

1 ALEXEC - ALIENS EXECUTIVE ATARI MAC65 VM03.09 00 00 02  
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1- 22 \*FUNCTION ALIENS CONSTANTS AND VARIABLES \*  
1- 23 \* TO BE .INCLUDED IN \*  
1- 24 \* ALGAME,ALDISP,ALHARD \*  
1- 25 \* \*  
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1- 28 COMPUTER PROGRAM OR THE ASSOCIATED AUDIOVISUAL WORK IS  
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1	.TITLE ALEXEC - ALIENS EXECUTIVE
2	.SBTTL *****
3	.SBTTL *
4	.SBTTL *MODULE ALEXEC *
5	.SBTTL *PROGRAMMER DAVE THEURER *
6	.SBTTL *FUNCTION ALIENS EXECUTIVE *
7	.SBTTL *
8	.SBTTL *****
9	
10	0000 .REPT 0
11	DATE 21-AUG-80
12	PROJECT # 289
13	DISK # 94, B37
14	LINK STRING ALGAME,ALDISP,ALHARD,ANVGUT,ALVRON
15	.ENDR

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2	GLOBLS	2
3		3
4	1.SBTTL GLOBLS	4
5	2;	5
6	3;ENTRY POINTS DEFINED HERE	6
7	4;	7
8	5	8
9	6.GLOBL MAINLN,UPSCOR,COCFLI	9
10	7;	10
11	8;ENTRY POINTS DEFINED IN OTHER MODULES	11
12	9;	12
13	10.GLOBL DISPLA,RESET,INIDSP,PRSTAR,PLDROP,PRBOOM,EAUPD,SYSTEM	13
14	11.GLOBL D70MSK,D07MSK	14
15	12.GLOBL INISOU,SAUSON,SSLAMS	15
16	13.GLOBL GETINI,HISCHK,INIRAO,INICHK	16
17	14.GLOBL PLAY,MOVCUR	17
18	15.GLOBL SWAPEN,CLRSCO,INEWAV,INEWLI,NEWAV2	18
19	16.GLOBL PRORAT,INIRAT	19
20	17.GLOBL BONSCO,LOGINI	20
21	18.SBTTL COLD START	21
22	190000.CSECT	22
23		23
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2MAINLOOP

3

41.SBTTL MAINLOOP

52

63;INPUT POWER ON RESET PREPARATION

74;OUTPUT NONE

85

960000200000GMAINLNJSR INISOU;INITIALIZE SOUNDS

1070003A900LDA I,CNEWGA

11800058500STA QSTATE

129BEGIN;MAINLOOP

1310BEGIN;LOOP UNTIL CURRENT FRAME HAS BEEN UP X MS.

14110007A553LDA FRTIMR

15120009C909CMP I,9

1613000B90FACSEND

1714000DA900LDA I,0;RESTART FRAME TIMER

1815000F8553STA FRTIMR

1916001120001DJSR EXSTAT;EXECUTE APPROPRIATE GAME STATE

201700142000F1JSR NONSTA;EXECUTE NON-STATE DEPENDENT CODE

21180017200000GJSR DISPLA;EXECUTE CODE TO DISPLAY NEW SCREEN

2219001A18CLC

2320001B90EACSEND;LOOP ALWAYS

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2 STATE ROUTINE EXECUTOR

3  
4 1 .SBTTL STATE ROUTINE EXECUTOR5 2  
6 3 ;INPUT QSTATE CODE FOR STATE ROUTINE TO EXECUTE

7 4 ;OUTPUT CONTROL PASSED TO ROUTINE

8 5  
9 6 001D EXSTAT

10 7 001D AD 0D00 LDA INOP0

11 8 0020 29 83 AND I,83

12 9 0022 C9 82 CMP I,82

13 10 0024 F0 00 IFNE ;FREEZE FREE PLAY

14 11 0026 20 0000G JSR PRSTAR ;PROCESS STAR FIELD

15 12 0029 A6 00 LDX QSTATE

16 13 002B A5 4E LDA SWFINA ;SET MUST PROCESS FLAG

17 14 002D 09 80 ORA I,MFAKE

18 15 002F 85 4E STA SWFINA

19 16 0031 BD 003B LDA AX,ROUTAD+1

20 17 0034 48 PHA

21 18 0035 BD 003A LDA AX,ROUTAD

22 19 0038 48 PHA

23 20 0025 13 ENDIF

24 21 0039 60 NOOPR RTS

25 22 ;  
26 23 ;STATE ROUTINE ADDRESS

27 24 ;

28 25 003A 016B ROUTAD .WORD NEWGAM-1 ;NEW GAME

29 26 003C 019F .WORD NEWLIF-1 ;NEW LIFE AFTER LOSING A BASE

30 27 003E FFFFG .WORD PLAY-1 ;PLAY

31 28 0040 020E .WORD ENDLIF-1 ;LIFE LOST

32 29 0042 0250 .WORD ENDGAM-1 ;END OF GAME

33 30 0044 005F .WORD PAUSE-1 ;PAUSE

34 31 0046 0000 .WORD 0 ;NEW WAVE AFTER SHOOTING ALL INVADERS

35 32 0048 01EB .WORD ENDWAV-1 ;END OF WAVE

36 33 004A FFFFG .WORD HISCHK-1 ;CHECK FOR HI SCORES

37 34 004C FFFFG .WORD GETINI-1 ;GET HI SCORE INITIALS

38 35 004E 0277 .WORD DLADR-1 ;DISPLAY HI SCORE TABLE

39 36 0050 FFFFG .WORD PRORAT-1 ;REQUEST PLAYER RATE

40 37 0052 FFFFG .WORD NEWAV2-1 ;NEW WAVE PART 2

41 38 0054 FFFFG .WORD LOGINI-1 ;LOGO INIT

42 39 0056 FFFFG .WORD INIRAT-1 ;MONSTER DELAY/DISPLAY

43 40 0058 01DA .WORD NEWLF2-1 ;NEW LIFE PART 2

44 41 005A FFFFG .WORD PLDROP-1 ;DROP MODE

45 42 005C FFFFG .WORD SYSTEM-1 ;END WAVE CLEAN UP AFTER BONUS

46 43 005E FFFFG .WORD PRBOOM-1 ;BOOM

47 44 0060 ROUTEN

ALEXEC - ALIENS EXECUTIVE ATARI MAC65 VM03.09 00 00 02 PAGE 19

PAUSE STATE

1					.SBTTL PAUSE STATE	
2						
3					;INPUT QNXTSTA CODE FOR STATE ROUTINE TO EXECUTE AFTER PAUSE	
4					; QTMPAUS PAUSE TIMER # OF X SECOND UNITS TO WAIT	
5					; QFRAME FRAME COUNTER	
6					;	
7					;OUTPUT QTMPAUS,QSTATE UPDATED	
8						
9	0060				PAUSE	
10	0060	A5	03		LDA QFRAME	
11	0062	2D	016B		AND PSCALE	
12	0065	D0	00		IFEQ	
13	0067	A5	04		LDA QTMPAUS	;YES
14	0069	F0	00		IFNE	;AT 0 STOP AT 0
15	006B	C6	04		DEC QTMPAUS	;NO. DROP 1
16	006A	02			ENDIF	
17	006D	D0	00		IFEQ	;AT 0
18	006F	A5	02		LDA QNXTSTA	;YES. GO TO NEXT STATE
19	0071	85	00		STA QSTATE	
20	0073	A9	00		LDA I,0	;RESET STANDARD TIMER SCALE
21	0075	8D	016B		STA PSCALE	
22	006E	09			ENDIF	
23	0066	11			ENDIF	
24	0078	4C	0000G		JMP MOVCUR	;UPDATE CURSOR IF ALIVE





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2PROCESS CREDITS

4	56	00DB	85	01	STA QDSTATE	
5	57	00DD	A9	20	LDA I,020	
6	58	00DF	85	04	STA QTMPAUS	
7	59	00E1	A9	0A	LDA I,CPAUSE	
8	60	00E3	85	00	STA QSTATE	
9	61	00E5	A9	14	LDA I,CDLADR	;DISPLAY LADDER
10	62	00E7	85	02	STA QNXTSTA	
11	63	00E9	A9	00	LDA I,0	
12	64	00EB	85	50	STA TBHD	
13	65	00ED	8D	0123	STA ELICNT	;CLEAR AVOID SPIKES DISPLAY
14	66	00D8	17		ENDIF	
15	67	00D4	1B		ENDIF	
16	68	00D0	1F		ENDIF	
17	69	00F0	60		RTS	



ALEXEC - ALIENS EXECUTIVE ATARI MAC65 VM03.09 00 00 02 PAGE 21  
NON-STATE DEPENDENT PROCESSING

1	2	00F1				NONSTA	.SBTTL	NON-STATE DEPENDENT PROCESSING
3	00F1	AD	0C00				LDA IN1	
4	00F4	29	10				AND I,MTEST	
5	00F6	D0	00				IFEQ	;SYSTEM STATUS DISPLAY
6	00F8	A9	22				LDA I,CSYSTM	;YES
7	00FA	85	00				STA QSTATE	
8	00FC	B8	50	00			ELSE	
	00F7	07						
9								;NO. PROCESS CREDITS
10	00FF	24	05				BIT QSTATUS	
11	0101	70	00				IFVC	;ATTRACT
12	0103	A5	0A				LDA OPTIN2	;YES
13	0105	29	01				AND I,OM2GAM	
14	0107	F0	00				IFNE	;2 GAME MIN OPTION
15	0109	A4	06				LDY \$\$CRDT	;YES.
16	010B	D0	00				IFEQ	;CREDITS
17	010D	A9	80				LDA I,80	;NO. SET 2 CREDITS MIN FLAG
18	010F	85	A2				STA TCMFLG	
19	010C	04					ENDIF	
20	0111	24	A2				BIT TCMFLG	;Y CREDITS
21	0113	10	00				IFMI	;2 GAME MIN
22	0115	C0	02				CPY I,2	;YES.
23	0117	B0	00				IFCC	;2 GAMES
24	0119	98					TYA	;NO
25	011A	F0	00				IFNE	;1 CREDIT
26	011C	A9	16				LDA I,CD2GAM	;YES
27	011E	85	01				STA QDSTATE	
28	0120	A9	0A				LDA I,CPAUSE	
29	0122	85	00				STA QSTATE	
30	011B	08					ENDIF	
31	0124	4C	0139				JMP NOSTART	;DISABLE START
32	0127	B8	50	00			ELSE	
	0118	11						
33	012A	A9	14				LDA I,CDLADR	
34	012C	85	00				STA QSTATE	
35	012E	A9	00				LDA I,0	;NOT ANY MORE. ENABLE START
36	0130	85	A2				STA TCMFLG	
37	0129	08					ENDIF	
38	0114	1D					ENDIF	
39	0108	29					ENDIF	
40	0132	A5	06				LDA \$\$CRDT	;YES.
41	0134	F0	00				IFNE	;CREDITS
42	0136	20	007B				JSR PROCRE	;YES. PROCESS CREDITS
43	0135	03					ENDIF	
44	0139	A5	09			NOSTART	LDA \$CMODE	
45	013B	29	03				AND I,03	
46	013D	D0	00				IFEQ	;FREE PLAY
47	013F	A9	02				LDA I,2	
48	0141	85	06				STA \$\$CRDT	
49	013E	04					ENDIF	
50	0102	40					ENDIF	
51	00FE	44					ENDIF	
52	0143	E6	03				INC QFRAME	;UPDATE FRAME COUNTER
53	0145	A5	03				LDA QFRAME	
54	0147	29	01				AND I,1	
55	0149	F0	00				IFNE	

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2 NON-STATE DEPENDENT PROCESSING

56	014B	20	0000G	JSR EAUPD	;PROCESS EAROM
57	014A	03		ENDIF	
58	014E	A5	0C	LDA \$LMTIM	
59	0150	F0	00	IFNE	;SLAM SWITCH ON
60	0152	20	0000G	JSR SSLAMS	;SLAM SOUND
61	0151	03		ENDIF	
62	0155	AD	016C	LDA QT2	
63	0158	F0	00	IFNE	
64	015A	A9	13	LDA I,19.	
65	015C	C5	9F	CMP CURWAV	
66	015E	B0	00	IFCC	
67	0160	F8		SED	
68	015F	01		ENDIF	
69	0159	07		ENDIF	
70	0161	A5	4E	LDA SWFINA	
71	0163	29	80	AND I,MFAKE	;SWITCH PROCESSED THIS FRAME
72	0165	F0	00	IFNE	
73	0167	A9	00	LDA I,0	;NO. FAKE PROCESS
74	0169	85	4E	STA SWFINA	
75	0166	04		ENDIF	
76	016B	60		RTS	

ZQAT4C

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PREP-NEW GAME

1	.SBTTL PREP-NEW GAME
---	----------------------

```

2
3                                ;FUNCTION

```

4

```
5 016C 20 0000G NEWGAM JSR INICKH ;INITIALIZE LANGUAGE PTRS, OPTIONS; CHECK FOR CHANGE
```

6	016F	20	0000G	JSR INIDSP	; INITIALIZE DISPLAY
---	------	----	-------	------------	----------------------

7 0172 A5 05 LDA QSTATUS

8	0174	10	00	IFMI
---	------	----	----	------

9	0176	20	02C2	JSR CLRSCO	;NO. CLEAR SCORES
---	------	----	------	------------	-------------------

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8      10      0175      03                                ENDF
      11      0176      10      00      LDA #0

```

11	0179	A9	00	LDA 1
12	0178	05	10	STA 1

12	017B	85	49	STA LIVES2	ONE PLAYER GAME	DEFAULT	PLAYER 2 DEAD
13	017D	86	49	CRX VIBRA1	ONE EACH PLAYER	NEW GAME	COMET

13	017D	A6	3E	EDX	NUMPLA	;GIVE EACH PLAYER NEW GAME EQUIP
14	017E	01	3E	CTX	PLAXMR	

14	017F	86	3D	SIX PLAYUP	*1000 FOR EACH PLAYER IN GAME
15				BEGIN	1.0

13	BEGIN	,LOOP FOR EACH PLAYER IN GAME	1	OK	2
14	LDX,PLAYUR				

16	0181	AD	5D	LDA PLAYOP	
17	0182	AD	0150	LDA LVSCAM	•GET # LIVES

17	0185	AD	0158	LDA	LV30AM	,GET # LIVES
18	0186	9D	0048	STA	AX-LIVES1	:INITIAL # 0

18	0100	9D	0040	STA AX,LIVESZ	,INITIAL # 0
19	0189	A9	FF	LDA I,-1	

19	018B	9D	0046	STA AX, WAVEIN1	:FORCE REQUEST RATE STATE
----	------	----	------	-----------------	---------------------------

20	018D	C2	3D	STN ARJ WAVE 12
21	018E	C6	3D	DEC PLAYUP

22	0190	10	EF	MIEND	:ENDLOOP AFTER ALL PLAYER
----	------	----	----	-------	---------------------------

23	0192	A9	00	LDA I,0
----	------	----	----	---------

```

24 0194 85 3F STA NEWPLA ;START GAME WITH 1ST PLAYER UP.

```

25	0196	8D	0115	STA PLA
----	------	----	------	---------

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26 0199 A5 3E LDA NUMPLA ;INDUCE PLAY PLAYER 1 MESSAGE

```

27	019B	85	3D	STA PLAYUP	; IF 2 PLAYER GAME.
----	------	----	----	------------	---------------------

```

28 019D 4C 0000G JMP INIRAO ;INITIALIZE FOR PLAYER RATE REQ

```

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2 PREP-NEW LIFE

```
3
4      1                      .SBTTL PREP-NEW LIFE
5      2
6      3                      ;FUNCTION NEW LIFE INITIALIZATION LAST PLAYER LOST A BASE
7      4                      ;INPUT
8      5
9      6      0014          SECOND 20.          ;FRAMES PER SECOND
10     7      01A0          NEWLIF
11     8      01A0      A9      00          LDA I,CDPLAY
12     9      01A2      85      01          STA QDSTATE          ;DEFAULT
13    10     01A4      A9      1E          LDA I,CNWLF2
14    11     01A6      85      00          STA QSTATE
15    12     01A8      85      02          STA QNXTSTA
16    13     01AA      A5      3F          LDA NEWPLA
17    14     01AC      C5      3D          CMP PLAYUP
18    15     01AE      F0      00          IFNE          ;SAME PLAYER AS BEFORE
19    16     01B0      85      3D          STA PLAYUP          ;NO
20    17     01B2      A5      05          LDA QSTATUS
21    18     01B4      10      00          IFMI          ;ATTRACT
22    19     01B6      A9      0E          LDA I,CDPLPL          ;NO.
23    20
24    21     01B8      85      01          STA QDSTATE          ;WARN PLAYER DISPLAY
25    22     01BA      A9      0A          LDA I,CPAUSE
26    23     01BC      85      00          STA QSTATE          ;FOR 2 SECONDS
27    24     01BE      A9      50          LDA I,4*SECOND          ;LONGER PAUSE
28    25     01C0      AC      0117          LDY COCTAL
29    26     01C3      F0      00          IFNE          ;COCKTAIL
30    27     01C5      A9      28          LDA I,2*SECOND          ;YES. NOT AS LONG
31    28     01C4      02
32    29     01C7      85      04          STA QTMPAUS          ; SWITCH PLACES
33    30     01C9      20      0000G          JSR SWAPEN          ;SWAP ENEMIES
34    31     01B5      16
35    32     01AF      1C          ENDIF
36    33     01CC      20      02A8          JSR COCFI          ;COCKTAIL FLIP
37    34     01CF      A6      3D          LDX PLAYUP
38    35     01D1      B5      46          LDA X,WAVEN1
39    36     01D3      85      9F          STA CURWAV          ;PLAYER S WAVE #
40    37     01D5      20      0000G          JSR INEWLI          ;INITIALIZE OBJECTS DEACTIVATE
41    38     01D8      4C      0000G          JMP INISOU          ;SOUNDS OFF
42    39
```

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2PREP-NEW LIFE PART 2

3

4	1				.SBTTL PREP-NEW LIFE PART 2
5	2	01DB			
6	3	01DB	A9	04	NEWLF2 LDA I,CPLAY ;PLAY STATE FOR
7	4	01DD	85	02	STA QNXTSTA ;GAME AFTER PAUSE
8	5	01DF	A9	00	LDA I,CDPLAY
9	6	01E1	85	01	STA QDSTATE ;AND DISPLAY NOW
10	7	01E3	A9	0A	LDA I,CPAUSE
11	8	01E5	85	00	STA QSTATE
12	9	01E7	A9	14	LDA I,1*SECOND ;PAUSE
13	10	01E9	85	04	STA QTMPAUS
14	11	01EB	60		RTS

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2PREP-END OF WAVE SETUP STATE

3

41.SBTTL PREP-END OF WAVE SETUP STATE

52

6301ECENDWAV

7401ECA63DLDX PLAYUP

8501EEB546LDA X,WAVEN1

9601F0C962CMP I,98.

10701F2B000IFCC;MAX AT 99

11801F4F646INC X,WAVEN1;INCREMENT PLAYER S WAVE #

12901F6E69FINC CURWAV

131001F304ENDIF

141101F8A918LDA I,CNEWV2

151201FA8500STA QSTATE

161301FCBD0102LDA X,BONUS

171401FFF000IFNE;BONUS

18150201200000GJSR BONSCO;DETERMINE BONUS UPDATE SCORE

19160204A2FFLDX I,-1;INDICATE TEMPS HAVE BONUS

201702062002CCJSR UPSCOR;UPDATE SCORE

21180209200000GJSR SAUSON;MAKE NOISE

221902000BENDIF

2320;FALL INTO NEW WAVE



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2 PREP-NEW WAVE SETUP STATE

1 .SBTTL PREP-NEW WAVE SETUP STATE  
2  
3 020C 4C 0000G JMP INEWAV ;INITIALIZE ENEMY POSITIONS

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ALEXEC - ALIENS EXECUTIVE ATARI MAC65 VM03.09 00 00 02 PAGE 27  
PREP-LOSS OF BASE PROCESS STATE

1	.SBTTL PREP-LOSS OF BASE PROCESS STATE									
2										
3	020F	ENDLIF								
4	020F	A9	00	LDA I,0*SECOND						;NORMALLY NO PAUSE
5	0211	85	04	STA QTMPAUS						
6	0213	A6	3D	LDX PLAYUP						
7	0215	D6	48	DEC X,LIVES1						;DELETE ONE OF CURRENT PLAYER S LIVES
8	0217	A5	48	LDA LIVES1						
9	0219	05	49	ORA LIVES2						
10	021B	D0	00	IFEQ						;BOTH DEAD
11	021D	20	0251	JSR ENDGAM						;YES. END GAME STATE 5 HI CHECK
12	0220	B8	50	00	ELSE					
13	0223	A6	3D	LDX PLAYUP						
14	0225	B5	48	LDA X,LIVES1						;NO. AT LEAST 1 PLAYER IS ALIVE
15	0227	D0	00	IFEQ						;CURRENT PLAYER DEAD
16	0229	A9	0C	LDA I,CDGOVR						;YES. GAME OVER PLAYER X
17										
18	022B	85	01	STA QDSTATE						
19	022D	A9	28	LDA I,2*SECOND						;LONGER PAUSE
20	022F	85	04	STA QTMPAUS						
21	0228	08	ENDIF							
22				BEGIN						;LOOP UNTIL GET TO NEXT LIVE PLAYER
23	0231	A5	3E	LDA NUMPLA						
24	0233	F0	00	IFNE						;2 PLAYERS
25	0235	A5	3F	LDA NEWPLA						;YES. SWITCH TO OTHER PLAYER
26	0237	49	01	EOR I,01						
27	0239	85	3F	STA NEWPLA						
28	0234	06	ENDIF							
29	023B	A6	3F	LDX NEWPLA						
30	023D	B5	48	LDA X,LIVES1						;TEST # OF BASES FOR OTHER PLAYER
31	023F	F0	F0	NEEND						;EXIT IF PLAYER IS ALIVE
32	0241	A9	02	LDA I,CNEWLIF						;THEN NEW LIFE SETUP
33	0243	B4	46	LDY X,WAVEN1						
34	0245	C8	INY							
35	0246	D0	00	IFEQ						;NEW GAME FOR NEXT PLAYER
36	0248	A9	1C	LDA I,CINIRAT						;YES. INITIALIZE RATE REQUEST STATE
37	0247	02	ENDIF							
38	024A	85	02	STA QNXTSTA						
39	024C	A9	0A	LDA I,CPAUSE						;PAUSE FOR END OF LIFE TO SOAK IN
40	024E	85	00	STA QSTATE						
41	0222	2D	ENDIF							
42	0250	60	RTS							

1 ALEXEC - ALIENS EXECUTIVE ATARI MAC65 VM03.09 00 00 02 PAGE 28  
2 PREP-END OF GAME PROCESS STATE

1					.SBTTL PREP-END OF GAME PROCESS STATE
2	1				
3	2				
4	3	0251		ENDGAM	
5	4	0251	A9	00	LDA I,0
6	5	0253	8D	0126	STA HIWAVE
7	6	0256	A6	3E	LDX NUMPLA
8	7				;LOOP FOR EACH PLAYER
9	8				BEGIN
10	9	0258	B5	46	LDA X,WAVEN1
11	10	025A	CD	0126	CMP HIWAVE
12	11				;DETERMINE HIGHEST WAVE REACHED
13	12	025D	90	00	IFCS
14	13	025F	8D	0126	STA HIWAVE
15	14	025E	03		ENDIF
16	15	0262	CA		DEX
17	16	0263	10	F3	MIEND
18	17	0265	AC	0126	LDY HIWAVE
19	18	0268	F0	00	IFNE
20	19	026A	CE	0126	DEC HIWAVE
21	20	0269	03		ENDIF
22	21	026D	A9	14	LDA I,CDLADR
23	22	026F	24	05	BIT QSTATUS
24	23	0271	10	00	IFMI
25	24	0273	A9	10	LDA I,CHISCHK
26	25	0272	02		ENDIF
27	26	0275	85	00	STA QSTATE
28	27	0277	60		RTS
29	28				
30	29	0278	A5	05	DLADR LDA QSTATUS
31	30	027A	29	3F	AND I, C MATRACT MGTMOD
32	31				;PUT INTO ATTRACT
33	32	027C	85	05	STA QSTATUS
34	33	027E	A9	00	LDA I,0
35	34	0280	85	3E	STA NUMPLA
36	35	0282	A9	1A	LDA I,CLOGO
37	36	0284	85	02	STA QNXTSTA
38	37	0286	A9	0A	LDA I,CPAUSE
39	38	0288	85	00	STA QSTATE
40	39	028A	A9	A0	LDA I,0A0
41	40	028C	85	04	STA QTMPAUS
42	41	028E	A9	01	LDA I,1
43	42	0290	8D	016B	STA PSCALE
44	43	0293	A9	0A	LDA I,CDHITB
45	44	0295	85	01	STA QDSTATE
46	45	0297	60		RTS

ALEXEC - ALIENS EXECUTIVE ATARI MAC65 VM03.09 00 00 02 PAGE 31  
PREP-END OF GAME PROCESS STATE

1							
2	.SBTTL UTILITY-MASKS						
3							
4	0298	80	40	20	10	D70MSK	.BYTE 80,40,20,10,8,4,2,1
	029C	08	04	02	01		
5	02A0	01	02	04	08	D07MSK	.BYTE 1,2,4,8,10,20,40,80
	02A4	10	20	40	80		

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## COCKTAIL FLIP

1					.SBTTL	COCKTAIL FLIP	
2							;
3							;INPUT COCTAL NOT 0 IF COCKTAIL GAME
4							;OUTPUT FLIP BIT SET IF COCKTAIL PLAYER
5							; OTHERWISE IT IS CLEARED.
6	02A8	A0	10		COCFLI	LDY I,MVINVY	
7	02AA	AD	0117			LDA COCTAL	
8	02AD	F0	00			IFNE	;COCKTAIL GAME
9	02AF	A5	3D			LDA PLAYUP	;YES.
10	02B1	F0	00			IFNE	;PLAYER 2
11	02B3	A9	04			LDA I,MFLIP	;YES. FLIP SCREEN.
12	02B5	A0	08			LDY I,MVINVX	
13	02B2	04				ENDIF	;UNFLIP IF PLAYER 1 OR NOT COCKTAIL
14	02AE	08				ENDIF	
15	02B7	45	A1			EOR TNKOUT	
16	02B9	29	04			AND I,MFLIP	
17	02BB	45	A1			EOR TNKOUT	
18	02BD	85	A1			STA TNKOUT	;SET/CLEAR BIT
19	02BF	84	B4			STY TOUTO	
20	02C1	60				RTS	

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2 SCORE-CLEAR

```
3
4      1                      .SBTTL SCORE-CLEAR
5      2
6      3      02C2          CLRSCO          ;CLEAR BOTH SCORES
7      4      02C2      A9      00          LDA I,0
8      5      02C4      A2      05          LDX I,5
9      6                      BEGIN          ;LOOP FOR L,M  H BYTES OF BOTH SCORES
10     7      02C6      95      40          STA X,LSCORL
11     8      02C8      CA
12     9      02C9      10      FB          DEX
13    10      02CB      60                      MIEND
14    11                      RTS
15    12
```

16 .SBTTL SCORE-ENEMY POINTS, GENERAL SCORE UPDATE

```
17    14
18    15          ;FUNCTION GIVE POINTS FOR ENEMY SHOT DOWN
19    16          ;
20    17          ;INPUT X INDEX OF PTS TO ADD IF OUT OF TABLE THEN
21    18          ;ADD PTS IN TEMPO,1, 2
```

```
22    19
23    20      02CC          UPSCOR
24    21      02CC      F8          SED
25    22      02CD      24      05          BIT QSTATUS
26    23      02CF      10      00          IFMI          ;ATTRACT
27    24      02D1      A4      3D          LDY PLAYUP
28    25      02D3      F0      00          IFNE          ;NO.
29    26      02D5      A0      03          LDY I,3          ;PLAYER 2
30    27      02D4      02                      ENDIF          ;YES
31    28      02D7      E0      08          CPX I,TUPSLE-TUPSC
32    29      02D9      90      00          IFCS          ;BONUS IN TABLE
33    30      02DB      A5      29          LDA TEMPO          ;NO. IN TEMPS
34    31      02DD      18                      CLC
35    32      02DE      79      0040          ADC Y,LSCORL
36    33      02E1      99      0040          STA Y,LSCORL
37    34      02E4      A5      2A          LDA TEMP1
38    35      02E6      79      0041          ADC Y,LSCORM
39    36      02E9      99      0041          STA Y,LSCORM
40    37      02EC      A5      2B          LDA TEMP2
41    38      02EE      B8      50      00          ELSE
42    39      02F1      BD      0351          LDA AX,TUPSC
43    40      02F4      18                      CLC          ;ADD IN L,M AND H BYTES FROM
44    41      02F5      79      0040          ADC AY,LSCORL          ;SCORE TABLE TO CORRECT
45    42      02F8      99      0040          STA AY,LSCORL          ;PLAYER S SCORE
46    43      02FB      BD      0359          LDA AX,TUPSCM
47    44      02FE      79      0041          ADC AY,LSCORM
48    45      0301      99      0041          STA AY,LSCORM
49    46      0304      A9      00          LDA I,0
50    47      02F0      15                      ENDIF
51    48      0306      08                      PHP
52    49      0307      79      0042          ADC AY,LSCORH
53    50      030A      99      0042          STA AY,LSCORH
54    51      030D      28                      PLP
55    52                      ;GIVE BONUS FOR BIG PTS.
56    53      030E      F0      00          IFNE          ;BIG BONUS
57    54      0310      AE      0156          LDX BLIFIN          ;YES
58    55      0313      F0      00          IFNE          ;BONUS ALLOWED
59    56      0315      E4      2B          CPX TEMP2          ;YES.
60
```



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2 SCORE-ENEMY POINTS, GENERAL SCORE UPDATE

57	0317	F0	23					BEQ GIVBON	
58	0319	90	21					BCC GIVBON	;BONUS INTERVAL
59	0314	06						ENDIF	
60	030F	0B						ENDIF	
61	031B	90	00					IFCS	;PASS 10K BOUNDARY
62	031D	AE	0156					LDX BLIFIN	;YES. ET BONUS LIFE INTERVAL IN 10 K UNITS
63	0320	F0	00					IFNE	;BONUS ALLOWED
64	0322	E0	03					CPX I,3	;YES.
65	0324	90	00					IFCS	;OVER 20 K INTERVAL
66								BEGIN	;DIVIDE BY INTERVAL
67	0326	38						SEC	
68	0327	ED	0156					SBC BLIFIN	
69	032A	F0	10					BEQ GIVBON	;BRANCH IF NO REMAINDER
70	032C	B0	F8					CCEND	;EXIT IF REMAINDER
71	032E	B8	50	00				ELSE	
	0325	0B							
72	0331	E0	02					CPX I,2	;20 K INTERVAL
73	0333	D0	00					IFEQ	
74	0335	29	01					AND I,1	;YES.
75	0337	F0	03					BEQ GIVBON	
76	0339	B8	50	00				ELSE	
	0334	07							
77	033C						GIVBON		;10 K INTERVAL
78	033C	A6	3D					LDX PLAYUP	;YES. GIVE BONUS LIFE
79	033E	B5	48					LDA X,LIVES1	
80	0340	C9	06					CMP I,6	
81	0342	B0	00					IFCC	;MAX AT 6
82	0344	F6	48					INC X,LIVES1	
83	0346	20	0000G					JSR SAUSON	;MAKE BONUS SOUND
84	0349	A9	20					LDA I,20	
85	034B	8D	0124					STA BOFLASH	;REQUEST BONUS LIFE FLASH
86	0343	0A						ENDIF	
87	033B	12						ENDIF	
88	0330	1D						ENDIF	
89	0321	2C						ENDIF	
90	034E	38						SEC	
91	031C	32						ENDIF	
92	02D0	7E						ENDIF	
93	034F	D8						CLD	
94	0350	60						RTS	
95	0351	00	50	00	00	TUPSCL		.BYTE	00,50,0,0,50,50,0,50
	0355	50	50	00	50				
96	0359					TUPSLE			
97	0359	00	01	02	01	TUPSCM		.BYTE	0,1,02,1,0,2,5,7
	035D	00	02	05	07				
98								HLL65	
99		0001						.END	

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## 2 SYMBOL TABLE

4	ACTIP	03AA	ALLPOT	60C8	ALLPO2	60D8	AUDCTL	60C8	AUDC1	60C1				
5	AUDC2	60D1	AUDF1	60C0	AUDF2	60D0	AUD2CT	60D8	BFACTR	0078				
6	BINSCA	005A	BLIFIN	0156	BLUE	0006	BLULET	0007	BOFLAS	0124				
7	BONSCO	****	G	BONUS	0102	BOOKKE	0412	BOOKKS	0406	BOOMFL	010D			
8	BOOMTI	010E	BUFACT	0415	BUFRDY	0054	CAMPC	010B	CAMSTA	010C				
9	CBOOM	0024	CBUF1	0078	CDBOOM	0004	CDBOXP	0012	CDGETI	0006				
10	CDGOVR	000C	CDHITB	000A	CDLADR	0014	CDLOGP	0014	CDPLAY	0000				
11	CDPLPL	000E	CDPRST	0010	CDREQR	0008	CDROP	0020	CDSYST	0002				
12	CD2GAM	0016	CENDGA	0008	CENDLI	0006	CENDWA	000E	CGETIN	0012				
13	CHACHA	00A7	CHACOU	0135	CHAINV	00A8	CHARCO	02F2	CHARL1	02AD				
14	CHARL2	02C0	CHARY	02D3	CHARYL	02E6	CHISCH	0010	CINIRA	001C				
15	CLOGO	001A	CLRSCO	02C2	RG	CNEWAV	000C	CNEWGA	0000	CNEWLI	0002			
16	CNEWV2	0018	CNOTFO	0014	CNWLF2	001E	COCFLI	02A8	RG	COCKTA	0010			
17	COCTAL	0117	COLOR	009E	COLPOR	0800	COLRAM	0019	CPAUSE	000A				
18	CPLAY	0004	CREQRA	0016	CSYSTEM	0022	CURCOL	0001	CURMOD	0106				
19	CURNTX	006A	CURNTY	006C	CURSL1	0200	CURSL2	0201	CURSP0	0051				
20	CURSVH	0105	CURSVL	0104	CURSY	0202	CURSYL	0107	CURWAV	009F				
21	DBSW	004C	DEPCOL	0006	DISPLA	****	G	DLADR	0278	R	D07MSK	02A0	RG	
22	D70MSK	0298	RG	EACTL	6040	EADAL	6000	EAIN	6050	EAUPD	****	G		
23	ELICNT	0123	EMCTRS	0003	ENDGAM	0251	R	ENDLIF	020F	R	ENDWAV	01EC	R	
24	ENSIZE	0151	ESHCOU	00A6	EXICAM	010A	EXL	005E	EXPCOL	0000				
25	EXPCOU	0116	EXPL0L	02FA	EXPLOS	0312	EXPLOT	0302	EXPLOY	030A				
26	EXSTAT	001D	R	EYEFAC	0065	EYH	005B	EYL	005F	EYLDIS	005D			
27	EYLL	005C	EZL	0060	FARY	014E	FBLUE	000B	FGREEN	0007				
28	FLASH	000F	FLGNHI	0603	FLICOL	0003	FLIPCO	0142	FRED	000C				
29	FRTIMR	0053	FUSECO	0146	GAMOP1	071E	GAMOP3	071F	GETINI	****	G			
30	GIVBON	033C	R	GREEN	0005	HARDWA	6000	HIRATE	0127	HISCHK	****	G		
31	HIWAVE	0126	HRANKH	0620	HRANKL	061E	HRANKM	061F	HRED	000D				
32	HSCORH	0708	HSCORL	0706	HSCORM	0707	ICHCOL	0000	ILINDD	00F0				
33	ILINLI	0010	INCCOU	0109	INDEX1	0037	INDEX2	0038	INDEX3	0039				
34	INDEX4	003A	INDYHI	003C	INDYLO	003B	INEWAV	****	G	INEWLI	****	G		
35	INICHK	****	G	INIDSP	****	G	ININDX	0604	INIRAT	****	G	INIRAO	****	G
36	INISOU	****	G	INITAL	0606	INMCOU	0108	INOPO	0D00	INOP1	0E00			
37	INPUT	004A	INTACK	5000	INTENS	0098	INTIME	0128	INVABI	0007				
38	INVACT	02A6	INVAC1	0283	INVAC2	028A	INVAL1	02B9	INVAL2	02CC				
39	INVAY	02DF	INVAYL	029F	INVCAM	0291	INVCAR	0003	INVCOL	0003				
40	INVDIR	0080	INVFIR	0040	INVLOO	0298	INVMOT	0080	INVROT	0040				
41	INVSEQ	0018	INI	0C00	LEDOFF	0003	LEFSID	007B	LETCOL	0005				
42	LEVELY	010F	LIFSXH	035A	LIFSXL	036A	LIFSZH	037A	LIFSZL	038A				
43	LINANG	03EE	LINEX	03CE	LINEXM	0435	LINEY	03AC	LINEZ	03DE				
44	LINEZM	0445	LINSCA	0059	LINSTA	039A	LINSXH	031A	LINSXL	032A				
45	LINSZH	033A	LINSZL	034A	LITRAL	00AC	LIVES1	0048	LIVES2	0049				
46	LOGINI	****	G	LSCORH	0042	LSCORL	0040	LSCORM	0041	LVS GAM	0158			
47	MAH	6081	MAINLN	0000	RG	MAL	6080	MATRAC	0080	MBH	6083			
48	MBL	6082	MBSTAR	6080	MCOINC	0002	MCOINL	0004	MCOINR	0001				
49	MDITES	0020	MDYPL	6098	MECHS	0003	MEH	6085	MEL	6084				
50	MFAKE	0080	MFH	6087	MFIRE	0010	MFL	6086	MFLIP	0004				
51	MGTMOD	0040	MHALT	0040	MLCCNT	0004	MLED1	0002	MLED2	0001				
52	MMCCNT	0002	MNL	608C	MOPTI4	0020	MOPT13	0007	MOV CUR	****	G			
53	MRCNT	0001	MSTAT	6040	MSTRT1	0020	MSTRT2	0040	MSUZA	0008				
54	MSZXD	6094	MTEMP	0031	MTEST	0010	MVIN VX	0008	MVIN VY	0010				
55	MXH	6089	MXL	6088	MXPH	6096	MXPL	6095	MYHIGH	6070				
56	MYLOW	6060	MZHH	6090	MZHL	608F	MZLH	608E	MZLL	608D				
57	M3KHTI	0080	NCHARG	000C	NEARY	014D	NEOFLI	014F	NEWAIT	00A3				
58	NEWAV2	****	G	NEWGAM	016C	R	NEWLF2	01DB	R	NEWLIF	01A0	R	NEWPLA	003F
59	NEXPLO	0008	NGAMES	0100	NGAME0	040E	NGAMIH	040D	NGAMIL	040C				
60	NGAM2H	0410	NGAM2L	040F	NGAM20	0411	NGAVGH	0413	NGAVGL	0412				

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## 2 SYMBOL TABLE

4	NGAVGZ	0414	NHISCO	0008	NICHAR	0004	NINVAD	0007	NLINES	0010
5	NNYMPH	0040	NONSTA	00F1 R	NOOPR	0039 R	NOSTAR	0139 R	NPARTI	0010
6	NPCHAR	0008	NPLANE	0008	NPLAYR	0101	NRANKS	0063	NROMS	000C
7	NUMPLA	003E	NWNYMC	015B	NWTELI	015A	NYMCOL	000C	NYMCOU	03AB
8	NYMPL	0203	NYMPY	0243	OBJIND	0055	OCURL	00A5	OFRTIM	00A4
9	OLDLHI	00AB	OLDLLO	00AA	OLOFLI	0150	OM2GAM	0001	OPFLIP	013D
10	OPFUSE	0141	OPPULS	013E	OPSPIN	0140	OPTANK	013F	OPTIN1	0009
11	OPTIN2	000A	OPTIN3	016A	OTB	0052	OUTANK	60E0	OUTO	4000
12	PARLIX	0203	PARLIY	0223	PARLIZ	0243	PARLXA	0020	PARLXV	02C3
13	PARLYA	0020	PARLYV	02E3	PARLZA	0020	PARLZV	0303	PARTIX	0263
14	PARTIY	0283	PARTIZ	02A3	PARTXA	0000	PARTXV	0323	PARTYA	0000
15	PARTYV	0343	PARTZA	0000	PARTZV	0363	PAUSE	0060 R	PCHCOL	0001
16	PCVELO	0009	PDIRED	000B	PDIWHI	0009	PDIYEL	000A	PLAGRO	0115
17	PLANEY	03FE	PLAY	**** G	PLAYUP	003D	PLDROP	**** G	POKEY	60C0
18	POKEY2	60D0	POTGO	60CB	POTGO2	60DB	PRBOOM	**** G	PROCRE	007B R
19	PROG	9000	PRORAT	**** G	PRSTAR	**** G	PSCALE	016B	PSHCTR	0008
20	PUCHDE	00B2	PULPOT	0157	PULSCO	0143	PULSON	0148	PULTIM	0147
21	PULVEL	FEA0	PURPLE	0002	PXL	0056	PYL	0057	PZL	0058
22	QDSTAT	0001	QFRAME	0003	QNXTST	0002	QSTATE	0000	QSTATU	0005
23	QTMPAU	0004	QT1	00B5	QT2	016C	QT3	0455	QT4	0720
24	QT5	011F	QT6	011B	QUASEC	0005	RANDOM	60CA	RAND02	60DA
25	RANKS	0600	RED	0003	RESET	**** G	RITSID	007C	ROMSTA	3000
26	ROTDIS	0114	ROTFLG	0113	ROUTAD	003A R	ROUTEN	0060 R	RSCORH	0045
27	RSCORL	0043	RSCORM	0044	RUNGVG	00B0	SAUSON	**** G	SAVEND	03CE
28	SAVEP	03BC	SAVEX	0035	SAVEY	0036	SCFL	0079	SECOND	0014
29	SECOPH	040B	SECOPL	0409	SECOPM	040A	SECOUH	0408	SECOUL	0406
30	SECOUM	0407	SECUVG	00B6	SECUVY	016E	SKCTL	60CF	SKCTL2	60DF
31	SPACG	0000	SPARE3	0133	SPBINA	013A	SPFTIM	013C	SPINCO	0145
32	SPLINE	0139	SPOKST	0425	SPXIND	013B	SSLAMS	**** G	SUBCOU	0099
33	SUZCNT	03AA	SUZTIM	0125	SVGLIS	0076	SWAPEN	**** G	SWFINA	004E
34	SWRELE	004F	SWSTAT	004D	SWSTRT	004D	SXH	0062	SXL	0061
35	SYM	6092	SYSTEM	**** G	SZH	0064	SZL	0063	S1	02CF R
36	S2	031B R	S3	0320 R	S4	032F R	S5	033A R	S6	0342 R
37	TANCOL	0002	TANKCO	0144	TBHD	0050	TBLIND	0602	TCMFLG	00A2
38	TEMPL	002A	TEMPX	002E	TEMPY	002F	TEMPZ	0030	TEMPO	0029
39	TEMP1	002A	TEMP2	002B	TEMP3	002C	TEMP4	002D	TIMHIS	0605
40	TNKOUT	00A1	TOUTO	00B4	TRACOL	0005	TSLAMR	000B	TUPSCL	0351 R
41	TUPSCM	0359 R	TUPSLE	0359 R	TURQOI	0004	TYPCOD	015E	UNITXH	009B
42	UNITXL	009A	UNITZH	009D	UNITZL	009C	UPSCOR	02CC RG	VECRAM	2000
43	VGBRIT	0073	VGLIST	0074	VGSIIZE	0072	VGSTAR	4800	VGSTOP	5800
44	VGY	00A9	WAVEN1	0046	WAVEN2	0047	WCHAMX	011A	WCHARF	0119
45	WCHARI	0118	WCHARL	0120	WELCOL	0006	WELLID	0112	WELTYP	0111
46	WFLICA	015D	WFLMAX	012E	WFLMIN	0129	WFUFRQ	015F	WFUMAX	0132
47	WFUMIN	012D	WFUSCH	0159	WFUSIH	0169	WFUSIL	0164	WHITE	0000
48	WINVIL	0160	WINVIN	0165	WINVJM	011D	WINVMX	011C	WNYMMX	011E
49	WPULCA	015C	WPULFI	016D	WPUMAX	012F	WPUMIN	012A	WSPMAX	0131
50	WSPMIN	012C	WTACAR	0149	WTAMAX	0130	WTAMIN	012B	WTCHDG	5000
51	WTFMAX	0136	WTTFRA	00B3	XADJL	0066	XCOMP	006E	XOH	0080
52	X0L	0078	X1H	0081	X1L	0079	X2H	0082	X2L	007A
53	X3H	0083	X3L	007B	X4H	0084	X4L	007C	X5H	0085
54	X5L	007D	X6H	0086	X6L	007E	X7H	0087	X7L	007F
55	YCOMP	0070	YDEUNI	00A0	YELLOW	0001	ZABFLI	0000	ZABFUS	0004
56	ZABPUL	0001	ZABTAN	0002	ZABTRA	0003	ZADEST	0121	ZADJL	0068
57	ZAPCOL	0000	ZBLACK	000F	ZBLUE	000B	ZCARFL	0001	ZCARFU	0003
58	ZCARNO	0000	ZCARPU	0002	ZDIRDO	0080	ZDIRUP	0000	ZFIRNO	0000
59	ZFIRYE	0040	ZGREEN	0007	ZMOTJM	0080	ZMOTMO	0000	ZPNLOC	00AE
60	ZPOFFS	00AF	ZPURPL	0008	ZQAT4C	0155 R	ZRED	000C	ZROCCW	0040



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2SYMBOL TABLE

4	ZROTCW	0000	ZTURQO	0003	ZWHITE	0000	ZYELLO	0004	ZOH	0090
5	ZOL	0088	ZIH	0091	ZIL	0089	Z2H	0092	Z2L	008A
6	Z3H	0093	Z3L	008B	Z4H	0094	Z4L	008C	Z5H	0095
7	Z5L	008D	Z6H	0096	Z6L	008E	Z7H	0097	Z7L	008F
8	\$BC	0018	\$BCCNT	0016	\$CCTIM	0013	\$CMODE	0009	\$CNCT	0017
9	\$CNSTT	000D	\$COINA	0008	\$INTCT	0007	\$LAM	0008	\$LMBIT	0008
10	\$LMTIM	000C	\$PSTSL	0010	\$TEST	0008	\$SCRDT	0006	.Z.	0005
11	...RD	0010	...T	034F R	...X	0000				
12	. ABS.	0721	00							

130361 01

14ERRORS DETECTED 0

15FREE CORE 12747. WORDS

17RK1 ALEXEC,ALEXEC.LST ALEXEC

19RK1 ALEXEC.OBJ,RK1 ALEXEC.LST DK1 ALEXEC

21A TOTAL OF 3,445 STATEMENTS WERE PROCESSED.

23CPU TIME - 00 00 00.1 I/O TIME - 00 00 00.0