

READY.

C*

PC SR AC XR YR SP
9444 32 00 00 00 F6

0820 A2 50 LDX #50
0822 A0 00 LDY #00
0824 B9 90 0A LDA #0A90,Y
0827 99 00 70 STA #7000,Y
082A C8 INY
082B D0 F7 BNE #0824
082D EE 26 08 INC #0826
0830 EE 29 08 INC #0829
0833 CA DEX
0834 D0 EC BNE #0822
0836 20 80 08 JSR #0880
0839 4C 81 70 JMP #7081
083C 00 BRK
083D 00 BRK

begin spel
load val in 7000

spring varr \$0080

4142
446

RTS

C*

PC SR AC XR YR SP
9444 32 00 00 00 F7

READY.

B*

PC SR AC XR YR SP
9498 A7 E9 E1 46 FC

0880 A9 00 LDA #000
0882 8D 21 D0 STA #D021
0885 A9 08 LDA #008
0887 20 D2 FF JSR #FFD2
088A A9 0E LDA #00E
088C 20 D2 FF JSR #FFD2
088F A9 93 LDA #93
0891 20 D2 FF JSR #FFD2
0894 20 AF 08 JSR #08AF
0897 A9 00 LDA #00
0899 85 C6 STA #C6 keyboard
089B A5 C6 LDA #C6
089D F0 FC BEQ #089B
089F 20 81 FF JSR #FF81
08A2 78 SEI
08A3 A9 EA LDA #EA
08A5 8D 15 03 STA #0315
08A8 A9 31 LDA #31
08AA 8D 14 03 STA #0314
08AD 58 CLI
08AE 60 RTS
08AF 78 SEI

5061 (A) (2)
508A (31) (W)
5091 (99) (1)
5060 (A) (C)
32
1A
91
99

0880 A9 00 LDA #000
0882 8D 21 D0 STA #D021
0885 A9 08 LDA #008
0887 20 D2 FF JSR #FFD2
088A A9 0E LDA #00E
088C 20 D2 FF JSR #FFD2
088F A9 93 LDA #93
0891 20 D2 FF JSR #FFD2
0894 20 AF 08 JSR #08AF
0897 A9 00 LDA #00
0899 85 C6 STA #C6 keyboard
089B A5 C6 LDA #C6
089D F0 FC BEQ #089B
089F 20 81 FF JSR #FF81
08A2 78 SEI
08A3 A9 EA LDA #EA
08A5 8D 15 03 STA #0315
08A8 A9 31 LDA #31
08AA 8D 14 03 STA #0314
08AD 58 CLI
08AE 60 RTS
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0880 A9 00 LDA #000
0882 8D 21 D0 STA #D021
0885 A9 08 LDA #008
0887 20 D2 FF JSR #FFD2
088A A9 0E LDA #00E
088C 20 D2 FF JSR #FFD2
088F A9 93 LDA #93
0891 20 D2 FF JSR #FFD2
0894 20 AF 08 JSR #08AF
0897 A9 00 LDA #00
0899 85 C6 STA #C6 keyboard
089B A5 C6 LDA #C6
089D F0 FC BEQ #089B
089F 20 81 FF JSR #FF81
08A2 78 SEI
08A3 A9 EA LDA #EA
08A5 8D 15 03 STA #0315
08A8 A9 31 LDA #31
08AA 8D 14 03 STA #0314
08AD 58 CLI
08AE 60 RTS
08AF 78 SEI

0901 F0 70 BEQ #0973 spring
0903 A9 06 LDA #06
0905 8D 20 D0 STA #D020
0908 8D 21 D0 STA #D021
090B A9 FA LDA #FA
090D 8D 12 D0 STA #D012
0910 AD 16 D0 LDA #D016
0913 29 E8 AND #E8
0915 8D 16 D0 STA #D016
0918 A5 05 LDA #05
091A F0 03 BEQ #091F
091C 4C 81 EA JMP #EA81
091F 4C A1 09 JMP #09A1
0922 4C C4 09 JMP #09C4
0925 A9 02 LDA #02
0927 8D 20 D0 STA #D020
092A 8D 21 D0 STA #D021
092D A9 91 LDA #91
092F 8D 12 D0 STA #D012
0932 4C 81 EA JMP #EA81
0935 A9 01 LDA #01
0937 8D 20 D0 STA #D020
093A 8D 21 D0 STA #D021
093D A9 32 LDA #32
093F 8D 12 D0 STA #D012
0942 4C 31 EA JMP #EA31
0945 A9 01 LDA #01
0947 8D 20 D0 STA #D020
094A 8D 21 D0 STA #D021
094D 85 05 STA #05
094F A9 99 LDA #99
0951 8D 12 D0 STA #D012
0954 A5 02 LDA #02
0956 F0 04 BEQ #095C
0958 C6 02 DEC #02
095A 10 04 BPL #0960
095C A9 00 LDA #00

①

③

②

③

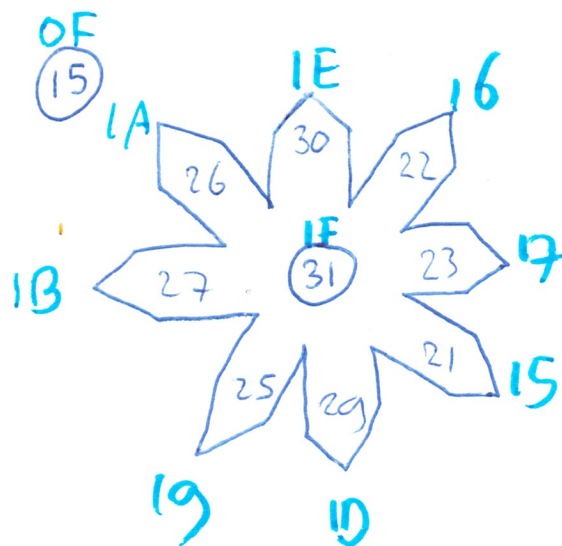
beaten nu 3

```

C000 AE 00 DC LDX $DC00
C003 E0 7F CPX #$7F niets
C005 F0 17 BEQ $C01E
C007 E0 6F CPX #$6F vuur
C009 F0 1B BEQ $C026
C00B E0 7E CPX #$7E voor
C00D F0 1F BEQ $C02E
C00F E0 7D CPX #$7D achter
C011 F0 23 BEQ $C036
C013 E0 77 CPX #$77 rechts
C015 F0 27 BEQ $C03E
C017 E0 7B CPX #$7B links
C019 F0 2B BEQ $C046
C01B 4C 00 C0 JMP $C000
C01E A2 00 LDX #$00
C020 8E 20 D0 STX $D020
C023 4C 00 C0 JMP $C000
C026 A2 01 LDX #$01
C028 8E 20 D0 STX $D020
C02B 4C 00 C0 JMP $C000
C02E A2 02 LDX #$02
C030 8E 20 D0 STX $D020
C033 4C 00 C0 JMP $C000
C036 A2 03 LDX #$03
C038 8E 20 D0 STX $D020
C03B 4C 00 C0 JMP $C000
C03E A2 04 LDX #$04
C040 8E 20 D0 STX $D020
C043 4C 00 C0 JMP $C000
C046 A2 05 LDX #$05
C048 8E 20 D0 STX $D020
C04B 4C 00 C0 JMP $C000

```

Joystick poort 2



```

1000 AD 00 DC LDA $DC00
1003 25 1F AND #$1F IF
1005 8D A7 02 STA $02A7
1008 AD A7 02 LDA $02A7
100B C9 1F CMP #$1F
100D F0 F1 BEQ $1000
100F C9 0F CMP #$0F
1011 F0 ED BEQ $1000
1013 C9 1E CMP #$1E
1015 F0 E9 BEQ $1000
1017 C9 1D CMP #$1D
1019 F0 E5 BEQ $1000
101B C9 17 CMP #$17
101D F0 E1 BEQ $1000
101F C9 1B CMP #$1B
1021 F0 DD BEQ $1000

```

Joystick subroutine
poort 2 versie 2
(negeert laatste 3 bits)

1f = niets
0f = fire
1e = up
1d = down
17 = right
1B = left

poort 2

\$DC00
AND\$1F

decimal

Nothing	31	+ fire	15
N	1f 30 1e		0f 14 0e
E	23 17		7 07
S	29 1d		13 0d
W	27 1b		11 0b
NE	22 16		6 06
SE	21 15		5 05
SW	25 19		9 09
NW	26 14		10 0A