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10      .OPT NO LIST
20      CHSET = $2C00
30      MSGSCRN = $1F00
40      SEACHASE = $A011
50      *= $B900
60      FRICVAL = $80
70      PLRDEL = $81
80      PLRYTH = $82
90      PLRPL = $83
0100    PLENABLE = $86
0110    DEMO = $85
0120    DIFFICULTY = $87
0130    TITLE
0140          LDA # <DSPLST
0150          STA $0230
0160          LDA # >DSPLST
0170          STA $0231
0180          LDA # >CHSET
0190          STA $02F4
0200          LDA #$08
0210          STA FRICVAL
0220          LDH #$04
0230    COLLOOP LDA COLTAB,X
0240          STA $02C4,X
0250          DEX
0260          BPL COLLOOP
0270          LDA # <NOTES
0280          STA PLRPL
0290          LDA # >NOTES
0300          STA PLRPL+1
0310          LDA #$FF
0320          STA PLENABLE
0330          LDA #$00
0340          STA PLRYTH
0350          LDH # >VB
0360          LDY # <VB
0370          LDA #$07
0380          STA PLRDEL
0390          JSR $E45C
0400          LDA #$A4
0410          STA $D201
0420          STA $D203
0430          JSR $E465
0440          LDA #$00
0450          STA $D208
0460          STA $D205
0470          STA $D207
0480          LDH #$07
0490    PLRCLR STA $D000,X
0500          DEX
0510          BPL PLRCLR
0520          STA DEMO
0530          STA DIFFICULTY
0540          LDH #19
0550    MSGINIT LDA DIFMESS,X
0560          STA MSGSCRN,X
0570          DEX
0580          BPL MSGINIT
0590    WAIT LDA $0284
0600          BEQ GOPROG
0610          LDA $D01F
0620          BIT STARTMASK
0630          BEQ STARTGAME
0640          BIT SELECTMASK
0650          BEQ CHANGEDIF

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0660      LDA PLENABLE
0670      BNE WAIT
0680      LDA #$05
0690      STA DEMO
0730      JMP SEACHASE
0740 STARTGAME LDA $D01F
0750      CMP #$07
0760      BNE STARTGAME
0770 GOPROG LDA #$00
0780      STA DEMO
0790      JMP SEACHASE
0800 CHANGEDIF INC DIFFICULTY
0810      LDA DIFFICULTY
0820      AND #$03
0830      STA DIFFICULTY
0840      CLC
0850      ADC #$A1
0860      STA MSG5CRN+16
0870      LDA #$FA
0880      STA $14
0890 CDIFDEL LDA $14
0900      BNE CDIFDEL
0910 SCLP LDA $D01F
0920      CMP #$07
0930      BNE SCLP
0940      LDA #$00
0950      STA DEMO
0960      JMP WAIT
0970 UB LDX #$07
0980 ROLOOP LDA CHSET+$40,X
0990      ROL A
1000      ROL CHSET+$40,X
1010      LDA CHSET+$48,X
1020      ROR A
1030      ROR CHSET+$48,X
1040      DEX
1050      BPL ROLOOP
1060      LDX #$00
1070      LDA CHSET+$38
1080      PHA
1090 RUPLoop LDA CHSET+$39,X
1100      STA CHSET+$38,X
1110      INX
1120      CPX #$07
1130      BNE RUPLoop
1140      PLA
1150      STA CHSET+$3F
1160      LDX #$06
1170      LDA CHSET+$57
1180      PHA
1190 RDNLoop LDA CHSET+$50,X
1200      STA CHSET+$51,X
1210      DEX
1220      BPL RDNLoop
1230      PLA
1240      STA CHSET+$50
1250      INC $02C5
1260      LDA $02C5
1270      AND #$0F
1280      ORA #$C0
1290      STA $02C5
1300      JSR PLAYER
1310      JMP $E462
1320      .INCLUDE #D:PLAYER.SRC
1330 SCREEN

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1340 .SBYTE "))))))))))))))"
1350 .SBYTE ""
1360 .SBYTE "sea chase"
1370 .SBYTE ""
1380 .SBYTE "by eddy fries"
1390 .SBYTE ""
1400 .SBYTE "COPYRIGHT 1983"
1410 .SBYTE ""
1420 .SBYTE "ROMOX INC"
1430 .SBYTE ""
1440 .SBYTE "))))))))))))))))"
1450 DSPLST
1460 .BYTE $70,$70,$70,$47
1470 .BYTE <SCREEN,>SCREEN
1480 .BYTE $07,$07,$07,$07,$07
1490 .BYTE $07,$07,$07,$07,$07
1500 .BYTE $20,$46,$00,$1F
1510 .BYTE $41,<DSPLST,>DSPLST
1520 COLTAB
1530 .BYTE $28,$CA,$94,$18,$00
1540 STARTMASK .BYTE $01
1550 SELECTMASK .BYTE $02
1560 DIFMESS
1570 .SBYTE " DIFFICULTY -> A "
```