	1	2	3	4	5	6	7	8	
x co-ord.	D000	D002	D004	D006	D008	D00A	D00C	D00E	
Y co-ord.	D001	D003	D005	D007	D009	D00B	D00D	D00F	
MSB	D010.0	D010.1	D010.2	D010.3	D010.4	D010.5	D010.6	D010.7	
enable	D015.0	D015.1	D015.2	D015.3	D015.4	D015.5	D015.6	D015.7	
y expand	D017.0	D017.1	D017.2	D017.3	D017.4	D017.5	D017.6	D017.7	1=double height ; 0=normal
sprite/foreground display priority register	D01B.0	D01B.1	D01B.2	D01B.3	D01B.4	D01B.5	D01B.6	D01B.7	
	0 = sprite appears IN FRONT OF foreground.								
sprite multicolor	D01C.0	D01C.1	D01C.2	D01C.3	D01C.4	D01C.5	D01C.6	D01C.7	
x expand	D01D.0	D01D.1	D01D.2	D01D.3	D01D.4	D01D.5	D01D.6	D01D.7	1=double width ; 0=normal
sprite/sprite collision	D01E.0	—	—	—	—	—	—	—	1=yes ; 0=green
sprite/data collision	D01F.	—	—	—	—	—	—	—	" ; "
sprite multicolor I	D025	—	—	—	—	—	—	—	
sprite " " II	D026	—	—	—	—	—	—	—	
color	D027	D028	D029	D02A	D02B	D02C	D02D	D02E	
	..F8	..F9	..FA	..FB	..FC	..FD	..FE	..FF	

00 = backgr. color
01 = multicolor I
10 = sprite color II
11 = sprite multicolor

01 multicolor graphics data cannot be involved in collisions.

..F8
F9
FA
FB

x coordinat "

```
C*
   PC  SR AC XR YR SP
., 9444 32 00 00 00 F6
.

., C000 A2 00    LDX #$00
., C002 A9 30    LDA #$30
., C004 9D 00 04 STA $0400,X
., C007 E8       INX
., C008 E0 08    CPX #$08
., C00A D0 F6    BNE $C002
., C00C A2 07    LDX #$07
., C00E FE 00 04 INC $0400,X
., C011 BD 00 04 LDA $0400,X
., C014 C9 3A    CMP #$3A
., C016 F0 01    BEQ $C019
., C018 60       RTS
., C019 A9 30    LDA #$30
., C01B 9D 00 04 STA $0400,X
., C01E CA       DEX
., C01F 10 ED    BPL $C00E
., C021 60       RTS
., C023 00       BRK
., C023 00       BRK
., C024 00       BRK
., C025 00       BRK
., C026 00       BRK
., C027 00       BRK
```

score keeper
8-digits

gee, that's a
shortie !

random number
JSR $E097
lda $65

continue
roteren van
een 8 bits
getal.

```
., 1000 AD 18 D0 LDA $D018
., 1003 29 F0    AND #$F0
., 1005 09 08    ORA #$08
., 1007 8D 18 D0 STA $D018
., 100A A2 00    LDX #$00
., 100C BD 00 20 LDA $2000,X
., 100F 18       CLC
., 1010 6A       ROR
., 1011 90 02    BCC $1015
., 1013 09 80    ORA #$80
., 1015 9D 00 20 STA $2000,X
., 1018 E8       INX
., 1019 E0 08    CPX #$08
., 101B D0 EF    BNE $100C
., 101D A2 00    LDX #$00
., 101F A0 EE    LDY #$EE
., 1021 C8       INY
., 1022 D0 FD    BNE $1021
., 1024 E8       INX
., 1025 D0 F8    BNE $101F
., 1027 4C 0A 10 JMP $100A
., 102A 00       BRK
., 102B 00       BRK
., 102C 00       BRK
., 102D 00       BRK
., 102E 00       BRK
., 102F 00       BRK
., 1030 00       BRK
., 1031 00       BRK
```