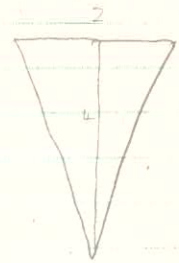
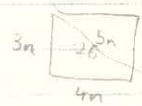
DIV. SYSTEM.

```
        00000110
1101 ) 01010110
       1101
       10001
        1101
        1000
```



$$3 \overline{)\, x}\ a$$

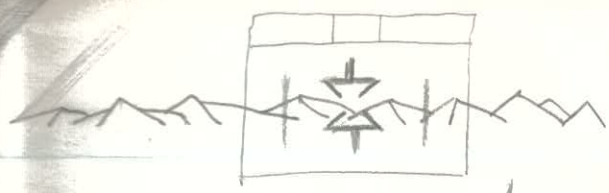
XLOC = HL'
ZLOC = DE'
CNT = B'
X = A, A'
Z = DE
ANS. = A, A'
XPERS = SP
FLAGS. = C', C
PDD = HL



$5n = 26 \Rightarrow n = \frac{26}{5}$

$512\frac{x}{3} = X$

```
RR C
RLA
ADC HL,HL
SBC HL,DE
JR  NC
ADD HL,DE
CCF
DJNZ
```



$$X = x\cos\theta + z\sin\theta$$
$$Z = z\cos\theta - x\sin\theta$$

$\sin\theta = 804$
$= 0000001100100100$
$\cos\theta = 32757$
$= 0111111111110101$

X , Z

LD (SP1), SP
LD A, LD (
LD (SP0), SP

(DE = X
BC = Z
A = 0. ≠0)

EX AF,AF
PUSH DE, PUSH BC
LD A, D
LD B,0
AND A
JP P
LD HL,00
SBC HL,DE
EX DE,HL
LD B,128
SLA E
LD A, D
RLA
RR A
RR A
RR A
RRA
LD E,A
RRA
RRA
ADD A,E
SLA D
ADD A,D
LD L,A
RRA

DE = X   BC = Z

```
11  PUSH DE
11  PUSH BC
4   LD C,B
4   LD A,B / AND A
             JP P
             CPL
             LD B,A
    SRL B
    SRL A
24  SRL B
4   ADD B
    SRL B
    SRL B
24  SRL B
4   ADD B
    LD L,A
11  LD H,Ø
    ADD HL,HL
    ADD HL,HL
28  (ADD HL,HL)
8   BIT 7,C
    JR (N)Z
    ADD HL,DE
10  JP
    AND A
    EX DE,HL
31  SBC HL,DE
    POP DE
20  POP BC
11  PUSH HL
    LD C,B
    LD A,B
12  AND A
10  JP P
    CPL
4   LD A,B
    SRL A
    SRL B
24  SRL B
```

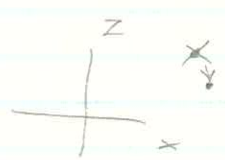
```
4   ADD B
    SRL B
    SRL B
24  SRL B
4   ADD B
    LD L,A
11  LD H,Ø
    ADD HL,HL
    ADD HL,HL
28  (ADD HL,HL)
8   BIT 7,C
    JR (N)Z,
    ADD HL,DE
    JP
    AND A
    EX DE,HL
31  SBC HL,DE
    LD B,H
8   LD C,L
    POP DE
    POP HL
30  RET.
```

C ∝ X
X sin θ

if X sin θ > 0
C = 1

then add.

(13207, 9048)



x = X cos + Z sin
Z = ~~X~~ cos + ~~X~~ sin

01101010
0010 1010 = D

EXST1 :

7	Ord Tanks
6	Super Tank
5	Saucer
4	Missile
3	Bullet (Mine)
2	Bullet (His)
1	
0	

EXST2 : As above, but explosions.

$5 \leq S \leq 24$

$M = \frac{1}{4}$
$M|M = \frac{3}{4}$
$T = \frac{3}{4}$
$T|M \quad \frac{1}{4}$

128

$S \geq 25$

$ST = \frac{3}{8}$
$M = \frac{3}{8}$
$T = \frac{1}{4}$

224

25
20

EXISTANCES AT START OF WAVE

```
LD A, (EXST1)
LD C, A
LD A, R <AND 127
LD B, A
LD HL, (SCORE)
LD DE, 5
AND A
SBC HL, DE
JP P
LD A, 36
AND C
OR 128
LD (EXST1), A
LD A, B
AND 31
OR 16
LD (TKZ+1), A <LDD, A
RLCA <LD A, B
LD H, 0
ADD HL, HL <LD L, A
LD (TKX), HL
LD L, A
LD H, 0
ADD HL, HL <CALL POLCO
LD (TK-OR), HL
LD (TKDIR), HL
RET
N7 LD DE, 2032
AND A
SBC HL, DE
JP P
LD A, C
AND 16
JP Z
LD A, B
CP 32
JP NC —MSET
LDD, 128 JP TSET
O7 LD A, B
CP 32
```

```
LDD, 128 JP C - MSET
JP TSET
P7 LD A, B
CP 48
JP NC
LD D, 64
JP TSET
Q7 CP 96
JP C MSET
LDD, 128
(JP TSET)
V7 TSET LD A, 36
AND C
OR D
LD (EXST1), A
LD A, R
AND 127
LD B, A
AND 63
OR 16
LD D, A
LD A, B
AND A
JP P
NEG
R7 LD H, A
LD (TKX), HL
JP P
NEG
S7 LD D, A
LD (TKZ), DE
CALL POLCO > LD L, A / LD H, 0 / ADD HL, HL
LD (TKOR), HL
LD (TKDIR), HL
RET
```

17 MSET

```
LD   HL, 0          ; LD (MXLOC), HL
LD   (MISX), HL
LD   HL, 3600
LD   (MISY), HL
LD   HL, 25600      ; LD(MZLOC), HL
LD   (MISZ), HL
LD   HL, MISCT
LD   A, (HL)
INC  (HL)
LD   (ZIG), A
LD   A, 128
LD   (MSTRT), A
SUB  A
LD   (MSMCT), A
LD   HL, 0
LD   (MSVCX), HL
LD   HL, 65336
LD   (MSVCY), HL
LD   HL, 65024
LD   (MSVCZ), HL
LD   HL, 128
LD   (MSOR), HL
LD   A, (EXST1)
LD   A, 16
LD   (EXST1), A
RET
```

MSTRT

7 = Init Drop 6 = Left
5 = Right return 4 = Right
3 = Left return 2 = Up (obst)
1 = Cont (obst) 0 = Down (obst)

MSMCT = No frames per manoeuver.
ZIG = No of Zigzags available.
MISCT = No of Missiles so far.

MAIN PROGRAM

```
ONE   LD  HL, 0
      LD  (FRAME), HL
      LD  (EXST1), HL
      LD  (EXST2), HL
      LD  (SCORE), HL
      LD  (MISCT), HL
      LD  (PHASE), HL
      LD  (TKMCT), HL
      LD  (MSMCT), HL
      LD  (TRIGA), HL
      LD  (PRSTA), HL
      LD  HL, 3
      LD  (SHIP), HL
      LD  HL, 16384
      LD  (OB1Z), HL
      LD  (OB2X), HL
      LD  HL, 61440
      LD  (OB2Z), HL
      LD  (OB3X), HL
      LD  HL, 49152
      LD  (OB3Z), HL
      LD  (OB4X), HL
      LD  HL, 4096
      LD  (OB4Z), HL
      LD  (OB1X), HL
      CALL SCNTAB
      LD  HL, 56320
      LD  (DRTP1), HL
      LD  (SPPL1), HL
      LD  HL, 61440
      LD  (DRTP2), HL
      LD  (SPPL2), HL
      LD  HL,
      LD  (HLCNT), HL
      LD  HL, 40960
      LD  (EXSCN), HL
      LD  HL, 64
      LD  (OBOR), HL

      LD  B, 39
      LD  C, 1
      LD  HL, 63871
J7    LD  D, (HL)
      DEC HL
      LD  A, (HL)
      DEC HL
      ADD 12
      LD  E, A
      LD  A, C
      LD  (DE), A
      DJNZ J7
      LD  B, 39
      LD  C, 128
      LD  HL, 63871
K7    LD  D, (HL)
      DEC HL
      LD  A, (HL)
      ADD 19
      DEC HL
      LD  E, A
      LD  A, C
      LD  (DE), A
      DJNZ K7
      LD  B, 32
      LD  A, 255
      LD  HL, 18303
L7    INC L
      LD  (HL), A
      DJNZ L7
      LD  BC, 160
      LD  HL, 22528
      LD  DE, 22529
      LD  (HL), 67
      LDIR
      LD  (HL), 68   (INC (HL))

      LD BC, 607
      LDIR
      LD HL, [HIGHSCORE]
      CALL MESPR
      LD HL, [SCORE___]   x8
      CALL MESPR
      LD HL, 25
      LD (NMAN), HL
```

$x = 19000$
$Z = 9000$

53425, 144
53419, 200

53969 162
53971 164
53965 218
53967 220

37390 = 121.

37376 488/4	112
37598 745/6	150
37855	

$BC = |z|$

$DC = |x|$

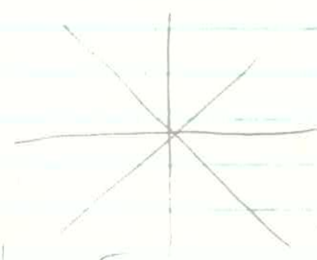
A = flags

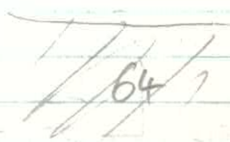
$A' = 32$ if $X < Z$

$x > Z$

B / D small

128 | ∞





$x \overline{)\,Z}$

$4 \overline{)\,32}$ = 8

C if print.

```
WAVE      LD A,(PHASE)
224       INC A INC A
38486 NOT CP 23
          SUB E
          LD (PHASE),A
38735F    CALL EXIST
FRAME 17  CALL TEXST
473       LD A,(EXST2)
          AND A
          CALL NZ EXPLO
          LD A,(EXST1)
          AND 128
          JP Z - STNK
{S} TNK   LD HL,(TKX)
          LD A,H
          ADD 110
          SUB 220
          JP NC
          LD DE,(TKZ)
          LD A,D
          ADD 110
          SUB 220
          JP NC
          CALL RADAR
          JP
          LD HL,0
          LD DE,0
          CALL RADAR
{ST}      CALL TKSTRAT
Q8        LD A,(TKX+1)
LD B,A    ADD 100
          SUB 200
          LD HL,[ENEMY IN RANGE]
          LD A,(TKZ+1)
LD C,A    JR NC
          ADD 100
          SUB 200
          JR NC
          CALL MESPR
          JP
R8        CALL MESER
S8        LD A,C
          ADD 5
```

```
          SUB 10
          JP NC
          LD A,B
          ADD 4
          SUB 8
          JPNC
T8        LD A,(TKSTR)
          AND 128
          OR 32
          LD (TKSTR),A
          LD A,(OBIZ+1)
          AND A SUBC
          JP M
          LD E,A
          LD A,(OBIX+1)
          LD D,A
          SUB B
          ADD 4
          SUB 8
          JP C
V8        LD A,(OBIZ)
W8        AND A
X8
Y8        JP M
          =
Y8        LD A,16
          LD (TKMCT),A
          LD A,32
          LD (TKSTR),A
Z8        LD HL,(TKDIR)
          SRL H
          LD A,L
          RR A
          ADD 16
          SUB 32
          LD HL,[ENEMY TO RIGHT]
          JP NC
          CALL MESER
```

```
U8        LD HL,TKX
          DE TKZ
          CALL POLCO
          LD H,0
          LD A,A9
          JP
          ADD HL,HL
          SUB 64
          LD (TKDR),HL
          JP NC
          CALL MESPR
          JP
B9        SUB 64
          JP NC
          LDHL,[EN.TO REAR]
          CALL MESPR
          JP
C9        LDHL,[EN.TO LEFT]
          CALL MESPR
D9        LD A,(EXSCN)
          LD C,A
          LD HL,(TKDIR)
          SRL H
          LD A,L
          RRA
          SUB C
          SUB 11
          JP NC
          LD (RBEEP),A
E9        LD HL,(SPPL)      LD A(TKZ+1)
          LD(SPPL),HL       AND A
          LD A,16           -TEAX2W
                            M-DLA 2
          LD HL,TXTAB
          LD (XTAB),HL
          LD HL,TZTAB
          LD (ZTAB),HL
          LD HL,TXLOC+32 {24}
          LD (XLOC),HL
          LD HL,TZLOC+32 {24}
          LD (ZLOC),HL
          LD HL,(TKX)
          LD (XDIS),HL
          LD HL,(TKZ)
          LD (ZDIS),HL
```

contd: turn 4 pages

Objectives :- Conduct saucer existances
Set up Bullets and missiles

DIR = 448 , 64
OR = 64 , 192

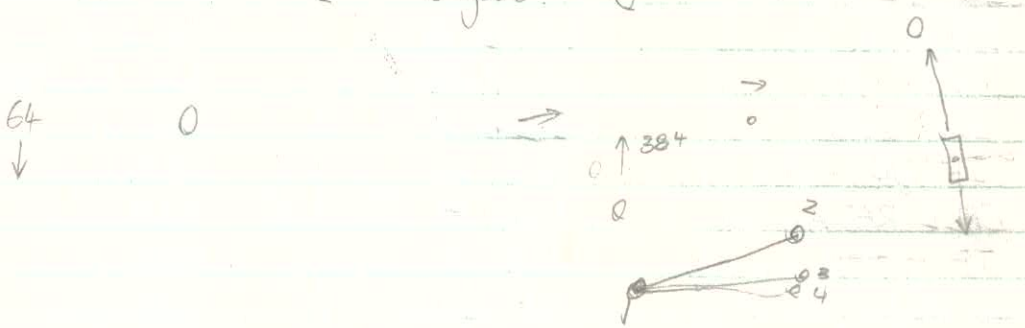
11111101
1
11111110

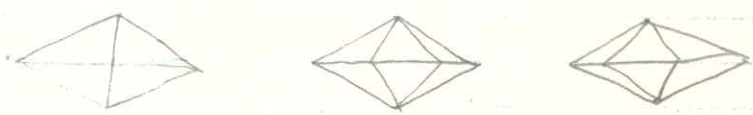
PRSTA

7	Tank	6	SupTank
5	Saucer	4	Missile
3	Bullet (Mine)	2	His Bullet
1	Object	0	—

218 ← 436
38 ← 76

D = 240
OR = 368
112





-32 < x < 32
ADD 32
0 < x < 64

(TKSTR) =

7	KILL		
6	FORWARD	5	Back
4	Left	3	Right

OB 1:

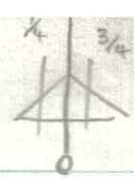
OB 2:

OB3

OB 4:

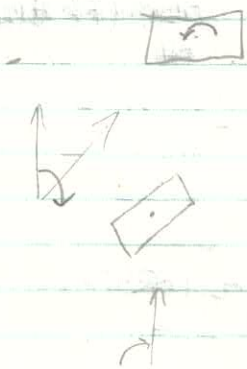
TEXST

```
LD HL,(FRAME)
INC HL
LD (FRAME),HL
LD DE,512
SBC HL,DE
JP C
LD A,(PRSTA)
AND 224
JP NZ
CALL MSET
LD A,(EXST1)
AND 224
JP NZ
LD HL,(FRAME)
LD A,H
AND A
JP Z
LD HL,(TKZ)
LD D,128
ADD HL,DE
LD (SAVZ),HL
LD A,R
LD (SAVX+1),A
LD A,(EXST1)
OR 32
LD (EXST1),A
LD A,(EXST2)
AND 223
LD (EXST2),A
SUB A
LD (SAVOR),A
LD A,(TRIGA)
AND A
JP Z
LD A,(EXST1)
BIT 3,A
JP NZ
OR 8
LD (EXST1),A
LD A,(PRSTA)
AND 2
JP Z
LD A,(MAX2+1)
AND A
JP M
LD A,(MIN2+1)
AND A
JP P
LD A,(OBIX+1)
ADD 32
JP C
SUB 64
JP NC
LD A,(OBIZH)
AND A
JP M
AND 253
RRA
RRA
JP
LD A,25
DEC A
LD (MYBCT),A
LD HL,0
LD (MBULX),HL
LD (MBXLC+2),HL
LD HL,1024
LD HL,768
LD (MBZLC+2),HL
LD (MBULZ),HL
LD HL,384
LD (MBLOR),HL
LD A,(EXST1)
BIT 2,A
JP NZ
AND 192
JP Z
LD A,(TKSTR)
AND A
JP P
LD HL,(TKOR)
LD DE,(TKDIR)
AND A
SBC HL,DE
LD A,L
ADD 128
JP NZ
LD HL,(TKOR)
LD (HBLOR),HL
LD A,28
LD (HBLCT),A
LD HL,(TXLOC+8)
LD (HBULX),HL
LD HL,(TZLOC+8)
LD (HBULZ),HL
LD A,(EXST1)
OR 4
LD (EXST1),A
RET
LD HL,(TXLOC+10)
LD (HBXLC+2),HL
LD HL,(TZLOC+10)
LD (HBZLC+2),HL
```



For OB3 :

```
    LD A,(OB3X+1)
    ADD 32
    JP C →
    SUB 64
    JP NC →
    LD A,(OB3Z+1)
    AND A
LDB,A JP M →
    LD HL,(MAX2)
    LD DE,(MIN2)
    SBC HL,DE
    SRL H
    RR L
    SRL H
    RR L
    EX DE,HL
    ADC HL,DE
    JP P →
    ADD HL,DE
    ADC HL,DE
    JP M →
    LD A,B
    AND 253.
    RRA
    RRA
    JP
LD A,25
```



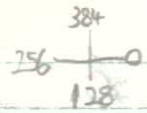
{S} TKSTRAT

```
LD A,(TKmCT)
AND A
JP Z
DEC A
LD (TKmCT),A
LD A,(TKSTR)
LD C,A
AND 24
JP Z
AND 16
JP Z
LD HL,(TKOR)
LD A,L
SUB 1  {2}
JP NC
LD A,1
SUB H
LD H,A
LD (TKOR),HL
JP NZ  BIT 7,C
       RET
LD HL,(TKOR)
INC HL  {INC HL}
RES 1,H
LD (TKOR),HL
RET
LD HL,(TXLOC+2)
LD DE,(TXLOC+14)
AND A
SBC HL,DE
LD DE,(TKX)
ADD HL,DE
LD (TKX),HL
```

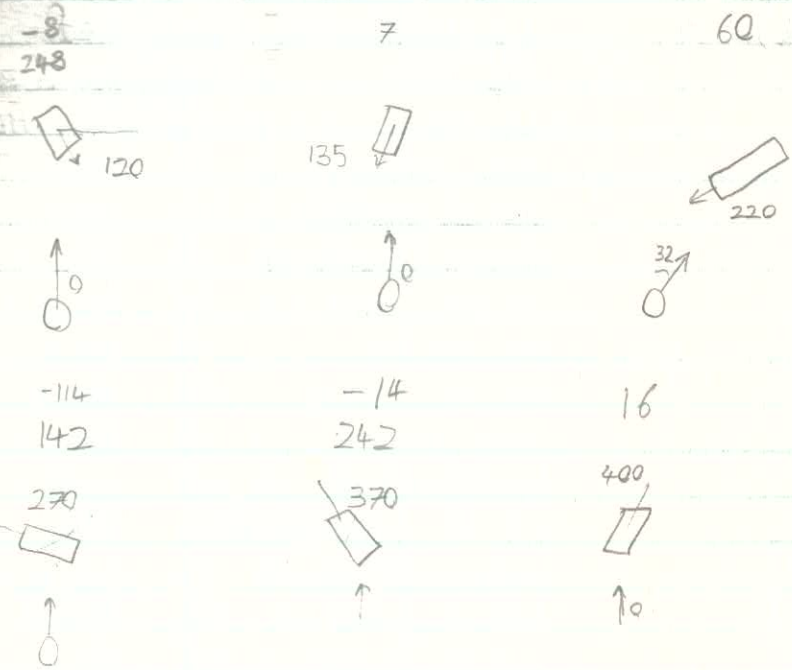
TKSTR: 7: KILL 6: Forward
5: Back 4: Left
3: Right 2 —
0 —

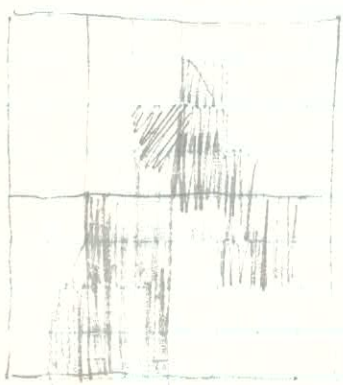
```
LD HL,(TZLOC+2)
LD DE,(TZLOC+14)
SBC HL,DE
LD DE,(TKZ)
ADD HL,DE
LD (TKZ),HL
JP NZ  BIT 7,C
       RET
LD A,C
AND 32
JP Z
LD HL,(TXLOC+14)
LD DE,(TXLOC+2)
SBC HL,DE
LD DE,(TKX)
ADD HL,DE
LD (TKX),HL
LD HL,(TZLOC+14)
LD DE,(TZLOC+2)
SBC HL,DE
LD DE,(TKZ)
ADD HL,DE
LD (TKZ),HL
JP NZ  BIT 7,C
       RET
LD A,R
AND 127
LD C,A
LD HL,(FRAME)
SRL H
LD A,L
RRA
AND A
RRA
SUB 127
NEG
LD B,A
SUB C
```

```
LD A,(PHASE)
RLA
RLA
NEG
ADD 100
LD (TKmCT),A
JP C
LD A,C
AND 8
ADD 8
LD (TKSTR),A
RET
LD A,R
LD HL,(FRAME)
AND 127
LD C,A
SRL H
LD A,L
RR A
AND A
RRA
SUB 127
NEG
LD B,A
SUB C
JP C
LD A,64
LD (TKSTR),A
LD A,(PHASE)
RLA
RLA
NEG
ADD 110
LD (TKmCT),A
RET
LD A,128
LD (TKSTR),A
LD A,255
LD (TKmCT),A
```


384
256
0
128


−
+
2
5


-8
248
120
7
135
60
220
32
-114
142
270
-14
242
370
16
400



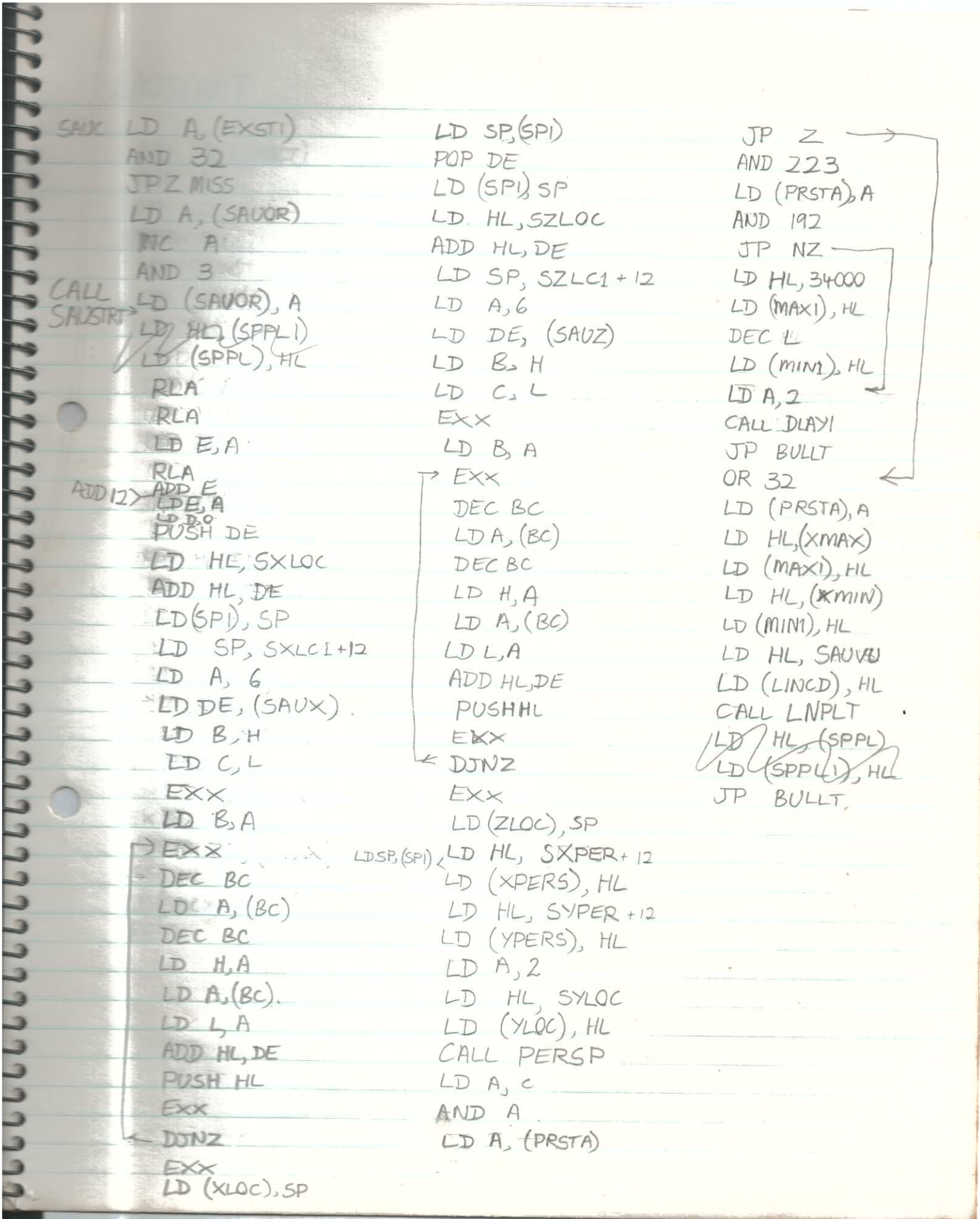
```
LD HL,(TKOR)
LD DE,(TKDIR)
AND A
SBC HL,DE
LD A,L
ADD 128
JP M
JP Z
LD A,(TKSTR)
AND 128
OR 16
LD (TKSTR),A
RET
LD A,(TKSTR)
AND 128
OR 8
LD (TKSTR),A
RET
LD A,(TKSTR)
AND 128
OR 64
LD (TKSTR),A
RET
```

— contd.

```
LD HL,(TXCR)        LD A,(RBEEP)
SLA H               ANDA
RR L                JP NZ
                    CALL MATMLT
                    JP
                    CALL MATMLT1
                    SUB A
                    LD (RBEEP),A

LD HL,TYLOC
LD (YLOC),HL
LD A,12             LD HL,(TXPER+30)
LD HL,TXPER+32      SBC HL,DE
LD (XPERS),HL       JP P
LD HL,TYPER+32      LD HL,(TXPER+26)
LD (YPERS),HL       SBC HL,DE
CALL PERSP          JP P
LD A,C              LD HL,VU-A
AND A               JP
LD A,(PRSTA)        LD HL,VU-B
JP Z                JP
AND 127             LD HL,(TXPER+26
LD (PRSTA),A        EX DE,HL
LD A,12             SBC HL,DE
CALL DLAY1          JP M
LD HL,34000         LD HL,VU-E
LD (MAX1),HL        JP
LD (MIN1),HL        LD HL,(TXPER+24)
JP SAVC             SBC HL,DE
LD HL,(XMAX)        JP P
LD (MAX1),HL        LD HL,VU-C
LD HL,(XMIN)        JP
LD (MIN1),HL        LD HL,VU-D
LD A,H                LD (LINCD),HL
AND A               CALL LNPLT
JP P                LD HL,(SPPL)
LD A,D              LD (SPPL1),HL
AND A               JP $AVC
JP M
LD A,128
LD (SIGHT),A
LD DE,(TXPER+28)
```

STNK


SAUX LD A,(EXSTI)
AND 32
JP Z MISS
LD A,(SAUOR)
INC A
AND 3
CALL SAUSTR LD (SAUOR),A
LD HL,(SPPL1)
LD (SPPL),HL
RLA
RLA
LD E,A
RLA
ADD 12 ADD E
LD E,A
LD D,0
PUSH DE
LD HL,SXLOC
ADD HL,DE
LD (SPI),SP
LD SP,SXLC1+12
LD A,6
LD DE,(SAUX)
LD B,H
LD C,L
EXX
LD B,A
EXX
DEC BC
LD A,(BC)
DEC BC
LD H,A
LD A,(BC)
LD L,A
ADD HL,DE
PUSH HL
EXX
DJNZ
EXX
LD (XLOC),SP
LD SP,(SPI)
POP DE
LD (SPI),SP
LD HL,SZLOC
ADD HL,DE
LD SP,SZLC1+12
LD A,6
LD DE,(SAUZ)
LD B,H
LD C,L
EXX
LD B,A
EXX
DEC BC
LD A,(BC)
DEC BC
LD H,A
LD A,(BC)
LD L,A
ADD HL,DE
PUSH HL
EXX
DJNZ
EXX
LD (ZLOC),SP
LD SP,(SPI) LD HL,SXPER+12
LD (XPERS),HL
LD HL,SYPER+12
LD (YPERS),HL
LD A,2
LD HL,SYLOC
LD (YLOC),HL
CALL PERSP
LD A,C
AND A
LD A,(PRSTA)
JP Z
AND 223
LD (PRSTA),A
AND 192
JP NZ
LD HL,34000
LD (MAXI),HL
DEC HL
LD (MINI),HL
LD A,2
CALL DLAYI
JP BULLT
OR 32
LD (PRSTA),A
LD HL,(XMAX)
LD (MAXI),HL
LD HL,(XMIN)
LD (MINI),HL
LD HL,SAUVU
LD (LINCD),HL
CALL LNPLT
LD HL,(SPPL)
LD (SPPL1),HL
JP BULLT

SAUSTRAT

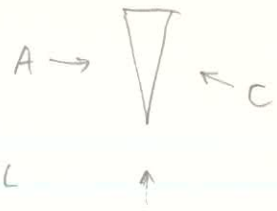
```
LD  A,(SAMCT)
AND A
JP  Z
DEC A
LD (SAMCT),A
LD  HL,(SAUX)
LD DE,(SAVCX)
ADD HL,DE
LD (SAUX), HL
LD  HL, (TKZ)
LD  DE, 32768
ADD HL, DE
LD (SAUZ), HL
RET
LD  A, 80
LD (SAMCT), A
LD  A, R
RLA
LD  L, A
LD  H,0
AND A
JP  P
EX DE, HL
LD HL,00
SBC HL,DE
LD(SAVCX),HL
RET
```

MISSILES

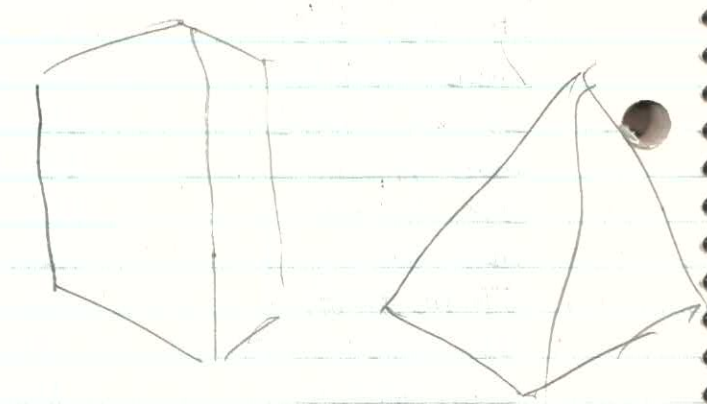
```
LD A, (EXSTI)
AND 16
JP Z BULLT
CALL MISSTRAT
LD A,C
LD (MSTRT), A
LD HL, (MISX)
LD DE, (MISZ)
CALL RADAR
LD A, (MISZ+1)
AND A
JP P
ADD 100
JP NC (WAVE)
LD HL,[ENEMY IN RANGE]
CALL MESPR
LD HL, [ENEMY TO RIGHT]
CALL MESER
LD HL, (MISX)
LD DE, (MISZ)
CALL POLCO
LD C, A
LD A, (EXSCN)
SUB C
NEG
SUB 11
JP NC
LD (RBEEP), A
LD HL, SPPLI
LD (SPPL), HL
LD A, 7
LD HL, MXTAB
LD (XTAB), HL
LD HL, MZTAB
LD (ZTAB), HL
```

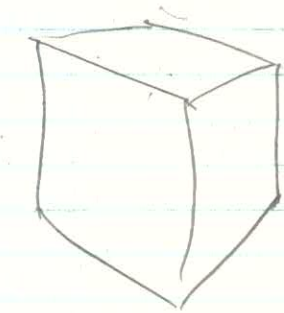
```
LD HL, (MXLOC)
LD (MISX), HL   < LD(XDIS), HL
LD HL, MXLOC+14
LD (XLOC), HL
LD HL, (MZLOC)
LD (MISZ), HL   < LD(ZDIS), HL
LD HL, MZLOC+14
LD (ZLOC), HL
LD HL, (MSOR)
SLA H
RR L
LD A, (RBEEP)
AND A
JP NZ
CALL MATMLT
JP
CALL MATMLT1
SUB A
LD (RBEEP), A
LD A, (MISZ+1)
CP 3
JP NC
LD A, (MISX+1)
ADD 2
CP 4
JP C CRASH
LD HL, MXPER+14
LD (XPERS), HL
LD HL MYPER+14
LD (YPERS), HL
LD DE, (MISY)
LD (SP1), SP
```

```
LD SP, MYLOC+14
LD BC, MYLOC+14
EXX
LD B, 7
EXX
DEC BC
LD A, (BC)
LD H, A
DEC BC
LD A, (BC)
LD L, A
ADD DE
PUSH HL
EXX
DJNZ
LD HL, MYLOC
LD (YLOC), SP
LD A, 3
CALL PERSP
LD A, C
AND A
LD HL, (MISY+1)
JP Z
SUB A
LD (PRSTA), A
LD A, 3
CALL DLAY1
LD HL, 34000
LD (MAX1), HL
DEC L
LD (MIN1), HL
JP BULLT
LD HL, (XMAX)
LD (MAX1), HL
EX DE, HL
LD HL, (XMIN),
```




```
LD   (MINM), HL
LD A,16
LD (PRSTA), A
LD A, H
AND A
JP P
LD A, D
AND A
JP M
LD A, 128
LD (SIGHT), A
LD HL, (MXPER+12)
EX DE, HL
LD HL, (MXPER+10)
SBC HL, DE
JP P
LD HL, VU A
JP
LD HL, (MXPER+8)
SBC HL, DE
JP P
LD HL, VU-B
JP
LD HL, VUC
LD (LINCD), HL
CALL LNPLT
LD HL, (SPPL)
LD (SPPLI), HL
BULLT
```





MSTRJ		7	Init drop	2	Up
	64	6	Left	1	Cont
	128	5	Right (return)	0	Down
	64	4	Right		
	128	3	Left (return)		

obst.

MISSTRAT

```
MISS  LD A,(MSTRJ)
      LD C,A
      AND A
      JP P
      LD HL,(MISY)
      LD A,H
      AND A
      JP P
      LD HL,0
      RES 7,C
      JP
      LD DE,65536
      ADD HL,DE
      LD (MISY),HL
      BIT 2,C
      JP Z
      LD HL,(MISY)
      LD A,H
      CP 3
      JP NC
      RES 2,C
      SET 7,C
      JP
      LD DE,160
      ADD HL,DE
      LD (MISY),HL
      LD A,(MSMCT)
      AND A
      JP Z
      DEC A
      JP
```

```
      BIT 6,C
      JP Z
      RES 6,C
      SET 5,C
      LD HL,(MSOR)
      LD DE,65408
      ADD HL,DE
      LD (MSOR),HL
      JP
      BIT 4,C
      JP Z
      RES 4,C
      SET 3,C
      LD HL,(MSOR)
      LD DE,128
      ADD HL,DE
      LD (MSOR),HL
      JP
      BIT 5,C
      JP Z
      LD HL,(MSOR)
      LD DE,64
      ADD HL,DE
      LD (MSOR),HL
      RES 5,C
      JP
      BIT 3,C
      JP Z
      LD HL,(MSOR)
      LD DE,65472
      ADD HL,DE
      LD (MSOR),HL
      RES 3,C
      LD A,R
      CP 96
```

```
LD HL,216
DEC (HL)
JP Z
LD
      JP NC
      AND 16
      JP Z
      LD HL,(MSOR)
      SET 6,C
      LD DE,64
      ADD HL,DE
      LD (MSOR),HL
      JP
      LD HL,(MSOR)
      SET 4,C
      LD DE,65472
      ADD HL,DE
      LD (MSOR),HL
      LD A,4
      LD (MSMCT),A
      LD A,(OBX+1)
      LD B,A
      LD A,(OBZ+1)
      LD E,A
      LD A,(MISX+1)
      SUB B
      ADD 2
      SUB 4
      RET NC
      LD A,(MISZ+1)
      SUB E
      ADD 2
      SUB 4
      RET NC
      SET 2,C
      RET
```