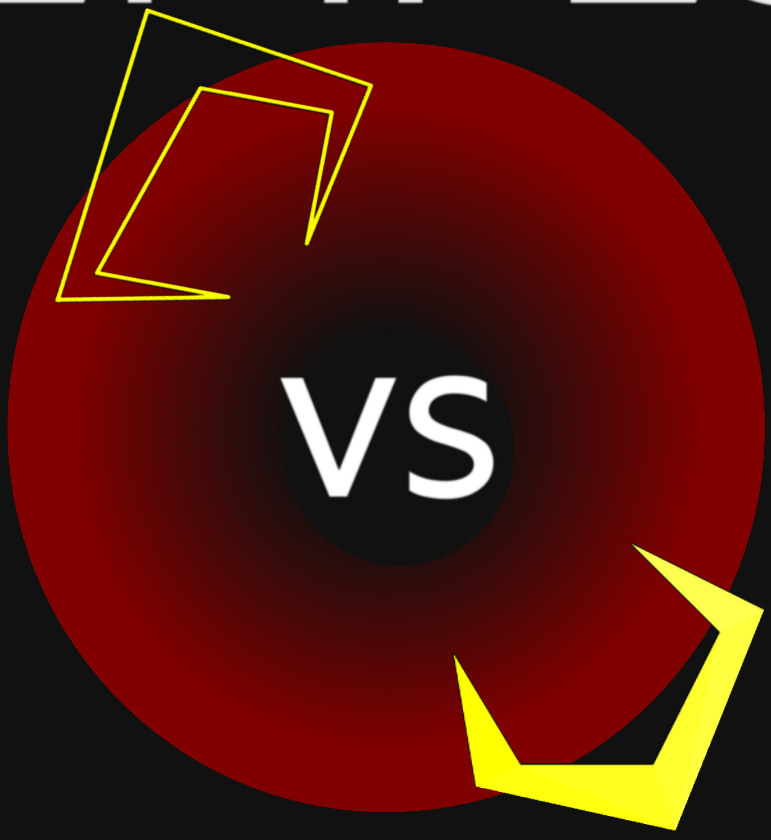
TEMPEST



TEMPEST

THE MAKING AND REMAKING OF ATARI'S ICONIC VIDEOGAME

TEMPEST
VS
TEMPEST

Notes on the Source Code of Two Video Games

For Edna.

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Contents

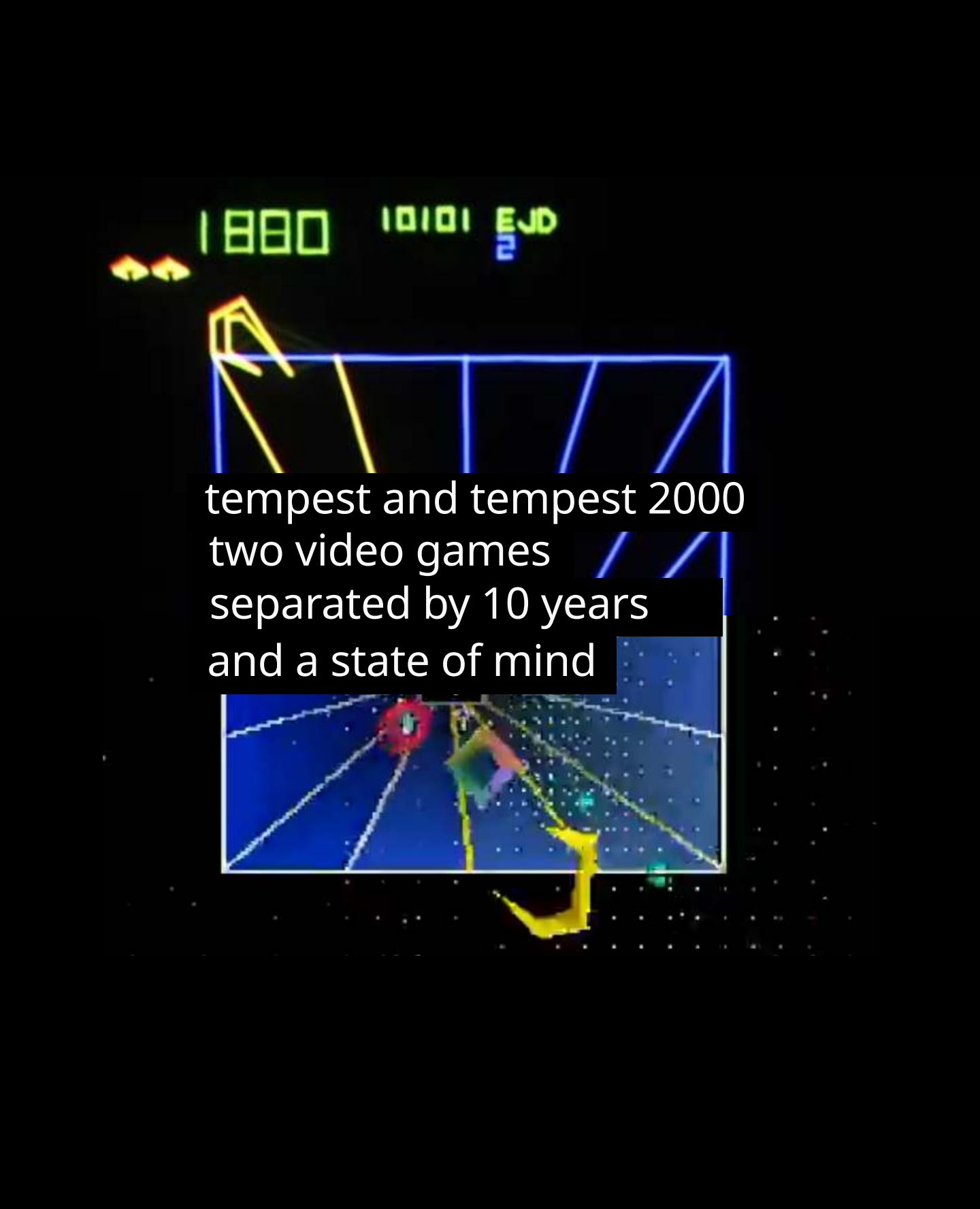
attract mode admin **5**

auto **11**

strings of tempest 2000

```
tst auto       ; Check if in demo-mode.
beq namsg      ; If we're not, skip.
; Draw the demo text.
lea bfont,a1   ; Load the large font
lea autom1,a0 ; "Demo" string
move #50,d0    ; Set y position
jsr centext    ; Display text in center
```

```
; Draw 'press FIRE to play'
lea cfont,a1    ; Load the small font
lea autom2,a0  ; "press FIRE to play"
move #180,d0    ; Set y position
jsr centext     ; Draw the text in the
     centre.
```


1880
10101 EJD
2
tempest and tempest 2000
two video games
separated by 10 years
and a state of mind

Temporary page!

LaTeX was unable to guess the total number of pages correctly. As there was some unprocessed data that should have been added to the final page this extra page has been added to receive it.

If you rerun the document (without altering it) this surplus page will go away, because LaTeX now knows how many pages to expect for this document.