .HS 000074000074000074
69DB: 00 00 74
69DE: 00 00 74
69E1: 00 00 74 00090      .HS 000074000074000074
69E4: 00 00 74
69E7: 00 00 74
69EA: 00 00 74 00100      .HS 000074000074000074
69ED: 00 00 74
69F0: 00 00 74
69F3: 00 00 74 00110      .HS 000074000074000074
69F6: 00 00 74
69F9: 00 00 74
69FC: 00 00 74 00120      .HS 000074000074000074
69FF: 00 00 74
6A02: 00 00 74
6A05: 00 00 74 00130      .HS 000074000074000074
6A08: 00 00 D4
6A0B: 00 00 00
6A0E: 42      00140      .HS 0000D4000000042
6A0F: C0 4E      00150      .DA NAME.PIC
6A11: 41      00160      .HS 41
6A12: 6F 4E      00170      .DA DISPLAY.LIST
      00180 ;DLI HANDLER HAS TO FIDDLE
      00190 ;WITH COLOR2 AND CHACTL
      00200 DLI.HANDLER
6A14: 48      00210      PHA
6A15: 8E 32 6A 00220      STX DLI.X
6A18: AE 33 6A 00230      LDX DLI.COUNT
6A1B: EE 33 6A 00240      INC DLI.COUNT
6A1E: BD 34 6A 00250      LDA DLI.COLOR2,X
6A21: 8D 0A D4 00260      STA WSYNC
6A24: 8D 18 D0 00270      STA COLPF0+2
6A27: BD 40 6A 00280      LDA DLI.CHAR.SET,X
6A2A: 8D 09 D4 00290      STA CHBASE
6A2D: AE 32 6A 00300 .1      LDX DLI.X
6A30: 68      00310      PLA
6A31: 40      00320      RTI
6A32:      00330 DLI.X      .BS 1
6A33:      00340 DLI.COUNT      .BS 1
6A34:      00350 DLI.COLOR2      .BS 6
6A3A: 22 62 A2
6A3D: C2 74 02 00360 DLI.COLOR2.INIT .HS 2262A2C27402
      00370 DLI.CHAR.SET

6A40: E0 E0 E0
6A43: E0      00380      .HS E0E0E0E0
6A44: 58      00390      .DA /CHAR.SET

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6A45: E0          00400          .HS E0
6A46:          00410 O.M.Y      .BS 4
          00420 ;INIT VBI
6A4A: A2 05      00430 VBI.INIT LDX #5
6A4C: BD 3A 6A   00440 .1        LDA DLI.COLOR2.INIT,X
6A4F: 9D 34 6A   00450          STA DLI.COLOR2,X
6A52: CA          00460          DEX
6A53: 10 F7      00470          BPL .1
6A55: 60          00480          RTS
          00490 ;HANDLE VBI
6A56:          00500 VBI.COUNT   .BS 1
          00510 VBI.HANDLER
6A57: AD C3 69   00520          LDA DUNGEON.VIEW
6A5A: D0 44      00530          BNE VB.NORM
          00540 ;BLANK DUNGEON
6A5C: A2 3A      00550          LDX #58
6A5E: A9 6D      00560 .1        LDA #BLANK.DUNGEON-3
6A60: 9D 7C 4E   00570          STA DISPLAY.INSERT-1,X
6A63: A9 6A      00580          LDA /BLANK.DUNGEON-3
6A65: 9D 7D 4E   00590          STA DISPLAY.INSERT,X
6A68: CA          00600          DEX
6A69: CA          00610          DEX
6A6A: CA          00620          DEX
6A6B: 10 F1      00630          BPL .1
6A6D: 4C DF 6A   00640          JMP PUNT.DISP
          00650 BLANK.DUNGEON
6A70: 00 00 00
6A73: 00 00 00
6A76: 00 00      00660          .HS 0000000000000000
6A78: 00 00 00
6A7B: 00 00 00
6A7E: 00 00      00670          .HS 0000000000000000
6A80: 00 00 00
6A83: 00 00 00
6A86: 00 00      00680          .HS 0000000000000000
6A88: 00 00 00
6A8B: 00 00 00
6A8E: 00 00      00690          .HS 0000000000000000
6A90: 00 00 00
6A93: 00 00 00
6A96: 00 00      00700          .HS 0000000000000000
6A98: 00 00 00
6A9B: 00 00 00
6A9E: 00 00      00710          .HS 0000000000000000
          00720 ;NORMAL DISPLAY
6AA0: AD 37 67   00730 VB.NORM  LDA DIRTY.COORD
6AA3: D0 3A      00740          BNE PUNT.DISP
6AA5: AD 38 67   00750          LDA H.COORD
6AA8: 8D 04 D4   00760          STA HSCROL
6AAB: AD 39 67   00770          LDA V.COORD
6AAE: 8D 05 D4   00780          STA VSCROL
          00790 ;FIDDLE WITH DISPLAY LIST
6AB1: A2 3A      00800          LDX #58
6AB3: AC 36 67   00810          LDY DN.COORD
6AB6: B9 C4 4F   00820 .1        LDA T.120.L,Y
6AB9: 18          00830          CLC
6ABA: 6D 34 67   00840          ADC LF.COORD
6ABD: 9D 7C 4E   00850          STA DISPLAY.INSERT-1,X
6AC0: B9 88 4F   00860          LDA T.120.H,Y
6AC3: 69 00      00870          ADC #0
6AC5: 9D 7D 4E   00880          STA DISPLAY.INSERT,X
6AC8: BD 7C 4E   00890          LDA DISPLAY.INSERT-1,X
6ACB: 38          00900          SEC
6ACC: E9 03      00910          SBC #3 ;I DUNNO
6ACE: 9D 7C 4E   00920          STA DISPLAY.INSERT-1,X
6AD1: BD 7D 4E   00930          LDA DISPLAY.INSERT,X

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6AD4: E9 00      00940      SBC #0
6AD6: 9D 7D 4E 00950      STA DISPLAY.INSERT,X
6AD9: 88         00960      DEY
6ADA: CA         00970      DEX
6ADB: CA         00980      DEX
6ADC: CA         00990      DEX
6ADD: 10 D7      01000      BPL .1
          01010      ;
          01020      PUNT.DISP
          01030      ;RESET DLI COUNT
6ADF: A9 00      01040      LDA #0
6AE1: 8D 33 6A 01050      STA DLI.COUNT
6AE4: 4C 62 E4 01060      JMP XITVBL
          00270      .IN "D2:SOUND"
          00010      ;SOUND MODULE (FWEEP!)
          00020      ;S.INIT CALLED AFTER EACH I/O
          00030      ; AND AT BEGINNING OF GAME
6AE7: A2 03      00040      S.INIT LDX #3
6AE9: A9 00      00050      LDA #0
6AEB: 9D 10 6B 00060      .1 STA Z.SOUND,X
6AEE: CA         00070      DEX
6AEF: 10 FA      00080      BPL .1
          00090      ;INIT SOUND REGISTERS
6AF1: A2 07      00100      LDX #7
6AF3: A9 00      00110      LDA #0
6AF5: 9D 00 D2 00120      .2 STA AUDF1,X
6AF8: CA         00130      DEX
6AF9: 10 FA      00140      BPL .2
          00150      ;INIT SOUND CONTROL
6AFB: A9 00      00160      LDA #0
6AFD: 8D 08 D2 00170      STA AUDCTL
6B00: A9 03      00180      LDA #$3
6B02: 8D 32 02 00190      STA SSKCTL
6B05: 8D 0F D2 00200      STA SKCTL
6B08: 60         00210      RTS
          00220      ;S.QUIT CALLED BEFORE EACH I/O
          00230      ; AND AT END OF GAME
6B09: 4C E7 6A 00240      S.QUIT JMP S.INIT
6B0C: 00 28 50
6B0F: 78         00250      Z.SOUND.OFF .DA #0,#40,#80,#120
6B10:         00260      Z.SOUND .BS 4
6B14:         00270      Z.ADDR.L .BS 4
6B18:         00280      Z.ADDR.H .BS 4
6B1C:         00290      Z.DUR .BS 4
6B20:         00300      Z.FREQ.L .BS 4
6B24:         00310      Z.FREQ.H .BS 4
6B28:         00320      Z.FINC.L .BS 4
6B2C:         00330      Z.FINC.H .BS 4
6B30:         00340      Z.VOL.L .BS 4
6B34:         00350      Z.VOL.H .BS 4
6B38:         00360      Z.VINC.L .BS 4
6B3C:         00370      Z.VINC.H .BS 4
          00380      ;S.EFFECT -- MAKE A SOUND
          00390      ; A=SOUND #
          00400      ; X=SOUND REGISTER
6B40:         00410      S.EFFECT.Y .BS 1
6B41:         00420      S.EFFECT.X .BS 1
6B42: 8C 40 6B 00430      S.EFFECT STY S.EFFECT.Y
6B45: 8E 41 6B 00440      STX S.EFFECT.X
6B48: AA         00450      TAX
6B49: 48         00460      PHA
6B4A: 0A         00470      ASL
6B4B: A8         00480      TAY
6B4C: BD 55 6C 00490      LDA Z.PRIOR,X
6B4F: AA         00500      TAX
6B50: 68         00510      PLA

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6B51:	9D	10	6B	00520	STA Z.SOUND,X
6B54:	B9	2B	6C	00530	LDA Z.BASE,Y
6B57:	9D	14	6B	00540	STA Z.ADDR.L,X
6B5A:	B9	2C	6C	00550	LDA Z.BASE+1,Y
6B5D:	9D	18	6B	00560	STA Z.ADDR.H,X
6B60:	A9	00		00570	LDA #0
6B62:	9D	1C	6B	00580	STA Z.DUR,X
6B65:	AC	40	6B	00590	LDY S.EFFECT.Y
6B68:	AE	41	6B	00600	LDX S.EFFECT.X
6B6B:	60			00610	RTS
				00620	;S.TICK -- CALLED EVERY JIFFY
6B6C:	A9	04		00630	S.TICK LDA #4
6B6E:	8D	CB	5E	00640	STA P
6B71:	CE	CB	5E	00650	ST.LOOP DEC P
6B74:	10	01		00660	BPL .1
6B76:	60			00670	RTS
6B77:	AE	CB	5E	00680	.1 LDX P
6B7A:	AD	2F	75	00690	LDA TESTING
6B7D:	F0	0A		00700	BEQ .2
6B7F:	BD	0C	6B	00710	LDA Z.SOUND.OFF,X
6B82:	A8			00720	TAY
6B83:	BD	10	6B	00730	LDA Z.SOUND,X
6B86:	99	E8	4E	00740	STA PLAY.PIC,Y
6B89:	BD	10	6B	00750	.2 LDA Z.SOUND,X
6B8C:	F0	E3		00760	BEQ ST.LOOP
				00770	;SOUND IN PROGRESS
				00780	;START OF NEW FRAGMENT?
6B8E:	BD	1C	6B	00790	LDA Z.DUR,X
6B91:	D0	5D		00800	BNE .3
6B93:	BD	18	6B	00810	LDA Z.ADDR.H,X
6B96:	85	F1		00820	STA AH
6B98:	BD	14	6B	00830	LDA Z.ADDR.L,X
6B9B:	85	F0		00840	STA AL
6B9D:	18			00850	CLC
6B9E:	69	07		00860	ADC #7
6BA0:	9D	14	6B	00870	STA Z.ADDR.L,X
6BA3:	A5	F1		00880	LDA AH
6BA5:	69	00		00890	ADC #0
6BA7:	9D	18	6B	00900	STA Z.ADDR.H,X
6BAA:	A0	00		00910	LDY #0
6BAC:	B1	F0		00920	LDA (AL),Y
6BAE:	D0	11		00930	BNE .4
				00940	;END OF EFFECT
6BB0:	8A			00950	TXA
6BB1:	0A			00960	ASL
6BB2:	A8			00970	TAY
6BB3:	A9	00		00980	LDA #0
6BB5:	9D	10	6B	00990	STA Z.SOUND,X
6BB8:	99	01	D2	01000	STA AUDC1,Y
6BBB:	99	00	D2	01010	STA AUDF1,Y
6BBE:	4C	71	6B	01020	JMP ST.LOOP
				01030	;LOAD NEW FRAGMENT
6BC1:	9D	1C	6B	01040	.4 STA Z.DUR,X
6BC4:	C8			01050	INY
6BC5:	B1	F0		01060	LDA (AL),Y
6BC7:	9D	24	6B	01070	STA Z.FREQ.H,X
6BCA:	A9	00		01080	LDA #0
6BCC:	9D	20	6B	01090	STA Z.FREQ.L,X
6BCF:	9D	30	6B	01100	STA Z.VOL.L,X
6BD2:	C8			01110	INY
6BD3:	B1	F0		01120	LDA (AL),Y
6BD5:	9D	28	6B	01130	STA Z.FINC.L,X
6BD8:	C8			01140	INY
6BD9:	B1	F0		01150	LDA (AL),Y
6BDB:	9D	2C	6B	01160	STA Z.FINC.H,X
6BDE:	C8			01170	INY


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6BDF: B1 F0      01180      LDA (AL),Y
6BE1: 9D 34 6B 01190      STA Z.VOL.H,X
6BE4: C8          01200      INY
6BE5: B1 F0      01210      LDA (AL),Y
6BE7: 9D 38 6B 01220      STA Z.VINC.L,X
6BEA: C8          01230      INY
6BEB: B1 F0      01240      LDA (AL),Y
6BED: 9D 3C 6B 01250      STA Z.VINC.H,X
          01260 ;PROCESS NORMAL FRAGMENT
6BF0: DE 1C 6B 01270 .3    DEC Z.DUR,X
6BF3: 8A          01280      TXA
6BF4: 0A          01290      ASL
6BF5: A8          01300      TAY
6BF6: BD 24 6B 01310      LDA Z.FREQ.H,X
6BF9: 99 00 D2 01320      STA AUDF1,Y
6BFC: BD 34 6B 01330      LDA Z.VOL.H,X
6BFF: 99 01 D2 01340      STA AUDC1,Y
          01350 ;UPDATE COUNTERS
6C02: BD 20 6B 01360      LDA Z.FREQ.L,X
6C05: 18          01370      CLC
6C06: 7D 28 6B 01380      ADC Z.FINC.L,X
6C09: 9D 20 6B 01390      STA Z.FREQ.L,X
6C0C: BD 24 6B 01400      LDA Z.FREQ.H,X
6C0F: 7D 2C 6B 01410      ADC Z.FINC.H,X
6C12: 9D 24 6B 01420      STA Z.FREQ.H,X
6C15: BD 30 6B 01430      LDA Z.VOL.L,X
6C18: 18          01440      CLC
6C19: 7D 38 6B 01450      ADC Z.VINC.L,X
6C1C: 9D 30 6B 01460      STA Z.VOL.L,X
6C1F: BD 34 6B 01470      LDA Z.VOL.H,X
6C22: 7D 3C 6B 01480      ADC Z.VINC.H,X
6C25: 9D 34 6B 01490      STA Z.VOL.H,X
          01500 ;AND LOOP
6C28: 4C 71 6B 01510      JMP ST.LOOP
          00280      .IN "D2:EFFECTS"
0000:      00100 Z.SILENCE .EQ 0
0001:      00110 Z.HIT.PLAYER .EQ 1
0002:      00120 Z.SHOOT .EQ 2
0003:      00130 Z.EXPLODE.BOMB .EQ 3
0004:      00140 Z.OPEN.DOOR .EQ 4
0005:      00150 Z.PICKUP.OBJECT .EQ 5
0006:      00160 Z.EAT.FOOD .EQ 6
0007:      00170 Z.PICK.MONEY .EQ 7
0008:      00180 Z.HAVE.NONE .EQ 8
0009:      00190 Z.HIT.MONSTER.1 .EQ 9
000A:      00200 Z.HIT.MONSTER.2 .EQ 10
000B:      00210 Z.HIT.MONSTER.3 .EQ 11
000C:      00220 Z.MONSTER.BITE .EQ 12
000D:      00230 Z.DEAD.PLAYER .EQ 13
000E:      00240 Z.WARP.OUT .EQ 14
000F:      00250 Z.WARP.IN .EQ 15
0010:      00260 Z.SPAWNING.1 .EQ 16
0011:      00270 Z.SPAWNING.2 .EQ 17
0012:      00280 Z.SPAWNING.3 .EQ 18
0013:      00290 Z.SPAWNING.4 .EQ 19
0014:      00300 Z.TO.HAND .EQ 20
6C2B: 6A 6C 6B
6C2E: 6C 73 6C
6C31: 7B 6C      00310 Z.BASE .DA S.0,S.1,S.2,S.3
6C33: 8A 6C 99
6C36: 6C A8 6C
6C39: BE 6C      00320      .DA S.4,S.5,S.6,S.7
6C3B: CD 6C D5
6C3E: 6C DD 6C
6C41: E5 6C      00330      .DA S.8,S.9,S.10,S.11
6C43: ED 6C FC

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6C46:	6C	0B	6D		
6C49:	13	6D		00340	.DA S.12,S.13,S.14,S.15
6C4B:	1B	6D	23		
6C4E:	6D	2B	6D		
6C51:	33	6D		00350	.DA S.16,S.17,S.18,S.19
6C53:	3B	6D		00360	.DA S.20
6C55:	04	01	00		
6C58:	03			00370	Z.PRIOR .DA #4,#1,#0,#3
6C59:	00	00	00		
6C5C:	00			00380	.DA #0,#0,#0,#0
6C5D:	00	01	01		
6C60:	01			00390	.DA #0,#1,#1,#1
6C61:	02	03	03		
6C64:	03			00400	.DA #2,#3,#3,#3
6C65:	01	01	01		
6C68:	01			00410	.DA #1,#1,#1,#1
6C69:	00			00420	.DA #0
6C6A:	00			00430	S.0 .DA #0
6C6B:	03	FA	00		
6C6E:	00	AF	00		
6C71:	00			00440	S.1 .DA #3,#250,0,#175,0
6C72:	00			00450	.DA #0
6C73:	05	00	00		
6C76:	0A	2A	00		
6C79:	FE			00460	S.2 .DA #5,#0,2560,#42,-512
6C7A:	00			00470	.DA #0
6C7B:	0A	0A	00		
6C7E:	00	8F	00		
6C81:	00			00480	S.3 .DA #10,#10,0,#143,0
6C82:	0F	0A	00		
6C85:	18	8F	00		
6C88:	FF			00490	.DA #15,#10,6144,#143,-256
6C89:	00			00500	.DA #0
6C8A:	05	31	00		
6C8D:	00	A4	00		
6C90:	00			00510	S.4 .DA #5,#49,0,#164,0
6C91:	05	59	00		
6C94:	00	A4	C0		
6C97:	FF			00520	.DA #5,#89,0,#164,-64
6C98:	00			00530	.DA #0
6C99:	05	FA	00		
6C9C:	00	A4	00		
6C9F:	00			00540	S.5 .DA #5,#250,0,#164,0
6CA0:	05	FA	00		
6CA3:	D8	A4	00		
6CA6:	00			00550	.DA #5,#250,-10240,#164,0
6CA7:	00			00560	.DA #0
6CA8:	0A	C7	00		
6CAB:	00	AF	00		
6CAE:	FF			00570	S.6 .DA #10,#199,0,#175,-256
6CAF:	0A	63	00		
6CB2:	00	AF	00		
6CB5:	FF			00580	.DA #10,#99,0,#175,-256
6CB6:	0A	31	00		
6CB9:	00	AF	00		
6CBC:	FF			00590	.DA #10,#49,0,#175,-256
6CBD:	00			00600	.DA #0
6CBE:	0A	C8	00		
6CC1:	00	CA	00		
6CC4:	00			00610	S.7 .DA #10,#200,0,#202,0
6CC5:	05	32	00		
6CC8:	00	CA	00		
6CCB:	FE			00620	.DA #5,#50,0,#202,-512
6CCC:	00			00630	.DA #0
6CCD:	05	64	00		
6CD0:	00	AF	00		

6CD3:	FD		00640	S.8	.DA	#5,#100,0,#175,-768
6CD4:	00		00650		.DA	#0
6CD5:	0A	C1 00				
6CD8:	00	AA 00				
6CDB:	FF		00660	S.9	.DA	#10,#193,0,#170,-256
6CDC:	00		00670		.DA	#0
6CDD:	0A	D9 00				
6CE0:	00	AA 00				
6CE3:	FF		00680	S.10	.DA	#10,#217,0,#170,-256
6CE4:	00		00690		.DA	#0
6CE5:	0A	F3 00				
6CE8:	00	AA 00				
6CEB:	FF		00700	S.11	.DA	#10,#243,0,#170,-256
6CEC:	00		00710		.DA	#0
6CED:	05	0A 00				
6CF0:	00	AF 00				
6CF3:	00		00720	S.12	.DA	#5,#10,0,#175,0
6CF4:	0A	0A 00				
6CF7:	14	AF 80				
6CFA:	FE		00730		.DA	#10,#10,5120,#175,-384
6CFB:	00		00740		.DA	#0
6CFC:	3C	00 00				
6CFF:	04	4F D5				
6D02:	FF		00750	S.13	.DA	#60,#0,1024,#79,-43
6D03:	1E	F0 00				
6D06:	F8	A5 D5				
6D09:	FF		00760		.DA	#30,#240,-2048,#165,-43
6D0A:	00		00770		.DA	#0
6D0B:	1E	F0 00				
6D0E:	F8	AF E6				
6D11:	FF		00780	S.14	.DA	#30,#240,-2048,#175,-26
6D12:	00		00790		.DA	#0
6D13:	1E	00 00				
6D16:	08	AB 19				
6D19:	00		00800	S.15	.DA	#30,#0,2048,#171,25
6D1A:	00		00810		.DA	#0
6D1B:	05	40 00				
6D1E:	00	E0 00				
6D21:	03		00820	S.16	.DA	#5,#64,0,#224,768
6D22:	00		00830		.DA	#0
6D23:	05	51 00				
6D26:	00	E0 00				
6D29:	03		00840	S.17	.DA	#5,#81,0,#224,768
6D2A:	00		00850		.DA	#0
6D2B:	05	60 00				
6D2E:	00	E0 00				
6D31:	03		00860	S.18	.DA	#5,#96,0,#224,768
6D32:	00		00870		.DA	#0
6D33:	05	79 00				
6D36:	00	E0 00				
6D39:	03		00880	S.19	.DA	#5,#121,0,#224,768
6D3A:	00		00890		.DA	#0
6D3B:	05	79 00				
6D3E:	00	AA 00				
6D41:	00		00900	S.20	.DA	#5,#121,0,#170,0
6D42:	05	79 00				
6D45:	00	AA 00				
6D48:	FE		00910		.DA	#5,#121,0,#170,-512
6D49:	0F	5B 00				
6D4C:	00	AA 00				
6D4F:	00		00920		.DA	#15,#91,0,#170,0
6D50:	05	5B 00				
6D53:	00	AA 00				
6D56:	FE		00930		.DA	#5,#91,0,#170,-512
6D57:	00		00940		.DA	#0
			00290		.IN	"D2:SCORE"

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00010 ;SCORE MODULE
6D58: 00020 SC.A .BS 6
6D5E: 00030 SC.SLOP .BS 1
6D5F: 00040 RES.LIST .BS 5
00050 SCORE.INIT
6D64: A9 10 00060 LDA #$10
6D66: A2 05 00070 LDX #5
6D68: 9D 0A 4F 00080 .1 STA P.SCORE,X
6D6B: 9D 32 4F 00090 STA P.SCORE+40,X
6D6E: 9D 5A 4F 00100 STA P.SCORE+80,X
6D71: 9D 82 4F 00110 STA P.SCORE+120,X
6D74: CA 00120 DEX
6D75: 10 F1 00130 BPL .1
00140 ;NO DEAD YET
6D77: A2 04 00150 LDX #4
6D79: A9 FF 00160 LDA #$FF
6D7B: 9D 5F 6D 00170 .9 STA RES.LIST,X
6D7E: CA 00180 DEX
6D7F: 10 FA 00190 BPL .9
00200 ;REMOVE SCORE LINES OF NON-
00210 ;PLAYERS
6D81: AE 4D 73 00220 LDX G.N.P
6D84: E0 04 00230 CPX #4
6D86: B0 11 00240 BCS .3 ;ERASE NONE
6D88: BD 9A 6D 00250 LDA SC.REM.T,X
6D8B: AA 00260 TAX
6D8C: A9 00 00270 LDA #0
6D8E: E0 A0 00280 .2 CPX #160
6D90: F0 07 00290 BEQ .3
6D92: 9D E8 4E 00300 STA PLAY.PIC,X
6D95: E8 00310 INX
6D96: 4C 8E 6D 00320 JMP .2
6D99: 60 00330 .3 RTS
6D9A: 00 28 50
6D9D: 78 00340 SC.REM.T .DA #0,#40,#80,#120
6D9E: 05 2D 55
6DA1: 7D 00350 SC.OFF .DA #5,#45,#85,#125
00360 ;INCREMENT SCORE
00370 ; A == 0-255, SCORE INCREMENT
00380 ; X == PLAYER TO INC
00390 SCORE.INC
6DA2: 48 00400 PHA
6DA3: BD 9E 6D 00410 LDA SC.OFF,X
6DA6: AA 00420 TAX
00430 ;CONVERT TO A 3 CHAR #
6DA7: A9 00 00440 LDA #0
6DA9: A0 05 00450 LDY #5
6DAB: 99 58 6D 00460 .55 STA SC.A,Y
6DAE: 88 00470 DEY
6DAF: 10 FA 00480 BPL .55
6DB1: 68 00490 PLA
6DB2: C9 64 00500 .1 CMP #100
6DB4: 90 09 00510 BCC .2
6DB6: EE 5B 6D 00520 INC SC.A+3
6DB9: 38 00530 SEC
6DBA: E9 64 00540 SBC #100
6DBC: 4C B2 6D 00550 JMP .1
6DBF: C9 0A 00560 .2 CMP #10
6DC1: 90 09 00570 BCC .3
6DC3: EE 5C 6D 00580 INC SC.A+4
6DC6: 38 00590 SEC
6DC7: E9 0A 00600 SBC #10
6DC9: 4C BF 6D 00610 JMP .2
6DCC: 8D 5D 6D 00620 .3 STA SC.A+5
00630 ;ADD TO SCORE
6DCF: A9 00 00640 LDA #0

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6DD1: 8D 5E 6D 00650 STA SC.SLOP
6DD4: A0 05 00660 LDY #5
6DD6: B9 58 6D 00670 .4 LDA SC.A,Y
6DD9: 18 00680 CLC
6DDA: 6D 5E 6D 00690 ADC SC.SLOP
6DDD: 7D 0A 4F 00700 ADC P.SCORE,X
6DE0: 48 00710 PHA
6DE1: C9 1A 00720 CMP #$1A
6DE3: 90 0A 00730 BCC .41
6DE5: 68 00740 PLA
6DE6: 38 00750 SEC
6DE7: E9 0A 00760 SBC #10
6DE9: 48 00770 PHA
6DEA: A9 01 00780 LDA #1
6DEC: 4C F1 6D 00790 JMP .42
6DEF: A9 00 00800 .41 LDA #0
6DF1: 8D 5E 6D 00810 .42 STA SC.SLOP
6DF4: 68 00820 PLA
6DF5: 9D 0A 4F 00830 STA P.SCORE,X
6DF8: CA 00840 DEX
6DF9: 88 00850 DEY
6DFA: 10 DA 00860 BPL .4
6DFC: 60 00870 RTS
00880 ;PUT MESSAGE ON SCREEN

6DFD: 26 6F 6F
6E00: 64 1A 03
6E03: 00 22 6F
6E06: 6D 62 73
6E09: 1A 03 00
6E0C: 2B 65 79
6E0F: 73 1A 03 00890 SC.MSG .AT "Food:# Bombs:# Keys:#"
6E12: 1C 1C 30
6E15: 6C 61 79
6E18: 65 72 07
6E1B: 73 00 69
6E1E: 6E 00 2C
6E21: 69 6D 62
6E24: 6F 1E 1E 00900 .AT "<<Player's in Limbo>>"
6E27: 0D 0D 30
6E2A: 6C 61 79
6E2D: 65 72 0D
6E30: 69 73 0D
6E33: 69 6E 0D
6E36: 37 61 72
6E39: 70 0D 0D 00910 .AT "--Player-is-in-Warp--"
6E3C: 14 29 3E 00920 SC.MS.OF .DA #20,#41,#62
6E3F: 00930 SC.MS.X .BS 1
00940 SCORE.MSG
6E40: 8E 3F 6E 00950 STX SC.MS.X
6E43: A8 00960 TAY
6E44: B9 3C 6E 00970 LDA SC.MS.OF,Y
6E47: A8 00980 TAY
6E48: A9 14 00990 LDA #20
6E4A: 8D 5E 6D 01000 STA SC.SLOP
6E4D: BD CC 5E 01010 LDA SCORE.OFF,X
6E50: 18 01020 CLC
6E51: 69 14 01030 ADC #20
6E53: AA 01040 TAX
6E54: B9 FD 6D 01050 .1 LDA SC.MSG,Y
6E57: 9D F4 4E 01060 STA P.HAND,X
6E5A: CA 01070 DEX
6E5B: 88 01080 DEY
6E5C: CE 5E 6D 01090 DEC SC.SLOP
6E5F: 10 F3 01100 BPL .1
6E61: AE 3F 6E 01110 LDX SC.MS.X
6E64: 60 01120 RTS

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01130 ;KILL A PLAYER
01140 KILL.PLAYER
6E65: A9 00 01150 LDA #0
6E67: 9D A7 5E 01160 STA HEALTH,X
6E6A: 8A 01170 TXA
6E6B: 48 01180 PHA
6E6C: A9 01 01190 LDA #1
6E6E: 20 40 6E 01200 JSR SCORE.MSG
6E71: 68 01210 PLA
6E72: 48 01220 PHA
6E73: A2 03 01230 LDX #3
6E75: BD 5F 6D 01240 .9 LDA RES.LIST,X
6E78: 9D 60 6D 01250 STA RES.LIST+1,X
6E7B: CA 01260 DEX
6E7C: 10 F7 01270 BPL .9
6E7E: 68 01280 PLA
6E7F: 8D 5F 6D 01290 STA RES.LIST
6E82: AA 01300 TAX
6E83: BD B7 5E 01310 LDA P.Y.H,X
6E86: A8 01320 TAY
6E87: BD AF 5E 01330 LDA P.X.H,X
6E8A: AA 01340 TAX
6E8B: A9 00 01350 LDA #0
6E8D: 20 56 67 01360 JSR DUNGEON.PLOT
6E90: A9 0D 01370 LDA #Z.DEAD.PLAYER
6E92: 20 42 6B 01380 JSR S.EFFECT
01390 ;RIGHT! -- CHECK IF WE OUGHT
01400 ;TO WARP NOW BY SEEING IF ALL
01410 ;LIVE PLAYERS ARE IN WARP.
6E95: AE 4D 73 01420 LDX G.N.P
6E98: A0 00 01430 LDY #0 ;NO LIFE YET
6E9A: CA 01440 .90 DEX
6E9B: 30 0D 01450 BMI .91
6E9D: BD A7 5E 01460 LDA HEALTH,X
6EA0: F0 F8 01470 BEQ .90
6EA2: A0 01 01480 LDY #1 ;SEEN LIFE
6EA4: BD AB 5E 01490 LDA P.IN.WARP,X
6EA7: D0 F1 01500 BNE .90
01510 ;SOMEONE ALIVE AND ON LEVEL
6EA9: 60 01520 RTS
01530 ;DID WE SEE ANYBODY LEFT ALIVE?
6EAA: C0 00 01540 .91 CPY #0
6EAC: F0 05 01550 BEQ .92 ;ALL DEAD
01560 ;PEOPLE IN WARP, SO START IT
6EAE: A9 28 01570 LDA #40
6EB0: 8D 86 5E 01580 STA WARP.TIMER
6EB3: 60 01590 .92 RTS
01600 ;RESERECT OLDEST DEAD PLAYER
6EB4: 01610 R.O.X .BS 1
6EB5: 01620 R.O.Y .BS 1
01630 RESERECT.OLD
6EB6: 8E B4 6E 01640 STX R.O.X
6EB9: 8C B5 6E 01650 STY R.O.Y
6EBC: A2 03 01660 LDX #3
6EBE: BD 5F 6D 01670 .1 LDA RES.LIST,X
6EC1: C9 FF 01680 CMP #$FF
6EC3: D0 0B 01690 BNE .2
6EC5: CA 01700 DEX
6EC6: 10 F6 01710 BPL .1
01720 ;NO DEAD
6EC8: AE B4 6E 01730 LDX R.O.X
6ECB: AC B5 6E 01740 LDY R.O.Y
6ECE: 38 01750 SEC
6ECF: 60 01760 RTS
01770 ;FOUND DEAD
6ED0: A8 01780 .2 TAY

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6ED1: A9 FF      01790      LDA #$FF
6ED3: 9D 5F 6D   01800      STA RES.LIST,X
6ED6: 98         01810      TYA
6ED7: 48         01820      PHA
6ED8: AA         01830      TAX
6ED9: AD B4 6E   01840      LDA R.O.X
6EDC: 9D AF 5E   01850      STA P.X.H,X
6EDF: AD B5 6E   01860      LDA R.O.Y
6EE2: 9D B7 5E   01870      STA P.Y.H,X
6EE5: A9 05      01880      LDA #5
6EE7: 9D A7 5E   01890      STA HEALTH,X
6EEA: A9 00      01900      LDA #0
6EEC: 20 40 6E   01910      JSR SCORE.MSG
        01920 ;UPDATE INVENTORY
6EEF: 20 0B 6F   01930      JSR INVENTORY
6EF2: 68         01940      PLA
6EF3: AE B4 6E   01950      LDX R.O.X
6EF6: AC B5 6E   01960      LDY R.O.Y
6EF9: 18         01970      CLC
6EFA: 60         01980      RTS
        01990 ;CHECK BREAK KEY FLAG -- IF SET
        02000 ; AND IF TESTING, THEN CLEAR IT
        02010 ; AND BRK (TO DEBUGGER).
        02020 CHECK.BREAK
6EFB: A9 80      02030      LDA #$80
6EFD: C5 11      02040      CMP BRKKEY
6EFF: D0 01      02050      BNE .1
6F01: 60         02060      RTS
6F02: 85 11      02070 .1      STA BRKKEY
6F04: AD 2F 75   02080      LDA TESTING
6F07: F0 01      02090      BEQ .2
6F09: 00         02100      BRK
6F0A: 60         02110 .2      RTS
        02120 ;DISPLAY INVENTORY FOR PLAYER X
        02130 INVENTORY
6F0B: BD CC 5E   02140      LDA SCORE.OFF,X
6F0E: A8         02150      TAY
6F0F: BD A3 5E   02160      LDA N.FOOD,X
6F12: 09 10      02170      ORA #$10
6F14: 99 F9 4E   02180      STA P.HAND+5,Y
6F17: BD 9B 5E   02190      LDA N.BOMBS,X
6F1A: 09 10      02200      ORA #$10
6F1C: 99 01 4F   02210      STA P.HAND+13,Y
6F1F: BD 9F 5E   02220      LDA N.KEYS,X
6F22: 09 10      02230      ORA #$10
6F24: 99 08 4F   02240      STA P.HAND+20,Y
6F27: 60         02250      RTS
        00300      .IN "D2:HAND"
        00010 ;HAND MODULE
        00020 ;OPEN DOOR EXPECTS:
        00030 ;(NEW.X+1,NEW.Y+1) DOOR CENTER
        00040 ; X PLAYER #
        00050 ; OPENS DOORS, DECS KEYS
        00060 ;RETURNS CARRY CLEAR IF O.K.
        00070 OPEN.DOOR
6F28: BD 9F 5E   00080      LDA N.KEYS,X
6F2B: D0 02      00090      BNE .10
        00100 ;NO KEYS -- CAN'T OPEN DOOR!
6F2D: 38         00110      SEC
6F2E: 60         00120      RTS
        00130 ;GOT SOME KEYS
6F2F: DE 9F 5E   00140 .10      DEC N.KEYS,X
6F32: AD 00 5F   00150      LDA NEW.X+1
6F35: 85 F0      00160      STA AL
6F37: AD 02 5F   00170      LDA NEW.Y+1
6F3A: 85 F1      00180      STA AH

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6F3C: A6 F0      00190      LDX AL
6F3E: A4 F1      00200      LDY AH
6F40: 20 3E 67   00210      JSR DUNGEON.WHATS.AT
6F43: C9 02      00220      CMP #2 ;A DOOR?
6F45: F0 09      00230      BEQ .2
                   00240 ;IT ISN'T A DOOR?
6F47: AE CB 5E   00250      LDX P
6F4A: FE 9F 5E   00260      INC N.KEYS,X
6F4D: 4C 2F 6F   00270      JMP .10
                   00280 ; IT'S A DOOR; ERASE IT
6F50: A6 F0      00290      .2 LDX AL
6F52: A4 F1      00300      LDY AH
6F54: A9 00      00310      LDA #0
6F56: 20 56 67   00320      JSR DUNGEON.PLOT
6F59: A9 04      00330      LDA #Z.OPEN.DOOR
6F5B: 20 42 6B   00340      JSR S.EFFECT
                   00350 ;NOW ERASE DOORS IN ALL EIGHT
                   00360 ;DIRECTIONS
6F5E: A9 07      00370      LDA #7
6F60: 85 F2      00380      STA BL
6F62: A5 F0      00390      .3 LDA AL
6F64: 85 F4      00400      STA DL
6F66: A5 F1      00410      LDA AH
6F68: 85 F5      00420      STA DH
6F6A: A6 F2      00430      .4 LDX BL
6F6C: A5 F4      00440      LDA DL
6F6E: 18         00450      CLC
6F6F: 7D 3F 70   00460      ADC M.DX,X
6F72: 85 F4      00470      STA DL
6F74: A5 F5      00480      LDA DH
6F76: 18         00490      CLC
6F77: 7D 47 70   00500      ADC M.DY,X
6F7A: 85 F5      00510      STA DH
6F7C: A8         00520      TAY
6F7D: A6 F4      00530      LDX DL
6F7F: 20 3E 67   00540      JSR DUNGEON.WHATS.AT
6F82: C9 02      00550      CMP #2
6F84: D0 0C      00560      BNE .31 ;NOT A DOOR
6F86: A6 F4      00570      LDX DL
6F88: A4 F5      00580      LDY DH
6F8A: A9 00      00590      LDA #0
6F8C: 20 56 67   00600      JSR DUNGEON.PLOT
6F8F: 4C 6A 6F   00610      JMP .4
6F92: C6 F2      00620      .31 DEC BL ;NEXT DIR
6F94: 10 CC      00630      BPL .3
6F96: 4C 9E 6F   00640      JMP INV.QUIT
                   00650 DO.NOT.HAVE
6F99: A9 08      00660      LDA #Z.HAVE.NONE
6F9B: 20 42 6B   00670      JSR S.EFFECT
6F9E: AE CB 5E   00680      INV.QUIT LDX P
6FA1: 4C 0B 6F   00690      JMP INVENTORY
                   00700 EAT.HEALTH.FOOD
6FA4: BD A3 5E   00710      LDA N.FOOD,X
6FA7: F0 10      00720      BEQ .1
6FA9: DE A3 5E   00730      DEC N.FOOD,X
6FAC: A9 09      00740      LDA #9
6FAE: 9D A7 5E   00750      STA HEALTH,X
6FB1: A9 06      00760      LDA #Z.EAT.FOOD
6FB3: 20 42 6B   00770      JSR S.EFFECT
6FB6: 4C 9E 6F   00780      JMP INV.QUIT
6FB9: 4C 99 6F   00790      .1 JMP DO.NOT.HAVE
                   00800 FIRE.SMART.BOMB
6FBC: BD 9B 5E   00810      LDA N.BOMBS,X
6FBF: F0 09      00820      BEQ .1
6FC1: DE 9B 5E   00830      DEC N.BOMBS,X
6FC4: 20 E0 6F   00840      JSR EXPLODE

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6FC7: 4C 9E 6F 00850 JMP INV.QUIT
6FCA: 4C 99 6F 00860 .1 JMP DO.NOT.HAVE
        00870 ;EXPLODE -- X HAS PLAYER TO
        00880 ; CREDIT

6FCD: 00 00 00
6FD0: 00 00 00
6FD3: 00 00 00890 EXP.FOF .HS 000000000000000000
6FD5: 00 0A 14
6FD8: 1E 00 64
6FDB: C8 FF 00900 .HS 000A141E0064C8FF
6FDD: 00910 EXPLODE.P .BS 1
6FDE: 00920 EXP.LF .BS 1
6FDF: 00930 EXP.UP .BS 1
6FE0: 8E DD 6F 00940 EXPLODE STX EXPLODE.P
6FE3: A9 03 00950 LDA #Z.EXPLODE.BOMB
6FE5: 20 42 6B 00960 JSR S.EFFECT
6FE8: AD 33 67 00970 LDA UP.COORD
6FEB: 4A 00980 LSR
6FEC: 8D DF 6F 00990 STA EXP.UP
6FEF: AD 34 67 01000 LDA LF.COORD
6FF2: 4A 01010 LSR
6FF3: 8D DE 6F 01020 STA EXP.LF
6FF6: A9 00 01030 LDA #0
6FF8: 85 F1 01040 STA AH ;Y
6FFA: A9 00 01050 .1 LDA #0
6FFC: 85 F0 01060 STA AL ;X
6FFE: AD DE 6F 01070 .2 LDA EXP.LF
7001: 18 01080 CLC
7002: 65 F0 01090 ADC AL
7004: AA 01100 TAX
7005: 85 F4 01110 STA DL ;SUM X
7007: AD DF 6F 01120 LDA EXP.UP
700A: 18 01130 CLC
700B: 65 F1 01140 ADC AH
700D: A8 01150 TAY
700E: 85 F5 01160 STA DH ;SUM Y
7010: 20 3E 67 01170 JSR DUNGEON.WHATS.AT
7013: AA 01180 TAX
7014: E0 10 01190 CPX #16
7016: B0 16 01200 BCS .3 ;OUT OF RANGE
7018: BD CD 6F 01210 LDA EXP.FOF,X
701B: F0 11 01220 BEQ .3
        01230 ;A MONSTER!
701D: 48 01240 PHA
701E: A9 00 01250 LDA #0
7020: A6 F4 01260 LDX DL
7022: A4 F5 01270 LDY DH
7024: 20 56 67 01280 JSR DUNGEON.PLOT
7027: 68 01290 PLA
7028: AE DD 6F 01300 LDX EXPLODE.P
702B: 20 A2 6D 01310 JSR SCORE.INC
702E: E6 F0 01320 .3 INC AL
7030: A5 F0 01330 LDA AL
7032: C9 15 01340 CMP #21
7034: 90 C8 01350 BCC .2
7036: E6 F1 01360 INC AH
7038: A5 F1 01370 LDA AH
703A: C9 0B 01380 CMP #11
703C: 90 BC 01390 BCC .1
703E: 60 01400 RTS
        00310 .IN "D2:MIS"
        00010 ;MIS - MISSILE HANDLER
0014: 00020 MIS.BASE .EQ 20 ; TO 27
703F: 00 01 01
7042: 01 00 FF
7045: FF FF 00030 M.DX .HS 0001010100FFFFFF

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7047: FF FF 00
704A: 01 01 01
704D: 00 FF      00040 M.DY      .HS FFFF0001010100FF
704F:      00050 MX      .BS 4
7053:      00060 MY      .BS 4
7057:      00070 M.ON     .BS 4
705B:      00080 M.DIR    .BS 4
705F: AE 4D 73 00090 M.INIT  LDX G.N.P
7062: CA      00100      DEX
7063: A9 00      00110      LDA #0
7065: 9D 57 70 00120 .1      STA M.ON,X
7068: CA      00130      DEX
7069: 10 FA      00140      BPL .1
706B: 60      00150      RTS
      00160 M.CLEAN.UP
706C: AE 4D 73 00170      LDX G.N.P
706F: CA      00180      DEX
7070: 8E CB 5E 00190      STX P
7073: AE CB 5E 00200 .1      LDX P
7076: BD 57 70 00210      LDA M.ON,X
7079: F0 0D      00220      BEQ .2
707B: BD 53 70 00230      LDA MY,X
707E: A8      00240      TAY
707F: BD 4F 70 00250      LDA MX,X
7082: AA      00260      TAX
7083: A9 00      00270      LDA #0
7085: 20 56 67 00280      JSR DUNGEON.PLOT
7088: CE CB 5E 00290 .2      DEC P
708B: 10 E6      00300      BPL .1
708D: 60      00310      RTS
708E: AE 4D 73 00320 M.TICK  LDX G.N.P
7091: 8E CB 5E 00330      STX P
7094: CE CB 5E 00340 M.LOOP  DEC P
7097: 10 01      00350      BPL .1
7099: 60      00360      RTS
709A: AE CB 5E 00370 .1      LDX P
709D: BD 57 70 00380      LDA M.ON,X
70A0: F0 03      00390      BEQ .2
70A2: 4C E2 70 00400      JMP M.FLY
70A5: 20 C4 62 00410 .2      JSR CHECK.PLAYER
70A8: 90 EA      00420      BCC M.LOOP
70AA: BD 84 02 00430      LDA STRIG0,X
70AD: F0 03      00440      BEQ .3
      00450 ;NO TRIG DOWN -- PUNT
70AF: 4C 94 70 00460 .20     JMP M.LOOP
70B2: BD 78 02 00490 .3      LDA STICK0,X
70B5: C9 0F      00500      CMP #15
70B7: F0 F6      00510      BEQ .20
70B9: A8      00520      TAY
70BA: B9 D0 5E 00530      LDA STICK.DIR,Y
70BD: 9D 5B 70 00540      STA M.DIR,X
70C0: A8      00550      TAY
      00560 ;FIRING NOW
70C1: A9 01      00570      LDA #1
70C3: 9D 57 70 00580      STA M.ON,X
70C6: A9 02      00590      LDA #Z.SHOOT
70C8: 20 42 6B 00600      JSR S.EFFECT
70CB: BD AF 5E 00610      LDA P.X.H,X
70CE: 18      00620      CLC
70CF: 79 3F 70 00630      ADC M.DX,Y
70D2: 9D 4F 70 00640      STA MX,X
70D5: BD B7 5E 00650      LDA P.Y.H,X
70D8: 18      00660      CLC
70D9: 79 47 70 00670      ADC M.DY,Y
70DC: 9D 53 70 00680      STA MY,X
70DF: 4C 13 71 00690      JMP M.CHECK

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70E2:	A5	14		00700	M.FLY	LDA	RTCLOK+2
70E4:	29	03		00710		AND	#\$3
70E6:	F0	03		00720		BEQ	.1
70E8:	4C	94	70	00730		JMP	M.LOOP
70EB:	BD	53	70	00740	.1	LDA	MY,X
70EE:	A8			00750		TAY	
70EF:	BD	4F	70	00760		LDA	MX,X
70F2:	AA			00770		TAX	
70F3:	A9	00		00780		LDA	#0
70F5:	20	56	67	00790		JSR	DUNGEON.PLOT
70F8:	AE	CB	5E	00800		LDX	P
70FB:	BD	5B	70	00810		LDA	M.DIR,X
70FE:	A8			00820		TAY	
70FF:	BD	4F	70	00830		LDA	MX,X
7102:	18			00840		CLC	
7103:	79	3F	70	00850		ADC	M.DX,Y
7106:	9D	4F	70	00860		STA	MX,X
7109:	BD	53	70	00870		LDA	MY,X
710C:	18			00880		CLC	
710D:	79	47	70	00890		ADC	M.DY,Y
7110:	9D	53	70	00900		STA	MY,X
7113:	BD	53	70	00910	M.CHECK	LDA	MY,X
7116:	0A			00920		ASL	
7117:	CD	33	67	00930		CMP	UP.COORD
711A:	90	1A		00940		BCC	.1
711C:	CD	36	67	00950		CMP	DN.COORD
711F:	F0	02		00960		BEQ	.2
7121:	B0	13		00970		BCS	.1
7123:	BD	4F	70	00980	.2	LDA	MX,X
7126:	0A			00990		ASL	
7127:	CD	34	67	01000		CMP	LF.COORD
712A:	90	0A		01010		BCC	.1
712C:	CD	35	67	01020		CMP	RT.COORD
712F:	F0	0D		01030		BEQ	M.ON.SCR
7131:	B0	03		01040		BCS	.1
7133:	4C	3E	71	01050		JMP	M.ON.SCR
7136:	A9	00		01060	.1	LDA	#0
7138:	9D	57	70	01070		STA	M.ON,X
713B:	4C	94	70	01080		JMP	M.LOOP
713E:	BD	53	70	01090	M.ON.SCR	LDA	MY,X
7141:	A8			01100		TAY	
7142:	BD	4F	70	01110		LDA	MX,X
7145:	AA			01120		TAX	
7146:	20	3E	67	01130		JSR	DUNGEON.WHATS.AT
7149:	C9	00		01140		CMP	#0
714B:	D0	19		01150		BNE	M.QUIT
714D:	AE	CB	5E	01160		LDX	P
7150:	BD	5B	70	01170		LDA	M.DIR,X
7153:	18			01180		CLC	
7154:	69	14		01190		ADC	#MIS.BASE
7156:	48			01200		PHA	
7157:	BD	53	70	01210		LDA	MY,X
715A:	A8			01220		TAY	
715B:	BD	4F	70	01230		LDA	MX,X
715E:	AA			01240		TAX	
715F:	68			01250		PLA	
7160:	20	56	67	01260		JSR	DUNGEON.PLOT
7163:	4C	94	70	01270		JMP	M.LOOP
				01280	;MISSILE	HIT	SOMETHING
7166:	48			01290	M.QUIT	PHA	
7167:	A9	00		01300		LDA	#0
7169:	AE	CB	5E	01310		LDX	P
716C:	9D	57	70	01320		STA	M.ON,X
716F:	68			01330		PLA	
7170:	C9	08		01340		CMP	#8
7172:	90	04		01350		BCC	.1

7174:	C9	14		01360	CMP #20
7176:	90	03		01370	BCC .2
7178:	4C	94	70	01380 .1	JMP M.LOOP ;WALLS
717B:	48			01390 .2	PHA
717C:	38			01400	SEC
717D:	E9	08		01410	SBC #8
717F:	0A			01420	ASL
7180:	A8			01430	TAY
7181:	B9	8F	71	01440	LDA M.H.TAB,Y
7184:	85	F0		01450	STA AL
7186:	B9	90	71	01460	LDA M.H.TAB+1,Y
7189:	85	F1		01470	STA AH
718B:	68			01480	PLA
718C:	6C	F0	00	01490	JMP (AL)
718F:	A7	71		01500 M.H.TAB	.DA M.SMART.BOMB ;8
7191:	C0	71		01510	.DA M.MONSTER ;9
7193:	C0	71		01520	.DA M.MONSTER ;10
7195:	C0	71		01530	.DA M.MONSTER ;11
7197:	1D	72		01540	.DA M.HEART.GOLD ;12
7199:	F9	71		01550	.DA M.SPAWNER ;13
719B:	F9	71		01560	.DA M.SPAWNER ;14
719D:	F9	71		01570	.DA M.SPAWNER ;15
719F:	F1	71		01580	.DA M.PLAYER ;16
71A1:	F1	71		01590	.DA M.PLAYER ;17
71A3:	F1	71		01600	.DA M.PLAYER ;18
71A5:	F1	71		01610	.DA M.PLAYER ;19
				01620 M.SMART.BOMB	
71A7:	AE	CB	5E	01630	LDX P ;ERASE ENTRY
71AA:	BD	53	70	01640	LDA MY,X
71AD:	A8			01650	TAY
71AE:	BD	4F	70	01660	LDA MX,X
71B1:	AA			01670	TAX
71B2:	A9	00		01680	LDA #0
71B4:	20	56	67	01690	JSR DUNGEON.PLOT
71B7:	AE	CB	5E	01700	LDX P
71BA:	20	E0	6F	01710	JSR EXPLODE
71BD:	4C	94	70	01720 .11	JMP M.LOOP
				01730 M.MONSTER	
71C0:	48			01740	PHA
71C1:	A9	0A		01750	LDA #10
71C3:	AE	CB	5E	01760	LDX P
71C6:	20	A2	6D	01770	JSR SCORE.INC
71C9:	AE	CB	5E	01780	LDX P
71CC:	BD	53	70	01790	LDA MY,X
71CF:	A8			01800	TAY
71D0:	BD	4F	70	01810	LDA MX,X
71D3:	AA			01820	TAX
71D4:	68			01830	PLA
71D5:	48			01840	PHA
71D6:	18			01850	CLC
71D7:	69	00		01860	ADC #Z.HIT.MONSTER.1-9
71D9:	20	42	6B	01870	JSR S.EFFECT
71DC:	68			01880	PLA
71DD:	C9	0A		01890	CMP #10
71DF:	B0	05		01900	BCS .21
71E1:	A9	00		01910	LDA #0
71E3:	4C	E9	71	01920	JMP .22
71E6:	38			01930 .21	SEC
71E7:	E9	01		01940	SBC #1
71E9:	20	56	67	01950 .22	JSR DUNGEON.PLOT
71EC:	4C	94	70	01960	JMP M.LOOP
71EF:	C9	10		01970 .3	CMP #16
				01980 M.PLAYER	
71F1:	A9	01		01990	LDA #Z.HIT.PLAYER
71F3:	20	42	6B	02000	JSR S.EFFECT
71F6:	4C	94	70	02010	JMP M.LOOP

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02020 M.SPAWNER
71F9: 48          02030 PHA
71FA: AE CB 5E 02040 LDX P
71FD: BD 53 70 02050 LDA MY,X
7200: A8          02060 TAY
7201: BD 4F 70 02070 LDA MX,X
7204: AA          02080 TAX
7205: 68          02090 PLA
7206: 38          02100 SEC
7207: E9 01      02110 SBC #1
7209: C9 0D      02120 CMP #13
720B: B0 02      02130 BCS .1
720D: A9 00      02140 LDA #0
720F: 20 56 67 02150 .1 JSR DUNGEON.PLOT
7212: A9 C8      02160 LDA #200
7214: AE CB 5E 02170 LDX P
7217: 20 A2 6D 02180 JSR SCORE.INC
721A: 4C 94 70 02190 JMP M.LOOP
02200 M.HEART.GOLD
721D: AE CB 5E 02210 LDX P
7220: BD 53 70 02220 LDA MY,X
7223: A8          02230 TAY
7224: BD 4F 70 02240 LDA MX,X
7227: AA          02250 TAX
7228: 20 B6 6E 02260 JSR RESERECT.OLD
722B: 90 05      02270 BCC .1
722D: A9 0B      02280 LDA #11 ;Monster (ha!)
722F: 4C 35 72 02290 JMP .2
7232: 18          02300 .1 CLC
7233: 69 10      02310 ADC #16
7235: 20 56 67 02320 .2 JSR DUNGEON.PLOT
7238: A9 0F      02330 LDA #Z.WARP.IN
723A: 20 42 6B 02340 JSR S.EFFECT
723D: 4C 94 70 02350 JMP M.LOOP
00320 .IN "D2:SETUP"
00010 ;SETUP GAME
00020 ;SET UP INITIAL CONFIGURATION
00030 ;GAME 1 EASY
0070: 00040 KEY.IOCB .EQ $70
7240: 4B 3A      00050 KEYBOARD .AS "K:"
7242: 9B          00060 .DA #EOL
7243: 20 A3 74 00070 START JSR TITLE
7246: A9 00      00080 LDA #0
7248: 8D 4B 73 00090 STA GAME.TYPE
724B: A9 01      00100 LDA #1
724D: 8D 4C 73 00110 STA DIFF.TYPE
7250: A2 70      00120 LDX #KEY.IOCB
7252: A9 03      00130 LDA #OPEN
7254: 9D 42 03 00140 STA ICCOM,X
7257: A9 40      00150 LDA #KEYBOARD
7259: 9D 44 03 00160 STA ICBAL,X
725C: A9 72      00170 LDA /KEYBOARD
725E: 9D 45 03 00180 STA ICBAH,X
7261: A9 04      00190 LDA #4
7263: 9D 4A 03 00200 STA ICAX1,X
7266: 20 56 E4 00210 JSR CIOV
7269: A9 01      00220 RESTART LDA #1
726B: 8D 82 5B 00230 STA E.LEVEL
726E: 20 09 63 00240 JSR DUNGEON.INIT
7271: A9 00      00250 LDA #0
7273: 8D 4D 73 00260 STA G.N.P
7276: 20 64 6D 00270 JSR SCORE.INIT
7279: AD 82 5B 00280 NEW.LEV LDA E.LEVEL
727C: A2 00      00290 LDX #0 ;NEW
727E: A0 00      00300 LDY #0 ;GOING DOWN
7280: 20 BC 65 00310 JSR DUNGEON.SWAP.IN

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7283: 8E 3B 67 00320      STX C.X.H
7286: 8C 3D 67 00330      STY C.Y.H
7289: A9 00      00340      LDA #0
728B: 8D 3A 67 00350      STA C.X.L
728E: 8D 3C 67 00360      STA C.Y.L
7291: 20 96 66 00370      JSR DUNGEON.SHOW
              00380 ;LOAD IN DIRECTIONS
7294: A2 A0      00390      LDX #160
7296: BD D6 73 00400 .1    LDA DIRECTIONS-1,X
7299: 9D E7 4E 00410      STA PLAY.PIC-1,X
729C: CA      00420      DEX
729D: D0 F7      00430      BNE .1
              00440 ;WAIT FOR BUTTON PRESS
729F: 20 77 74 00450 WAIT  JSR MODE.SHOW
              00460 ;WAIT FOR BUTTON PRESS
72A2: AD 1F D0 00470 .3    LDA CONSOL
72A5: 29 07      00480      AND #7
72A7: C9 07      00490      CMP #7
72A9: D0 16      00500      BNE .40
72AB: 20 D6 62 00510      JSR GET.CHAR
72AE: B0 F2      00520      BCS .3
              00530 ;LEVEL SHIFT
72B0: C9 41      00540      CMP #'A
72B2: 90 EE      00550      BCC .3
72B4: C9 5B      00560      CMP #'Z+1
72B6: B0 EA      00570      BCS .3
              00580 ;NEW START LEVEL -- READ IT IN
72B8: 38      00590      SEC
72B9: E9 40      00600      SBC #64
72BB: 8D 82 5B 00610      STA E.LEVEL
72BE: 4C 79 72 00620      JMP NEW.LEV
              00630 ;
              00640 ;
              00650 ;SAVE PRESS, DEBOUNCE
72C1: AD 1F D0 00660 .40   LDA CONSOL
72C4: 48      00670      PHA
72C5: AD 1F D0 00680 .4    LDA CONSOL
72C8: 29 07      00690      AND #7
72CA: C9 07      00700      CMP #7
72CC: D0 F7      00710      BNE .4
72CE: A5 14      00720      LDA JIFFY
72D0: 18      00730      CLC
72D1: 69 0A      00740      ADC #10
72D3: C5 14      00750 .5    CMP JIFFY
72D5: D0 FC      00760      BNE .5
72D7: 68      00770      PLA
              00780 ;DISPATCH
              00790 ;ALSO, LUSER'S ALIVE SO CANCEL
              00800 ;ATTRACT MODE
72D8: A2 00      00810      LDX #0
72DA: 86 4D      00820      STX ATTRACT
72DC: C9 03      00830      CMP #3
72DE: D0 10      00840      BNE .61
72E0: AE 4C 73 00850      LDX DIFF.TYPE
72E3: E8      00860      INX
72E4: E0 04      00870      CPX #4
72E6: 90 02      00880      BCC .62
72E8: A2 00      00890      LDX #0
72EA: 8E 4C 73 00900 .62   STX DIFF.TYPE
72ED: 4C 9F 72 00910      JMP WAIT
72F0: C9 05      00920 .61   CMP #5
72F2: D0 19      00930      BNE .63
              00940 ;SELECT GAME TYPE
              00950 ;USERS GET 0..4
              00960 ;TESTERS GET 0..6.
72F4: EE 4B 73 00970      INC GAME.TYPE

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72F7: A2 04      00980      LDX #4
72F9: AD 2F 75 00990      LDA TESTING
72FC: F0 02      01000      BEQ .69
72FE: A2 06      01010      LDX #6
7300: EC 4B 73 01020 .69    CPX GAME.TYPE
7303: B0 05      01030      BCS .68
7305: A2 00      01040      LDX #0
7307: 8E 4B 73 01050      STX GAME.TYPE
730A: 4C 9F 72 01060 .68    JMP WAIT
730D: C9 06      01070 .63    CMP #6
730F: F0 03      01080      BEQ START.SOMETHING
7311: 4C 9F 72 01090      JMP WAIT ;BOGUS BUTTON
      01100 START.SOMETHING
7314: 20 0E 64 01110      JSR DUNGEON.QUIT
7317: AD 4B 73 01120      LDA GAME.TYPE
731A: C9 06      01130      CMP #6
731C: D0 13      01140      BNE .1
      01150 ;EXIT TO SYSTEM
731E: A2 70      01160      LDX #KEY.IOCB
7320: A9 0C      01170      LDA #CLOSE
7322: 9D 42 03 01180      STA ICCOM,X
7325: 20 56 E4 01190      JSR CIOV
7328: AD 2F 75 01200      LDA TESTING
732B: F0 01      01210      BEQ .2
732D: 60      01220      RTS
732E: 6C 0A 00 01230 .2     JMP (DOSVEC)
7331: C9 04      01240 .1     CMP #4
7333: F0 0B      01250      BEQ .3
7335: B0 11      01260      BCS .4
      01270 ;START A -GAME-
7337: 18      01280      CLC
7338: 69 01      01290      ADC #1
733A: 8D 4D 73 01300      STA G.N.P
733D: 4C 06 5F 01310      JMP GAME
      01320 ;START AN -EDIT-
7340: A9 00      01330 .3     LDA #0
7342: 8D 4D 73 01340      STA G.N.P
7345: 4C 84 5B 01350      JMP EDIT
      01360 ;SAVE THE OBJECT CODE
      01370 ; (MY, AREN'T WE LAZY!)
7348: 4C 30 75 01380 .4     JMP MAKE.LOAD.FILE
      01390 ;TABLES, ETC.
734B:      01400 GAME.TYPE      .BS 1
734C:      01410 DIFF.TYPE     .BS 1
734D:      01420 G.N.P        .BS 1
      01430 GAME.TYPE.OFF
734E: 00 0E 1C
7351: 2A 38 46
7354: 54      01440      .DA #0,#14,#28,#42,#56,#70,#84
      01450 GAME.TYPE.TAB
      01460 ;          12345678901234
7355: 2F 6E 65
7358: 00 30 6C
735B: 61 79 65
735E: 72 00 00
7361: 00 00      01470      .AT "One Player      "
7363: 34 77 6F
7366: 00 30 6C
7369: 61 79 65
736C: 72 73 00
736F: 00 00      01480      .AT "Two Players      "
7371: 34 68 72
7374: 65 65 00
7377: 30 6C 61
737A: 79 65 72
737D: 73 00      01490      .AT "Three Players  "

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737F: 26 6F 75
7382: 72 00 30
7385: 6C 61 79
7388: 65 72 73
738B: 00 00      01500      .AT "Four Players  "
738D: 24 75 6E
7390: 67 65 6F
7393: 6E 00 25
7396: 64 69 74
7399: 6F 72      01510      .AT "Dungeon Editor"
739B: 2D 61 6B
739E: 65 00 2C
73A1: 6F 61 64
73A4: 00 26 69
73A7: 6C 65      01520      .AT "Make Load File"
73A9: 25 78 69
73AC: 74 00 74
73AF: 6F 00 33
73B2: 79 73 74
73B5: 65 6D      01530      .AT "Exit to System"
                        01540 DIFF.TYPE.OFF
73B7: 00 07 0E
73BA: 15          01550      .DA #0,#7,#14,#21
                        01560 DIFF.TYPE.TAB
73BB: 34 72 69
73BE: 76 69 61
73C1: 6C 25 61
73C4: 73 79 00
73C7: 00 00 28
73CA: 61 72 64
73CD: 00 00 00
73D0: 24 65 61
73D3: 64 6C 79
73D6: 00          01570      .AT "TrivialEasy    Hard    Deadly  "
                        01580 DIRECTIONS
73D7: 00 00 2C
73DA: 65 74 74
73DD: 65 72 00
73E0: 21 0D 3A
73E3: 00 73 74
73E6: 61 72 74
73E9: 73 00 67
73EC: 61 6D 65
73EF: 00 61 74
73F2: 00 74 68
73F5: 61 74 00
73F8: 6C 65 76
73FB: 65 6C 00
73FE: 00          01590      .AT " Letter A-Z starts game at that level  "
73FF: 00 00 00
7402: 2F 30 34
7405: 29 2F 2E
7408: 00 63 68
740B: 61 6E 67
740E: 65 73 00
7411: 64 65 67
7414: 72 65 65
7417: 00 6F 66
741A: 00 64 69
741D: 66 66 69
7420: 63 75 6C
7423: 74 79 00
7426: 00          01600      .AT " OPTION changes degree of difficulty  "
7427: 00 00 00
742A: 33 25 2C
742D: 25 23 34

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7430: 00 63 68
7433: 61 6E 67
7436: 65 73 00
7439: 6E 75 6D
743C: 62 65 72
743F: 00 6F 66
7442: 00 70 6C
7445: 61 79 65
7448: 72 73 00
744B: 00 00 00
744E: 00          01610          .AT "      SELECT changes number of players      "
744F: 00 00 00
7452: 33 34 21
7455: 32 34 00
7458: 00 62 65
745B: 67 69 6E
745E: 73 00 67
7461: 61 6D 65
7464: 00 00 00
7467: 00 00 00
746A: 00 00 00
746D: 00 00 00
7470: 00 00 00
7473: 00 00 00
7476: 00          01620          .AT "      START  begins game      "
          01630 ;SHOW MODE
          01640 MODE.SHOW
7477: AE 4B 73 01650          LDX GAME.TYPE
747A: BD 4E 73 01660          LDA GAME.TYPE.OFF,X
747D: AA          01670          TAX
747E: A0 00          01680          LDY #0
7480: BD 55 73 01690 .1          LDA GAME.TYPE.TAB,X
7483: 99 C7 4E 01700          STA MODE.LABEL,Y
7486: E8          01710          INX
7487: C8          01720          INY
7488: CC 4F 73 01730          CPY GAME.TYPE.OFF+1
748B: 90 F3          01740          BCC .1
748D: AE 4C 73 01750          LDX DIFF.TYPE
7490: BD B7 73 01760          LDA DIFF.TYPE.OFF,X
7493: AA          01770          TAX
7494: A0 00          01780          LDY #0
7496: BD BB 73 01790 .2          LDA DIFF.TYPE.TAB,X
7499: 99 D6 4E 01800          STA DIFF.LABEL,Y
749C: E8          01810          INX
749D: C8          01820          INY
749E: C0 07          01830          CPY #7
74A0: 90 F4          01840          BCC .2
74A2: 60          01850          RTS
          00330          .IN "D2:TITLE"
          00010 ;TITLE
          00020 ; -- LOAD TITLE.FILE INTO
          00030 ; WHAT WILL LATER BECOME
          00040 ; THE PLAYFIELD, WAIT FOR
          00050 ; KEYPRESS, AND RETURN
74A3: A2 20          00060 TITLE      LDX #FILE.IOCB
74A5: A9 0C          00070          LDA #CLOSE
74A7: 9D 42 03 00080          STA ICCOM,X
74AA: 20 56 E4 00090          JSR CIOV
74AD: A9 03          00100          LDA #OPEN
74AF: 9D 42 03 00110          STA ICCOM,X
74B2: A9 04          00120          LDA #4
74B4: 9D 4A 03 00130          STA ICAX1,X
74B7: A9 00          00140          LDA #0
74B9: 9D 4B 03 00150          STA ICAX2,X
74BC: A9 22          00160          LDA #TITLE.FILE
74BE: 9D 44 03 00170          STA ICBAL,X

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74C1: A9 75      00180      LDA /TITLE.FILE
74C3: 9D 45 03 00190      STA ICBAH,X
74C6: 20 56 E4 00200      JSR CIOV
74C9: 30 4D      00210      BMI PUNT.TITLE
74CB: A9 07      00220      LDA #GETCHR
74CD: 9D 42 03 00230      STA ICCOM,X
74D0: A9 00      00240      LDA #BASE
74D2: 9D 44 03 00250      STA ICBAL,X
74D5: A9 30      00260      LDA /BASE
74D7: 9D 45 03 00270      STA ICBAH,X
74DA: A9 00      00280      LDA #BOC-BASE
74DC: 9D 48 03 00290      STA ICBLL,X
74DF: A9 28      00300      LDA /BOC-BASE
74E1: 9D 49 03 00310      STA ICBLLH,X
74E4: 20 56 E4 00320      JSR CIOV
74E7: C0 88      00330      CPY #136 ;EOF
74E9: D0 2D      00340      BNE PUNT.TITLE
74EB: A9 0C      00350      LDA #CLOSE
74ED: 9D 42 03 00360      STA ICCOM,X
74F0: 20 56 E4 00370      JSR CIOV
74F3: 30 23      00380      BMI PUNT.TITLE
              00390 ;SAVE SDLST & POINT TO NEW DISP
74F5: AE 03 30 00400      LDX BASE+3
74F8: AC 04 30 00410      LDY BASE+4
74FB: 20 81 64 00420      JSR SET.DLIST
74FE: 20 00 30 00430      JSR BASE
              00440 ;WAIT FOR KEYPRESS
7501: A9 FF      00450 .1    LDA #255
7503: CD FC 02 00460      CMP CH
7506: F0 06      00470      BEQ .8
7508: 8D FC 02 00480      STA CH
750B: 4C 15 75 00490      JMP .9
750E: AD 1F D0 00500 .8    LDA CONSOL
7511: C9 07      00510      CMP #7
7513: F0 EC      00520      BEQ .1
7515: 4C 94 64 00530 .9    JMP RESET.DLIST
              00540 PUNT.TITLE
7518: A2 20      00550      LDX #FILE.IOCB
751A: A9 0C      00560      LDA #CLOSE
751C: 9D 42 03 00570      STA ICCOM,X
751F: 4C 56 E4 00580      JMP CIOV
              00590 TITLE.FILE

7522: 44 31 3A
7525: 44 41 4E
7528: 44 59 2E
752B: 50 49 43 00600      .AS "D1:DANDY.PIC"
752E: 9B      00610      .HS 9B
752F: FF      00340 TESTING .HS FF
752F:      00350 EOC      .EQ *-1
              00360      .IN "D2:MAKELF"
              00010 ;MAKELF - MAKE LOAD FILE
              00020 MAKE.LOAD.FILE
7530: A9 00      00030      LDA #0
7532: 8D 2F 75 00040      STA TESTING
7535: A2 00      00050      LDX #0
7537: A9 09      00060      LDA #PUTREC
7539: 9D 42 03 00070      STA ICCOM,X
753C: A9 C1      00080      LDA #MSG.MLF
753E: 9D 44 03 00090      STA ICBAL,X
7541: A9 75      00100      LDA /MSG.MLF
7543: 9D 45 03 00110      STA ICBAH,X
7546: A9 FF      00120      LDA #$FF
7548: 9D 48 03 00130      STA ICBLL,X
754B: 9D 49 03 00140      STA ICBLLH,X
754E: 20 56 E4 00150      JSR CIOV
              00160 ;OPEN LOAD FILE

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7551:	A2	20	00170	LDX	#FILE.IOCB
7553:	A9	0C	00180	LDA	#CLOSE
7555:	9D	42 03	00190	STA	ICCOM,X
7558:	20	56 E4	00200	JSR	CIOV
755B:	A9	03	00210	LDA	#OPEN
755D:	9D	42 03	00220	STA	ICCOM,X
7560:	A9	08	00230	LDA	#8
7562:	9D	4A 03	00240	STA	ICAX1,X
7565:	A9	CB	00250	LDA	#MLF.NAME
7567:	9D	44 03	00260	STA	ICBAL,X
756A:	A9	75	00270	LDA	/MLF.NAME
756C:	9D	45 03	00280	STA	ICBAH,X
756F:	20	56 E4	00290	JSR	CIOV
			00300	;WRITE HEADER INFO	
7572:	A9	0B	00310	LDA	#PUTCHR
7574:	9D	42 03	00320	STA	ICCOM,X
7577:	A9	B5	00330	LDA	#MLF.T
7579:	9D	44 03	00340	STA	ICBAL,X
757C:	A9	75	00350	LDA	/MLF.T
757E:	9D	45 03	00360	STA	ICBAH,X
7581:	A9	0C	00370	LDA	#MLF.T.L
7583:	9D	48 03	00380	STA	ICBLI,X
7586:	A9	00	00390	LDA	/MLF.T.L
7588:	9D	49 03	00400	STA	ICBLH,X
758B:	20	56 E4	00410	JSR	CIOV
			00420	;WRITE CODE	
758E:	A9	00	00430	LDA	#BOC
7590:	9D	44 03	00440	STA	ICBAL,X
7593:	A9	58	00450	LDA	/BOC
7595:	9D	45 03	00460	STA	ICBAH,X
7598:	A9	30	00470	LDA	#EOC-BOC+1
759A:	9D	48 03	00480	STA	ICBLI,X
759D:	A9	1D	00490	LDA	/EOC-BOC+1
759F:	9D	49 03	00500	STA	ICBLH,X
75A2:	20	56 E4	00510	JSR	CIOV
			00520	;CLOSE FILE	
75A5:	A9	0C	00530	LDA	#CLOSE
75A7:	9D	42 03	00540	STA	ICCOM,X
75AA:	20	56 E4	00550	JSR	CIOV
			00560	;BACK TO TESTING	
75AD:	A9	FF	00570	LDA	#\$FF
75AF:	8D	2F 75	00580	STA	TESTING
75B2:	4C	69 72	00590	JMP	RESTART
75B5:	FF	FF E0			
75B8:	02	E1 02	00600	MLF.T	.DA \$FFFF,\$2E0,\$2E1
75BB:	43	72 00			
75BE:	58	2F 75	00610		.DA START,BOC,EOC
000C:			00620	MLF.T.L	.EQ *-MLF.T
75C1:	53	61 76			
75C4:	69	6E 67			
75C7:	20	61 73			
75CA:	20		00630	MSG.MLF	.AS "Saving as "
75CB:	44	3A 44			
75CE:	41	4E 44			
75D1:	59		00640	MLF.NAME	.AS "D:DANDY"
75D2:	9B		00650		.HS 9B

--- Symbol table ---

00F1: AH
00F0: AL
D208: ALLPOT
000E: APPMHI
004D: ATTRACT
D201: AUDC1
D208: AUDCTL
D200: AUDF1

3000: BASE
00F3: BH
00F2: BL
6A70: BLANK.DUNGEON
5800: BOC
65BB: BOGUS.SWAP.IN
0009: BOOT
0011: BRKKEY
5000: C.BASE
673B: C.X.H
673A: C.X.L
673D: C.Y.H
673C: C.Y.L
0218: CDTMV1
021A: CDTMV2
021C: CDTMV3
021E: CDTMV4
0220: CDTMV5
02FC: CH
02F3: CHACT
D401: CHACTL
5800: CHAR.SET
02F4: CHBAS
D409: CHBASE
6EFB: CHECK.BREAK
.01=6F02, .02=6F0A
6061: CHECK.CH
.03=6068, .02=6073, .05=6085, .09=609C
.01=60B0, .99=60BF
62C4: CHECK.PLAYER
.01=62D2
E000: CHRORG
E456: CIOV
5BF0: CLIP
.02=5C00, .01=5C02, .04=5C15, .03=5C17
.05=5C57, .06=5C64, .07=5C7F
000C: CLOSE
02C4: COLOR0
D016: COLPF0
D012: COLPM0
004F: COLRSH
D01F: CONSOL
0042: CRITIC
02F0: CRSINH
5F05: CUR.LEVEL
67BC: D.AX
67BD: D.AY
67BE: D.C
67C1: D.COUNT
67C4: D.INIT
67BA: D.IX
67BB: D.IY
68EC: D.LOOP.Q
.01=68FB, .02=690A
681D: D.LOOP.X
.01=6841, .02=6844, .20=6851, .21=6865
.22=686C, .23=687D, .24=6884, .25=688F
.30=689A, .32=68AC, .31=68AE, .42=68C2
.41=68C4
680B: D.LOOP.Y
0015: D.MAXX
000B: D.MAXY
67BF: D.NX
67C0: D.NY
6755: D.P.X
6754: D.P.Y

67AB: D.S.RESTORE
679E: D.S.SAVE
679C: D.S.SPACE
67C3: D.STICK
67DD: D.TICK
.90=67E3, .01=6804
67C2: D.WAIT
67B8: D.X
67B9: D.Y
030A: DAUX1
030B: DAUX2
0305: DBUFHI
0304: DBUFLO
0309: DBYTHI
0308: DBYTLO
0302: DCOMND
0300: DDEVIC
5D35: DEFAULT.DUNGEON
.81=5D39, .82=5D3D, .83=5D52, .84=5D6C
67D8: DELAY
67D9: DELAY.TAB
00F5: DH
4ED6: DIFF.LABEL
734C: DIFF.TYPE
73B7: DIFF.TYPE.OFF
73BB: DIFF.TYPE.TAB
73D7: DIRECTIONS
6737: DIRTY.COORD
5EC3: DISK.X
5EC7: DISK.Y
69C4: DISPLAY.DATA
4E7D: DISPLAY.INSERT
0051: DISPLAY.LENGTH
4E6F: DISPLAY.LIST
00F4: DL
6A40: DLI.CHAR.SET
6A34: DLI.COLOR2
6A3A: DLI.COLOR2.INIT
6A33: DLI.COUNT
6A14: DLI.HANDLER
.01=6A2D
6A32: DLI.X
D403: DLISTH
D402: DLISTL
D400: DMACTL
6736: DN.COORD
6F99: DO.NOT.HAVE
000C: DOSINI
000A: DOSVEC
004E: DRKMSK
0303: DSTATS
0306: DTIMLO
6797: DUNGEON.DELETE
6309: DUNGEON.INIT
.10=6310, .40=631B
3000: DUNGEON.PIC
6756: DUNGEON.PLOT
640E: DUNGEON.QUIT
.01=6424
6696: DUNGEON.SHOW
.01=66D1, .02=66DC, .03=66E7, .04=66F2
.98=6721, .99=6732
0384: DUNGEON.SIZE
65BC: DUNGEON.SWAP.IN
.80=65D6, .81=65EB, .01=661B, .02=661F
.03=6642

64CE: DUNGEON.SWAP.OUT
.01=64DF, .02=64E3, .03=6504
69C3: DUNGEON.VIEW
673E: DUNGEON.WHATS.AT
0301: DUNIT
0307: DUNUSE
02EA: DVSTAT
4F84: E.C.C
5BB7: E.C.P
5B83: E.CHAR
5B82: E.LEVEL
4F7E: E.O.C
4F76: E.X.C
4F79: E.Y.C
5CDD: E2INT
.71=5CDF, .72=5CE9, .09=5CF2
6FA4: EAT.HEALTH.FOOD
.01=6FB9
5DA5: ED.INST
6307: ED.MS
5B84: EDIT
.01=5B91
5BBC: EDIT.LOOP
.02=5BC1
5CD7: EDIT.QUIT
5B80: EDIT.X
5B81: EDIT.Y
664E: END.DECODE
752F: EOC
009B: EOL
6FCD: EXP.FOF
6FDE: EXP.LF
6FDF: EXP.UP
6FE0: EXPLODE
.01=6FFA, .02=6FFE, .03=702E
6FDD: EXPLODE.P
6544: FILE.DIR
.01=6566, .17=65BA
64C2: FILE.EXT
0020: FILE.IOCB
64BA: FILE.NAME
000A: FILE.NAME.L
6FBC: FIRE.SMART.BOMB
.01=6FCA
734D: G.N.P
5F06: GAME
.17=5F18, .18=5F25, .01=5F29
5F4E: GAME.DUN
.10=5F6A, .11=5F7C, .01=5F90, .02=5FC0
62BB: GAME.QUIT
734B: GAME.TYPE
734E: GAME.TYPE.OFF
7355: GAME.TYPE.TAB
62D6: GET.CHAR
.01=62DF, .02=6301
62D5: GET.CHAR.X
0007: GETCHR
0005: GETREC
026F: GPRIOR
D01D: GRAC TL
D011: GRAFM
D00D: GRAFP0
6738: H.COORD
5EA7: HEALTH
000F: HIGH.TRANS
623D: HIT.BOMB

6202: HIT.DOOR
625B: HIT.DOWN
.01=6283, .02=628E
621D: HIT.FOOD
620D: HIT.KEY
622D: HIT.MONEY
619C: HIT.OBJ
61BC: HIT.WALL
.01=61C9, .12=61DC, .11=61EB
D01E: HITCLR
D004: HPOSM0
D000: HPOSP0
D404: HSCROL
034A: ICAX1
034B: ICAX2
0345: ICBAH
0344: ICBAL
0349: ICB LH
0348: ICBLL
0342: ICCOM
0341: ICDNO
0340: ICHID
0347: ICP TH
0346: ICPTL
034C: ICSPR
0343: ICSTA
5E87: IN.FLIGHT
0020: INC
6F9E: INV.QUIT
6F0B: INVENTORY
6541: IO.DIR
6542: IO.DIR.T
D20E: IRQEN
D20E: IRQST
0014: JIFFY
D209: KBCODE
0070: KEY.IOCB
5E7D: KEY.TAB
7240: KEYBOARD
6E65: KILL.PLAYER
.09=6E75, .90=6E9A, .91=6EAA, .92=6EB3
63D8: LABEL.LINE
4EE4: LEVEL.LABEL
6734: LF.COORD
0234: LPENH
0235: LPENV
5300: M.BASE
7113: M.CHECK
.02=7123, .01=7136
706C: M.CLEAN.UP
.01=7073, .02=7088
705B: M.DIR
703F: M.DX
7047: M.DY
70E2: M.FLY
.01=70EB
718F: M.H.TAB
721D: M.HEART.GOLD
.01=7232, .02=7235
705F: M.INIT
.01=7065
7094: M.LOOP
.01=709A, .02=70A5, .20=70AF, .03=70B2
71C0: M.MONSTER
.21=71E6, .22=71E9, .03=71EF
5E79: M.OFF

7057: M.ON
713E: M.ON.SCR
5E6D: M.P.X
71F1: M.PLAYER
7166: M.QUIT
.01=7178, .02=717B
71A7: M.SMART.BOMB
.11=71BD
71F9: M.SPAWNER
.01=720F
708E: M.TICK
5E8B: M.X
5E93: M.X.V
5E8F: M.Y
5E97: M.Y.V
7530: MAKE.LOAD.FILE
02E7: MEMLO
02E5: MEMTOP
0014: MIS.BASE
75CB: MLF.NAME
75B5: MLF.T
000C: MLF.T.L
4EC7: MODE.LABEL
7477: MODE.SHOW
.01=7480, .02=7496
6151: MOVE.IT
60C8: MOVE.LOOP
.19=60D0
62AF: MOVE.LOOP.Q
60C2: MOVE.PLAYERS
.03=60C2
6133: MOVE.SAVE
6162: MOVE.TO
75C1: MSG.MLF
704F: MX
7053: MY
5E9B: N.BOMBS
5EA3: N.FOOD
5E9F: N.KEYS
5E71: N.M.P.Y
4EC0: NAME.PIC
7279: NEW.LEV
.01=7296
5F04: NEW.LEVEL
5EFF: NEW.X
5F01: NEW.Y
D40E: NMIEEN
D40F: NMIREES
D40F: NMIST
5E75: O.M.P.Y
6A46: O.M.Y
0003: OPEN
6F28: OPEN.DOOR
.10=6F2F, .02=6F50, .03=6F62, .04=6F6A
.31=6F92
5ECB: P
5400: P.BASE
5EBF: P.DIR
4EF4: P.HAND
4EF0: P.HEALTH
5EAB: P.IN.WARP
63B0: P.L.LINE
5000: P.M.BASE
4F0A: P.SCORE
5EAF: P.X.H
5EDF: P.X.I

5EB3: P.X.L
5CF5: P.X.TAB
5EB7: P.Y.H
5EEF: P.Y.I
5EBB: P.Y.L
5D15: P.Y.TAB
D302: PACTL
0270: PADDL0
5C82: PARSE.CHAR
.16=5C8E, .02=5C9B, .03=5CAC, .31=5CB0
.04=5CC4, .05=5CD3
D303: PBCTL
02C0: PCOLR0
D40C: PENH
D40D: PENV
624D: PICK.IT.UP
6184: PICK.UP
.01=618B
4EE8: PLAY.PIC
D407: PMBASE
0010: POKMSK
D300: PORTA
D301: PORTB
D200: POT0
D20B: POTGO
64B3: PRINT.L.NAME
64A1: PRINT.NAME
0019: PRINT.NAME.L
64CC: PRINT.NAME.O
64C4: PRINT.NAME.T
D018: PRIOR
027C: PTRIG0
6ADF: PUNT.DISP
7518: PUNT.TITLE
000B: PUTCHR
0009: PUTREC
6306: QUIET.QUIT
6EB4: R.O.X
6EB5: R.O.Y
02E4: RAMSIZ
006A: RAMTOP
D20A: RANDOM
6D5F: RES.LIST
6EB6: RESERECT.OLD
.01=6EBE, .02=6ED0
6494: RESET.DLIST
7269: RESTART
6735: RT.COORD
0012: RTCLOK
6C6A: S.0
6C6B: S.1
6CDD: S.10
6CE5: S.11
6CED: S.12
6CFC: S.13
6D0B: S.14
6D13: S.15
6D1B: S.16
6D23: S.17
6D2B: S.18
6D33: S.19
6C73: S.2
6D3B: S.20
6C7B: S.3
6C8A: S.4
6C99: S.5

6CA8: S.6
6CBE: S.7
6CCD: S.8
6CD5: S.9
6B42: S.EFFECT
6B41: S.EFFECT.X
6B40: S.EFFECT.Y
6AE7: S.INIT
.01=6AEB, .02=6AF5
6B09: S.QUIT
6B6C: S.TICK
5F03: SAVE.DIR
6D58: SC.A
6E3C: SC.MS.OF
6E3F: SC.MS.X
6DFD: SC.MSG
6D9E: SC.OFF
6D9A: SC.REM.T
6D5E: SC.SLOP
6DA2: SCORE.INC
.55=6DAB, .01=6DB2, .02=6DBF, .03=6DCC
.04=6DD6, .41=6DEF, .42=6DF1
6D64: SCORE.INIT
.01=6D68, .09=6D7B, .02=6D8E, .03=6D99
6E40: SCORE.MSG
.01=6E54
5ECC: SCORE.OFF
0231: SDLSTH
0230: SDLSTL
022F: SDMCTL
667F: SEARCH.CHAR
6651: SEARCH.DISK
.01=6655, .02=6659, .03=666A
D20D: SEROUT
6409: SET.COLORS
6481: SET.DLIST
E45C: SETVBV
E459: SIOV
D00C: SIZEM
D008: SIZEP0
D20F: SKCTL
D20A: SKRES
D20F: SKSTAT
0041: SOUNDR
6985: SPAWN.C
6986: SPAWNER
.01=69C2
0232: SSKCTL
6B71: ST.LOOP
.01=6B77, .02=6B89, .04=6BC1, .03=6BF0
7243: START
642D: START.IO
.01=6448
7314: START.SOMETHING
.02=732E, .01=7331, .03=7340, .04=7348
000D: STATIS
5ED0: STICK.DIR
0278: STICK0
D209: STIMER
644D: STOP.IO
.40=6477
6404: STORE.COLORS
6402: STORE.SDLSTL
6400: STORE.VVBLKD
0284: STRIG0
6296: SWAP.LEVELS

.10=629F
E45F: SYSVBV
6680: T.120
4F88: T.120.H
4FC4: T.120.L
632E: T.120.LOOP
.01=6355, .40=637D, .42=6394
752F: TESTING
5FC5: TICK
5FD2: TICK.NORMAL
.01=5FE2, .11=5FFF, .02=605D
668D: TIMES.TWO
74A3: TITLE
.01=7501, .08=750E, .09=7515
7522: TITLE.FILE
61FA: TOO.MANY
5D95: TRANS.EXT
5DAD: TRANS.INT
690B: TRY.MOVE
.04=6934, .46=694C, .45=6957, .47=695A
.49=6968, .48=696A, .50=696C, .99=6983
5E46: TYPE.NUMBER
.02=5E4C, .01=5E5F, .03=5E65
6733: UP.COORD
6739: V.COORD
6AA0: VB.NORM
.01=6AB6
6A56: VBI.COUNT
6A57: VBI.HANDLER
.01=6A5E
6A4A: VBI.INIT
.01=6A4C
D40B: VCOUNT
D01C: VDELAY
0200: VDSLST
D405: VSCROL
0224: VVBLKD
729F: WAIT
.03=72A2, .40=72C1, .04=72C5, .05=72D3
.62=72EA, .61=72F0, .69=7300, .68=730A
.63=730D
0008: WARMST
5E86: WARP.TIMER
6540: WHICH.WAY
D40A: WSYNC
E462: XITVBL
6B18: Z.ADDR.H
6B14: Z.ADDR.L
6C2B: Z.BASE
000D: Z.DEAD.PLAYER
6B1C: Z.DUR
0006: Z.EAT.FOOD
0003: Z.EXPLODE.BOMB
6B2C: Z.FINC.H
6B28: Z.FINC.L
6B24: Z.FREQ.H
6B20: Z.FREQ.L
0008: Z.HAVE.NONE
0009: Z.HIT.MONSTER.1
000A: Z.HIT.MONSTER.2
000B: Z.HIT.MONSTER.3
0001: Z.HIT.PLAYER
000C: Z.MONSTER.BITE
0004: Z.OPEN.DOOR
0007: Z.PICK.MONEY
0005: Z.PICKUP.OBJECT

6C55: Z.PRIOR
0002: Z.SHOOT
0000: Z.SILENCE
6B10: Z.SOUND
6B0C: Z.SOUND.OFF
0010: Z.SPAWNING.1
0011: Z.SPAWNING.2
0012: Z.SPAWNING.3
0013: Z.SPAWNING.4
0014: Z.TO.HAND
6B3C: Z.VINC.H
6B38: Z.VINC.L
6B34: Z.VOL.H
6B30: Z.VOL.L
000F: Z.WARP.IN
000E: Z.WARP.OUT

Ok.