

641  
 642 LIST S.M.X.T  
 643 ORG 17DEH  
 17DE C3E819 644 JP INIT

646 ; \*\*\*\*\*  
 647 ; \* GUN FIGHT EQUATES \*  
 648 ; \*\*\*\*\*  
 649 ; GUNFIGHT BACKGROUND JOB  
 650 ; CONSISTING OF INITIALIZATION, PRE-ROUND DISPLAY,  
 651 ; MONITORING OF CONTROLS AND VECTOR DELTA CHANGING  
 652 ; DEATH, POST ROUND STUFF AND END GAME

654 ; EQUATES  
 >0008 655 LNX EQU 8 ; LEFT NUMBER X  
 >0002 656 BSY EQU 2 ; BANNER STRINGS Y  
 >0088 657 RNX EQU 136 ; RIGHT NUMBER X  
 >0020 658 LBULX EQU 32 ; LEFT BULLETS X  
 >0068 659 RBULX EQU 104 ; RIGHT " "  
 >004C 660 STIMX EQU 76 ; SUBTIMER X  
 >002C 661 GRX EQU 44 ; GET READY X  
 >0001 662 GRY EQU 1 ; "  
 >0040 663 DRX EQU 64 ; DRAIN X  
 >0014 664 TCACY EQU 20 ; TOP CACTUS Y  
 >000F 665 TTREEY EQU TCACY-5  
 >002A 666 MOCY EQU 42 ; MID CACTUS Y  
 >0046 667 BCACY EQU 70 ; BOTTOM CACTUS Y  
 >0041 668 BTREEY EQU BCACY-5  
 >0040 669 LCACX EQU 64 ; LEFT CACTUS X  
 >0058 670 RCACX EQU 88 ; RIGHT CACTUS X  
 >004C 671 CCACX EQU 76 ; CENTER CACTUS X  
 >0048 672 WAGX EQU 72 ; WAGON X  
 >0060 673 COMX EQU RCAH+8 ; OTHER COWBOYS WINDOW X  
 674 ;  
 >000A 675 TLINE EQU 10 ; TOP LINE OF GUNSPACE  
 >0009 676 ALINE EQU TLINE-1  
 >005C 677 BLINE EQU 92 ; BOTTOM LINE OF "  
 678 ;  
 >0012 679 BULVSZ EQU 18 ; BULLET VECTOR SIZE  
 >0017 680 GFCVZ EQU 23  
 >0012 681 WAGVZ EQU 18 ; WAGON VECTOR SIZE  
 682 ;  
 >0032 683 WINBND EQU 50 ; TOP BOTTOM WINDOW BOUNDARY  
 >006A 684 TOPLIN EQU 53\*2 ; TOP WINDOW LINE  
 >0000 685 BOTLIN EQU 00 ; BOTTOM WINDOW LINE  
 >00C8 686 LFRLIN EQU 100\*2 ; LOW PRIORITY FOREGROUND LINE  
 687 ;  
 >FFFF 688 NEXT EQU -1 ; NEXT LINK FOR QUEUES  
 >000F 689 VBARM EQU VBOAH+1 ; ARM STATE  
 >0010 690 VBOARM EQU VBARM+1 ; LAST ARM PATTERN WRITTEN  
 >0011 691 VBLEGT EQU VBOARM+1 ; LEG TIMER  
 >0012 692 VBLEG EQU VBLEGT+1 ; LEG LINK  
 >0013 693 VBCOMP EQU VBLEG+1 ; TIMER FOR COMPUTER CONTROL

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694 ; BITS
>0000 695 VBSWAG EQU 0 ; WAGON BIT
>0003 696 VBSCHG EQU 3 ; CHANGE STATUS BIT
>0004 697 VBSNOM EQU 4 ; NOT MOVING STATUS
>0005 698 VBSINT EQU 5 ; INTERCEPTED/DEAD STATUS
  
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700 ; *****
701 ; * SUBROUTINES *
702 ; *****
703 ; DISPLAY CLOCK AND UPDATE CT4
17E1 F3 704 DCLOCK DI
17E2 705 SYSSUK DECCTS
17E2 FF 705 + RST 56
17E3 11 705 + DEFB DECCTS+1
705 + IF DECCTS. EQ. INTPC
705 + ENDIF
17E4 80 706 DEFB 10000000B
17E5 DD210D02 707 LD IX, ENTSML
17E9 3ADC4F 708 LD A, (INT7)
17EC B7 709 OR A, (INT7)
17ED 2808 710 JR Z, DCOUT-*
17EF 711 SYSSUK DISNUM
17EF FF 711 + RST 56
17F0 37 711 + DEFB DISNUM+1
711 + IF DISNUM. EQ. INTPC
711 + ENDIF
17F1 4C 712 DEFB STRX
17F2 02 713 DEFB B
17F3 0B 714 DEFB TIME
17F4 42 715 DEFB 42H
17F5 DC4F 716 DEFW CT4
17F7 AF 717 DCOUT XOR A, (DCOUT)
17F8 D30C 718 OUT (MUSIC), A
17FA 32FF0F 719 LD (WRITE), A
17FD FB 720 EI
17FE C9 721 RET
722 FIRE BULLETS
723 LEFT COWBOY
17FF 724 SYSSUK SUCK
17FF FF 724 + RST 56
1800 0D 724 + DEFB SUCK+1
724 + IF SUCK. EQ. INTPC
724 + ENDIF
1801 DC 725 DEFB 11011100B
1802 614F 726 DEFW LCOWB
1804 DA4F 727 DEFW LBULS
1806 194F 728 DEFW BULV1+1
1808 1809 729 JR ZORE-*
180A 730 FIRE1 SYSSUK SUCK
180A FF 730 + RST 56
180B 0D 730 + DEFB SUCK+1
730 + IF SUCK. EQ. INTPC
730 + ENDIF
  
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180C DC      731      DEFB 11011100B
180D 734F    732      DEFW RCQWB
180F DB4F    733      DEFW RBULS
1811 3D4F    734      DEFW BULV3+1
1813 FD7E07  735  ZORE:   LD   A, (IY+CBB)
1816 B7      736      OR   A
1817 C8      737      RET  Z
1818 0A      738      LD   A, (BC)      ; GET BULLET COUNT
1819 B7      739      OR   A
181A C8      740      RET  Z
181B 7E      741      LD   A, (HL)      ; CHECK IF BULLET IS AVAILABLE
181C B7      742      OR   A
181D 2809    743      JR   Z, ZOK-$
181F 111200  744      LD   DE, BULVSZ   ; DELTA TO NEXT BULLET
1822 19      745      ADD  HL, DE
1823 7E      746      LD   A, (HL)
1824 B7      747      OR   A
1825 2801    748      JR   Z, ZOK-$
1827 C9      749      RET
          750 ; N HL->BULLET
          751 ; IX->COWBOY
          752 ; SUB 1 FROM BULLET COUNT
1828 0A      753  ZOK   LD   A, (BC)
1829 3D      754      DEC  A
182A 02      755      LD   (BC), A
          756 ; SUB TIMER IF OUT OF BULLETS
182B 200D    757      JR   NZ, BEBASE-$
182D 3ADC4F  758      LD   A, (C)
1830 B7      759      OR   A
1831 3E10    760      LD   A, 10
1833 2802    761      JR   Z, STDEC-$
1835 3E02    762      LD   A, 2
1837 32DC4F  763  STSET  LD   (CT7), A
183A E5      764  BEBASE  PUSH  HL
183B DDE5    765      PUSH  IX
183D 0A      766      LD   A, (B)
183E 6F      767      LD   L, A
183F 2600    768      LD   H, 0
1841 29      769      ADD  HL, HL
1842 29      770      ADD  HL, HL      ; *4
1843 116802  771      LD   DE, B*256+RBULX
1846 DDCB0076 772      BIT  MRFLP, (IX+VBMR)
184A 3E40    773      LD   A, 40
184C 2801    774      JR   Z, RITB-$   ; FLOOR MR
184E AF      775      XOR  A           ; NORMAL MR
          776 ; NOW POSITION AND ERASE
184F 19      777  RITB  ADD  HL, DE
1850 EB      778      EX   DE, HL
1851         779      SYSTEM RELAB1
1851 FF      779 +    RST  56
1852 3A      779 +    DEFB RELAB1
          779 +    IF  RELAB1.EQ.INTPC
          779 +    ENDIF
1853 EB      780      EX   DE, HL
1854 0605    781      LD   B, 5
1856 112800  782      LD   DE, 40      ; INC TO NEXT LINE
1859 36FF    783  BELP  LD   (HL), OFFH   ; ERASE A LINE
  
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185B 19          784          ADD HL, DE          ; GO DOWN A LINE
185C 10FB       785          DJNZ BELP-$
185E 1600       786          LD D, 0
1860 DD5E0F     787          LD E, (IX+VBARM)  ; GET CURRENT ARM POS
1863 62         788          LD H, D
1864 6B         789          LD L, E
1865 29         790          ADD HL, HL          ; *2
1866 19         791          ADD HL, DE          ; *3
1867 11931D     792          LD DE, BULTAB
186A 19         793          ADD HL, DE          ; -> BULTAB(ARM)
186B EB         794          EX DE, HL
186C C1         795          POP BC              ; BCC==IX
186D E1         796          POP HL              ; BUL [STAT]
186E E3         797          PUSH HL             ; SAVE FOR ACTIVATE
186F 23         798          INC HL              ; BUL [DEL TIME]
1870 3601       799          LD (HL), 1         ; MAKE BULIT JUMP OUT
1872 23         800          INC HL              ; BUL [DEL XLOW]
1873 03         801          INC BC              ; COW [STAT]
1874 03         802          INC BC              ; COW [DEL TIME]
1875 03         803          INC BC              ; COW [DX LO]
1876 CDD319     804          CALL PUTVEC
1879 03         805          INC BC              ; [EXCHK]
187A 03         806          INC BC              ; [DY LO]
187B 23         807          INC HL              ; [EXCHK]
187C 3601       808          LD (HL), 1         ; [MIT CHECK]
187E 23         809          INC HL              ; [DY LO]
187F CDD319     810          CALL PUTVEC
1882 E1         811          POP HL              ; [STAT]
1883 3680       812          LD (HL), 80H      ; [TIVE]
1885           813          SYSSUK MUSIC
1885 FF         813          RST 5
1886 13         813          DEFB BMUSIC+1
1886 13         813          IF BMUSIC.EQ. INTPC
1887 124F       814          ENDF
1887 124F       814          DEFW MSACK
1889 01         815          DEFB 0000001B     ; JUST NOISE
188A DB1F       816          DEFW GUNSHOT
188C C9         817          RET
188C C9         818          TAKE A COFFEE BREAK
188D           819          NBRK: DONT PI2BRK ; IF I CARE
188D 48         819          DEFB PI2BRK
188E           820          DO MRRT
188E 09         820          DEFB MRRT+1
188F DD21614F   821          CONVERT JOYSTICKS
188F DD21614F   822          JOY0 LD IX, LCOWB
1893 1804       823          JR PJOY-$
1895 DD21784F   824          JOY1 LD IX, RCOWB
1895 DD21784F   825          CONVERT JOYSTICKS
1899 DD4E00     826          JOY: LD C, (IX+VBMR)
189C 118000     827          LD DE, 128
189F 218000     828          LD HL, 128
18A2           829          SYSTEM MSKTD      ; COMPUTE DELTAS
18A2 FF         829          RST 56
18A3 7E         829          DEFB MSKTD
18A3 7E         829          IF MSKTD.EQ. INTPC
18A3 7E         829          ENDF
18A4 DD7409     830          STHN LD (IX+VBDYH), H
  
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18A7 DD7508 831 LD (IX+VBDYL),L
18AA DD7204 832 LD (IX+VBDXH),D
18AD DD7303 833 LD (IX+VBDXL),E
18B0 C9 834 RET
18B1 DD21784F 835 PFOT1: LD IX,RCOWB
18B5 78 836 LD A,B ; POT MUST BE FLOPPED BECAUSE
18B6 2F 837 CPL ; ARM IS FLOPPED
18B7 1805 838 JR PPOT-$
18B9 DD21614F 839 PPOTO: LD IX,LCOWB
18BD 78 840 LD A,B
841 ; CONVERT POT AND STORE
18BE E6E0 842 PPOT AND OEOH
18C0 OF 843 RRCA
18C1 OF 844 RRCA
18C2 OF 845 RRCA
18C3 OF 846 RRCA
18C4 FE0E 847 CP OEH
18C6 2002 848 JR NZ,KART-$
18C8 3E0C 849 LD A,OCH ; IF BOB=7 THEN SET TO 6
18CA DD770F 850 KART LD (IX+VBARM),A ; SET ARM POSITION
18CD C9 851 RET
852 ; CHECK IF BULLET HIT ANYTHING
18CE DD7E01 853 HITCHK: LD A,(IX+VBSTAT)
18D1 E660 854 AND 060H
18D3 FE20 855 CP 20H ; CHECK ONLY IF BLANKED
18D5 280F 856 JR Z,HIT-$
18D7 D0 857 RET NC ; RETURN IF NOT BLANKED YET
18D8 DDCB075E 858 BIT VBC1,A (IX+VBXCHK)
18DC C8 859 RET Z
18DD DD360100 860 LD (IX+VBSTAT),0 ; BULLET HIT WALL
18E1 DD360701 861 LD (IX+VBXCHK),1 ; SET LIMIT CHECK
18E5 C9 862 RET
18E6 DD7E06 863 HIT LD A,(IX+VBXH) ; CHECK WHAT PART OF SCR ITS IN
18E9 FE48 864 CP WAGX
18EB 300E 865 JR NC,HIT1-$
18ED DD360202 866 LD (IX+VBTIMB),2 ; MAKE IT JUMP OUT
18F1 DD360180 867 LD (IX+VBSTAT),80H ; REACTIVATE
18F5 218F1D 868 LD HL,BULLMT
18F8 869 SYSTEM VECT
18F8 FF 869 + RST 56
18F9 3E 869 + DEFB VECT
869 + IF VECT.EQ.INTPC
869 + ENDIF
18FA C9 870 RET
18FB DD360100 871 HIT LD (IX+VBSTAT),0 ; BULLET DIES FROM WAGON ON
18FF FE58 872 CP RCACX
1901 301D 873 JR NC,HIT2-$
1903 3A904F 874 LD A,(WAGON)
1906 B7 875 OR A ; IS IT A CACTII?
1907 C0 876 RET NZ ; NOPE ITS A WAGON
1908 1E4C 877 LD E,CCACX ; LOAD X
878 ; ERASE OBJECT BULLET HITS
190A DD560B 879 ERASE LD D,(IX+VBYH) ; LOAD Y
190D 15 880 DEC D
190E 881 SYSSUK RELAB1
190E FF 881 + RST 56
190F 3B 881 + DEFB RELAB1+1

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		881. +	IF	RELAB1. EQ. INTPC	
		881 +	ENDIF		
1910	00	882	DEFB	0	
1911	EB	883	EX	DE, HL	
1912	11D7FF	884	LD	DE, -41	
1915	0600	885	LD	B, 0	
1917	7E	886	LD	A, (HL)	
1918	70	887	LD	(HL), B	; ZERO THE SCREEN BYTE
1919	23	888	INC	HL	
191A	B6	889	OR	(HL)	
191B	70	890	LD	(HL), B	
191C	19	891	ADD	HL, DE	
191D	20FB	892	JR	NZ, ELOP-*	
191F	C9	893	RET		
1920	FE60	894	CP	RCACX+8	; GUNFTR SPACE
1922	300C	895	JR	NC, DIE-*	
1924	1E40	896	LD	E, LCACX	
1926	DDCB0076	897	BIT	MRFLOP, (IX+VBMR)	
192A	20DE	898	JR	NZ, ERASE-*	
192C	1E58	899	LD	E, RCACX	
192E	18DA	900	JR	ERASE-*	
1930	DDCB0076	901	BIT	MRFLOP, (IX+VBMR)	WHO DIED?
1934	280C	902	JR	LEFT-*	
1936		903	SYSSUK	SUCK	
1936	FF	903	RST	56	
1937	0D	903	DEFB	SUCK+1	
		903	IF	SUCK. EQ. INTPC	
		903	ENDIF		
1938	DD	904	DEFB	11011101B	
1939	614F	905	DEFW	LC0WB	
193B	08	906	DEFB	100	
193C	B11F	907	DEFW	TAPS	
193E	A64F	908	DEFW	RSCORE	
1940	180A	909	JR	DIE1-*	
1942		910	SYSSUK	SUCK	
1942	FF	910	RST	56	
1943	0D	910	DEFB	SUCK+1	
		910	IF	SUCK. EQ. INTPC	
		910	ENDIF		
1944	DD	911	DEFB	11011101B	
1945	784F	912	DEFW	RC0WB	
1947	64	913	DEFB	100	
1948	C11F	914	DEFW	FUNERL	
194A	A24F	915	DEFW	RSCORE	
194C	DD361106	916	LD	(IX+VBLEGT), 6	; GET FIRST CELL TIME
1950	DD361284	917	LD	(IX+VBLEG), KILL AND. OFFH ; ??	
1954	DD360168	918	LD	(IX+VBSTAT), 068H ; KILL HIM	
1958	DD7E0B	919	LD	A, (IX+VBYH) ; WHERE TO WRITE GOT ME	
195B	D608	920	SUB	8	
195D	FE13	921	CP	TLINE+9	
195F	3002	922	JR	NC, DIE4-*	
1961	C620	923	ADD	A, 32	
1963	57	924	LD	D, A	; LOAD Y
1964		925	SYSTEM	INCSCR	
1964	FF	925 +	RST	56	
1965	54	925 +	DEFB	INCSCR	
		925 +	IF	INCSCR. EQ. INTPC	

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925 + ENDIF
1966 2B 926 DEC HL
1967 7E 927 LD A, (HL) ; FIELD
1968 FE05 928 CP 5 ; INC IF LESS THAN 5
196A CE00 929 ADC A, 0
196C 77 930 LD (HL), A
931 ; PLAY DEATH SONG
196D 60 932 LD H, B
196E 69 933 LD L, C
196F DD21124F 934 LD IX, MSTACK
1973 3E00 935 LD A, 11000000B
1975 936 SYSTEM BMUSIC
1975 FF 936 + RST 56
1976 12 936 + DEFB BMUSIC
936 + IF BMUSIC.EQ. INTPC
936 + ENDIF
1977 0E0C 937 LD C, LARG2
1979 21061F 938 LD HL, GOTME
197C F3 939 DI
197D 940 SYSTEM STRDIS
197D FF 940 + RST 56
197E 34 940 + DEFB STRDIS
940 + IF STRDIS.EQ. INTPC
940 + ENDIF
197F 941 SYSSUK PAWS
197F FF 941 + RST 56
1980 51 941 + DEFB PAWS+1
941 + IF PAWS.EQ. INTPC
941 + ENDIF
1981 FA 942 DEFB 250
1982 3E01 943 LD A, 1
1984 32DE4F 944 LD (SEMI), A ; SET WAGON
1987 C9 945 RET
946 ; FIELD PUTS UP THE SACTII APPROX TO SCORE
947 ; A=SCORE OF OPP PLAYER UPTO 6
948 ; B=SCORE OF ARRAY OF Y POSITIONS
1988 21F81E 949 FIELD LD HL, CACUS ; -> CACTUS PATTERN
198B F5 950 PUSH AF
198C 3E08 951 LD A, 1000B
198E D319 952 OUT (XPAND), A
1990 F1 953 POP AF
1991 FE01 954 CP 1
1993 D8 955 RET C
1994 FE04 956 CP 4
1996 3003 957 JR NC, TCAC-$
1998 CDC819 958 CALL CACW
199B 03 959 TCAC INC BC
199C FE02 960 CP 2
199E D8 961 RET C
199F FE05 962 CP 5
19A1 3003 963 JR NC, MCAC-$
19A3 CDC819 964 CALL CACW
19A6 FE03 965 MCAC CP 3
19A8 D8 966 RET C
19A9 03 967 INC BC
19AA 08 968 EX AF, AF'
19AB 3E81 969 LD A, 81H ; ACTIVATE WAGON
  
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19AD	32904F	970.		LD	(WAGON), A	
19B0	08	971		EX	AF, AF'	
19B1	CDC819	972		CALL	CACW	
19B4	FE04	973		CP	4	
19B6	D8	974		RET	C	
19B7	03	975		INC	BC	
19B8	21E91D	976		LD	HL, TREE	
19BB	F5	977		PUSH	AF	
19BC	3E0C	978		LD	A, 1100B	
19BE	D319	979		OUT	(XPAND), A	
19C0	F1	980		POP	AF	
19C1	CDC819	981		CALL	CACW	
19C4	FE05	982		CP	5	
19C6	D8	983		RET	C	
19C7	03	984		INC	BC	
19C8	F5	985	CACW:	PUSH	AF	
19C9	D5	986		PUSH	DE	
19CA	0A	987		LD	A, (BC)	
19CB	57	988		LD	D, A	
19CC	3E08	989		LD	A, 8	; EXPAND
19CE		990		SYSTEM	WRITP	
19CE	FF	990		RST	56	
19CF	22	990		DEFB	W, P	
		990		IF	WRITP, EQ. INTPC	
		990		ENDIF		
19D0	D1	991		POP	DE	
19D1	F1	992		POP	AF	
19D2	C9	993		RET		
		994		PUT	DEL X, Y INTO BULLET VE	ARS
19D3	1A	995		LD	A, (DE)	; BULE [D LO]
19D4	77	996		LD	A, A	; [D LO]
19D5	13	997		INC	DE	; [D HI]
19D6	03	998		INC	BC	; [D HI]
19D7	23	999		INC	HL	; [D HI]
19D8	1A	1000		LD	A, (E)	
19D9	77	1001		LD	(L), A	
19DA	23	1002		INC	HL	; [LO]
19DB	13	1003		INC	DE	; [HI]
19DC	03	1004		INC	BC	; [LO]
19DD	3600	1005		LD	(HL), 0	
19DF	03	1006		INC	BC	; [HI]
19E0	23	1007		INC	HL	; BUL [HI]
19E1	0A	1008		LD	A, (BC)	
19E2	EB	1009		EX	DE, HL	
19E3	86	1010		ADD	A, (HL)	
19E4	EB	1011		EX	DE, HL	
19E5	77	1012		LD	(HL), A	; BUL [HI]=COW [HI]+TAB [HI]
19E6	13	1013		INC	DE	; TAB [D HI]
19E7	C9	1014		RET		

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1016 ; GUNFIGHT START UP ROUTINE (ONCE PER GAME)
19E8      1017 INIT: SYSSUK GETPAR
19E8 FF   1017 +      RST 56
19E9 4D   1017 +      DEFB GETPAR+1
          1017 +      IF GETPAR.EQ. INTPC
          1017 +      ENDIF
19EA 1E02 1018      DEFW MXSCR
19EC 84   1019      DEFB 84H
19ED F44F 1020      DEFW ENDSCR
19EF 31064F 1021     LD SP, STACK
19F2      1022      SYSTEM INTPC
19F2 FF   1022 +      RST 56
19F3 00   1022 +      DEFB INTPC
          1022 +      IF INTPC.EQ. INTPC
>0001     1022 +INTP@ DEFL 1
          1022 +      ENDIF
19F4      1023      DO FILL
19F4 1B   1023 +      DEFB FILL+1
19F5 064F 1024      DEFW STACK
19F7 D600 1025      DEFW CT7-STACK
19F9 00   1026      DEFB 0
19FA      1027      DO SETB
19FA 7B   1027 +      DEFB SETB+1
19FB 02   1028      DEFB 2**GSEBSCR
19FC F84F 1029      DEFW GAMSTB
19FE      1030      DO SETOUT ; SET UP GAME PORTS
19FE 17   1030 +      DEFB SETOUT+1
19FF B8   1031      DEFB BLINE* ; BOTTOM LINE - VERT BLK
1A00 D6   1032      DEFB RCACX/+COCH ; HORIZ SOUNDS
1A01 08   1033      DEFB 8 ; INMO
1A02      1034      DO COLSE
1A02 19   1034 +      DEFB COLSET+1
1A03 C71D 1035      DEFW GFCOLS
1A05      1036      DO BMUSIC ; PLAY STREETS OF LOREDO
1A05 13   1036 +      DEFB BMUSIC
1A06 124F 1037      DEFW MSTAC
1A08 C0   1038      DEFB 1100000B ; ON VOICE A
1A09 A31F 1039      DEFW HOME
1A0B      1040      EXIT
1A0B 02   1040 +      DEFB XINTC
>0000     1040 +INTP@ DEFL 0
          1041 ; ***
          1042 ; ONCE A ROUND START UP ROUTINE
          1043 ; ***
1A0C F3   1044 STRN DI
1A0D      1045      SYSTEM INTPC
1A0D FF   1045 +      RST 56
1A0E 00   1045 +      DEFB INTPC
          1045 +      IF INTPC.EQ. INTPC
>0001     1045 +INTP@ DEFL 1
          1045 +      ENDIF
          1046 ; INIT HANDLES, BULLETS, TIMERS
1A0F      1047      DO MOVE
1A0F 5F   1047 +      DEFB MOVE+1
1A10 DA4F 1048      DEFW CT5
1A12 0C00 1049      DEFW 12
  
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1A14 CF1D      1050.          DEFW SINIT
                1051 ; COLOR BANNER
1A16          1052          FILL? NORMEM, BYTEPL*ALINE, OFFH
1A16 1B        1052 +          DEFB FILL+1
1A17 0040      1052 +          DEFW NORMEM
1A19 6801      1052 +          DEFW BYTEPL*ALINE
1A1B FF        1052 +          DEFB OFFH
                1053 ; ERASE SCREEN
1A1C          1054          FILL? NORMEM+BYTEPL*ALINE, BYTEPL*(BLINE-ALINE), 0
1A1C 1B        1054 +          DEFB FILL+1
1A1D 6841      1054 +          DEFW NORMEM+BYTEPL*ALINE
1A1F F80C      1054 +          DEFW BYTEPL*(BLINE-ALINE)
1A21 00        1054 +          DEFB 0
                1055 ; RESET VECTORS
1A22          1056          FILL? STRRAM, ENDRAM-STRRAM, 0
1A22 1B        1056 +          DEFB FILL+1
1A23 124F      1056 +          DEFW STRRAM
1A25 8F00      1056 +          DEFW ENDRAM-STRRAM
1A27 00        1056 +          DEFB 0
                1057 ; SHOW SCORES
1A28          1058          DO SUCK
1A28 0D        1058 +          DEFB SUCK+1
1A29 10        1059          DEFB 00000000B
1A2A 0D02      1060          DEFW FNTSML
1A2C          1061          DO DISNUM
1A2C 37        1061 +          DEFB DISNUM+1
1A2D 08        1062          DEFB LNS
1A2E 02        1063          DEFB BS
1A2F 0B        1064          DEFB TIME
1A30 C4        1065          DEFB OCH
1A31 A24F      1066          DEFW LSORE ; Z80 SUPRS, SMALL
1A33          1067          DO DISNUM
1A33 37        1067 +          DEFB DISNUM+1
1A34 88        1068          DEFB RNS
1A35 02        1069          DEFB BS
1A36 0B        1070          DEFB TIME
1A37 C4        1071          DEFB OCH
1A38 A64F      1072          DEFW RSORE
                1073 ; CHECK FOR END GAME
1A3A          1074          DO RCALL
1A3A 05        1074 +          DEFB RCALL+1
1A3B 301B      1075          DEFW ENRGAM
1A3D          1076          TEXT GETRDY, GRX, GRY, LARGE
1A3D 35        1076 +          DEFB STDIS+1
1A3E 2C        1076 +          DEFB GRX
1A3F 01        1076 +          DEFB GRY
1A40 0B        1076 +          DEFB LARGE
1A41 7E1D      1076 +          DEFW GETRDY
1A43          1077          EXIT
1A43 02        1077 +          DEFB XINTC
>0000         1077 +INTP@ DEFL 0
1A44 AF        1078          XOR A ; SET UP WAGON
1A45 32904F    1079          LD (WAGON), A ; STOP WAGON
                1080 ; PUT UP PLAY FIELD:
1A48 3AA14F    1081          LD A, (RFIELD) ; NUMBER OF CACTII
1A4B 1E58      1082          LD E, RCACX ; RIGHT CAC COLUMN
1A4D 01C21D    1083          LD BC, RFTAB ; POSITIONS TABLE FOR CACTII
  
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1A50 CD8819 1084 CALL FIELD ; PUT THE CACTII UP
1A53 3AA54F 1085 LD A, (LFIELD)
1A56 1E40 1086 LD E, LCACX
1A58 01BD1D 1087 LD BC, LFTAB
1A5B CD8819 1088 CALL FIELD
1089 ; INITIALIZE Q POINTERS
1A5E 3E4F 1090 INITQ LD A, LCOWB. SHR. 8
1A60 32144F 1091 LD (WRITQ+2), A
1A63 32174F 1092 LD (VECG+2), A
1093 ; SET UP VECTORS SO COWBOYS WALK OUT
1A66 DD21614F 1094 LD IX, LCOWB ; LEFT COMBOY VECTOR
1A6A DD360010 1095 LD (IX+VBMR), 10H
1A6E 21154F 1096 LD HL, VECQ
1A71 CD341D 1097 CALL COWINT
1A74 DD21784F 1098 LD IX, RCOWB ; RIGHT COWBOY VECTOR
1A78 DD360050 1099 LD (IX+VBMR), 50H
1A7C CD341D 1100 CALL COWINT
1A7F 3A904F 1101 LD A, (WAGON) ; IF WAGON IS ON
1A82 B7 1102 OR A
1A83 281D 1103 JR Z, MIDC-$
1A85 DD218F4F 1104 LD IX, WAGVEC ; THEN ACTIVATE WAGON
1A89 DD360010 1105 LD (IX+VBMR), 10H
1A8D DD360C03 1106 LD (IX+VBXCHK), 3
1A91 DD360840 1107 LD (IX+VBDYL), 40H
1A95 DD360648 1108 LD (IX+VBXH), 72
1A99 DD360B0A 1109 LD (IX+VBYH), TLINE
1A9D CD541D 1110 CALL ADDT
1AA0 180B 1111 JR BORG$
1AA2 3E08 1112 LD A, 8
1AA4 D319 1113 OUT (XPAND), A
1AA6 1114 SYSSUK NR$TP ; ELI PUT UP A CACTUS
1AA6 FF 1114 + RST 56
1AA7 23 1114 + DEFB WRITP+1
1114 + IF WRITP EQ. INTPC
1114 + ENDIF
1AA8 4C 1115 DEFB CCAC
1AA9 2A 1116 DEFB MCAC
1AAA 08 1117 DEFB 8 ; EXPAND
1AAB F81E 1118 DEFW CACTUS
1119 ; INITIALIZE BULLBT VECTORS
1AAD 111200 1120 BULL LD DE, BULLVSZ
1AB0 DD21184F 1121 LD IX, BULLV1
1AB4 012004 1122 LD BC, 256+20H
1AB7 3E02 1123 LD A,
1AB9 B8 1124 BULL CP B
1ABA 2002 1125 JR NZ, TIYU-$
1ABC 0E60 1126 LD C, 60H
1ABE DD7100 1127 TIYU LD (IX+VBMR), C
1AC1 DD360701 1128 LD (IX+VBXCHK), 1
1AC5 DD360C03 1129 LD (IX+VBYCHK), 3
1AC9 DD19 1130 ADD IX, DE
1ACB 10EC 1131 DJNZ BULLP-$
1132 ; FIRE UP INTERRUPTS
1ACD 3E1D 1133 LD A, INTTBL. SHR. 8
1ACF ED47 1134 LD I, A
1135 ; IM 2 ; DONE IN MENU
1AD1 3E78 1136 LD A, LFRVEC. AND. OFFH
  
```

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1AD3 D30D      1137      OUT (INFBK),A
              1138      ; ***
              1139      ; LET COWBOYS WALK OUT
              1140      ; ***
1AD5           1141      WALK: SYSSUK PAWS
1AD5 FF        1141      + RST 56
1AD6 51        1141      + DEFB PAWS+1
              1141      + IF PAWS.EQ.INTPC
              1141      + ENDIF
1AD7 64        1142      DEFB 100
1AD8 F3        1143      DI
1AD9 DD210D02 1144      LD IX,FNTSML
1ADD           1145      SYSTEM INTPC
1ADD FF        1145      + RST 56
1ADE 00        1145      + DEFB INTPC
              1145      + IF INTPC.EQ.INTPC
>0001          1145      + INTPC DEFL 1
              1145      + ENDIF
              1146      + ERASE GET READY
1ADF           1147      DO BLANK
1ADF 2B        1147      + DEFB BLANK+1
1AE0 12        1148      DEFB 18
1AE1 08        1149      DEFB 8
1AE2 FF        1150      DEFB OFFH
1AE3 00000000 1151      XYDEFW (GRX/4)+4000H,GRY
1AE7           1152      TEXT DRW,DRX,GRY,LARGE
1AE7 35        1152      + DEFB STDIS+1
1AE8 40        1152      + DEFB DRW
1AE9 01        1152      + DEFB GRW
1AEA 0B        1152      + DEFB LARGE
1AEB 8B1D      1152      + DEFW DRW
1AED           1153      DO CHRDIS
1AED 33        1153      + DEFB CHRDIS+1
1AEE 20        1154      DEFB LB X
1AEF 02        1155      DEFB BS
1AF0 0B        1156      DEFB BULRIT
1AF1 BB        1157      DEFB BULRIT
1AF2           1158      DO MCALL
1AF2 07        1158      DEFB MCALL+1
1AF3 571B      1159      DEFW BULRIT
1AF5           1160      DO SUX
1AF5 0D        1160      + DEFB SUX+1
1AF6 01        1161      DEFB 0000001B
1AF7 68        1162      DEFB RBLX
1AF8           1163      DONT CHRDIS
1AF8 32        1163      + DEFB CHRDIS
1AF9           1164      DO MCALL
1AF9 07        1164      + DEFB MCALL+1
1AFA 571B      1165      DEFW BULRIT
1AFC           1166      DO PAWS
1AFC 51        1166      + DEFB PAWS+1
1AFD 3C        1167      DEFB 60
1AFE           1168      DO BLANK
1AFE 2B        1168      + DEFB BLANK+1
1AFF 08        1169      DEFB 8
1B00 08        1170      DEFB 8
1B01 FF        1171      DEFB OFFH
  
```

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; BULLET
; MORE
; DO THE RIGHT ONES
; DISPLAY FIRST ONE
; DISP THE OTHER 5
  
```

ADDR	OBJECT	STMT	LABEL	OPCODE	OPERAND	COMMENT
1B02	00000000	1172		XYDEFW	(DRX/4)+4000H	GRY
1B06		1173		EXIT		
1B06	02	1173	+	DEFB	XINTC	
>0000		1173	+INTPe	DEFL	0	

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1175 ; *****
1176 ; MAIN LOOP DURING ROUND
1177 ; GETS HANDLES, SETS VECTORS AND CHECKS BULLETS
1B07 1178 LOOP: SYSTEM INTPC
1B07 FF 1178 + RST 56
1B08 00 1178 + DEFB INTPC
1178 + IF INTPC.EQ. INTPC
>0001 1178 +INTPe DEFL 1
1178 + ENDIF
1B09 1179 DO SENTRY
1B09 43 1179 + DEFB SENTRY+1
1B0A 1402 1180 DEFW ALKEYS
1B0C 1181 DO DOIT
1B0C 45 1181 + DEFB DOIT+1
1B0D 381B 1182 DEFW DTAB
1B0F 1183 EXIT
1B0F 02 1183 DEFB XINTC
>0000 1183 INTPe DEFL 0

1195 CHECK FOR DEATHS
1B10 DD21184F 1186 DEATH LD IX,BULV1
1B14 111200 1187 LD IX,BULVSZ
1B17 0604 1188 LD B,
1B19 C5 1189 PP2 PUSH BC
1B1A D5 1190 PUSH DE
1B1B CDCE18 1191 CALL HI,CHK
1B1E D1 1192 POP DE
1B1F C1 1193 POP BC
1B20 DD19 1194 ADD IX,DE
1B22 3ADE4F 1195 LD IX,SEMI4S) ; CHECK IF DEATH MODE
1B25 3D 1196 DEC A
1B26 28DF 1197 JR Z,LOOP-$
1B28 10EF 1198 DJNZ LOOP2-$
1B2A 18DB 1199 JR LOOP-$
1200
1B2C 1201 ENDRND EXIT
1B2C 02 1201 + DEFB XINTC
>0000 1201 INTPe DEFL 0
1B2D C30C1A 1202 JP STRND
1203
1B30 3AF84F 1204 ENDGAM: LD A,GAMSTB)
1B33 CB7F 1205 BIT A,END,A
1B35 C3 1206 RET
1B36 1207 SYSTEM QUIT
1B36 FF 1207 RST 56
1B37 78 1207 DEFB QUIT
1207 IF QUIT.EQ. INTPC
1207 ENDIF

1B38 1209 DTAB: JMP SCT7, ENDRND
  
```

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1B38 08	1209 +	DEFB SCT7
1B39 2C1B	1209 +	DEFW ENDRND
	1209 +	IF 0
	1209 +	ENDIF
1B3B	1210	JMP SFO, ENDRND
1B3B 09	1210 +	DEFB SFO
1B3C 2C1B	1210 +	DEFW ENDRND
	1210 +	IF 0
	1210 +	ENDIF
1B3E	1211	RC SPO, PPOTO
1B3E 5C	1211 +	DEFB SPO+40H
1B3F B918	1211 +	DEFW PPOTO
	1211 +	IF 0
	1211 +	ENDIF
1B41	1212	RC SP1, PPOT1
1B41 5D	1212 +	DEFB SP1+40H
1B42 B118	1212 +	DEFW PPOT1
	1212 +	IF 0
	1212 +	ENDIF
1B44	1213	RC SJO, JOY0
1B44 55	1213 +	DEFB SJO+40H
1B45 8F18	1213 +	DEFW JOY0
	1213 +	IF 0
	1213 +	ENDIF
1B47	1214	RC SJ1, JOY1
1B47 57	1214 +	DEFB SJ1+40H
1B48 9518	1214 +	DEFW JOY1
	1214 +	IF 0
	1214 +	ENDIF
1B4A	1215	MC SKY, NBRK
1B4A 93	1215 +	DEFB SKY+80H
1B4B 8D18	1215 +	DEFW NBRK
	1215 +	IF 0
	1215 +	ENDIF
1B4D	1216	RC STO, FIRE0
1B4D 54	1216 +	DEFB STO+40H
1B4E FF17	1216 +	DEFW FIRE0
	1216 +	IF 0
	1216 +	ENDIF
1B50	1217	RC ST1, FIRE1
1B50 56	1217 +	DEFB ST1+40H
1B51 0A18	1217 +	DEFW FIRE1
	1217 +	IF 0
	1217 +	ENDIF
1B53	1218	RC SSEC, DCLOCK, +END
1B53 51	1218 +	DEFB SSEC+40H
1B54 E117	1218 +	DEFW DCLOCK
	1218 +	IF 0+END
1B56 C0	1218 +	DEFB 0+END
	1218 +	ENDIF

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1B57	1220	BULRIT	DONT CHRDIS
1B57 32	1220 +		DEFB CHRDIS

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1B58          1221.          DONT CHRDIS
1B58 32       1221 +        DEFB CHRDIS
1B59          1222          DONT CHRDIS
1B59 32       1222 +        DEFB CHRDIS
1B5A          1223          DONT CHRDIS
1B5A 32       1223 +        DEFB CHRDIS
1B5B          1224          DONT CHRDIS
1B5B 32       1224 +        DEFB CHRDIS
1B5C          1225          DONT MRET
1B5C 08       1225 +        DEFB MRET
  
```

```

1227 ; *****
1228 ; * GUNFIGHT WRITE INTERRUPT ROUTINE *
1229 ; *****
1B5D 08       1230          CRIT: EX  AF, AF'
1B5E D9       1231          EXX
1B5F DDE5     1232          PUSH IX
1B61 3E78     1233          RESINT: LD  A, DFRVEC.AND.OFFH; ESTABLISH TICKS INT
1B63 D30D     1234          OUT  (LFBK), A
1B65 3EC8     1235          LD   A, LFRLIN
1B67 D30F     1236          OUT  (INLIN), A
1B69 21124F   1237          LD   HL, WRITQ ; FIRST WRITE Q ENTRY
1B6C CD6B1D   1238          CALL FIRST
1B6F CD291D   1239          CALL DEIS ; DROP FROM WRITE Q
1B72 AF       1240          XOR  A
1B73 32FF0F   1241          LD   (WASTE), A
1B76 DDCB014E 1242          BIT  VBSWAG, (IX+VBSTAT); WAGON?
1B7A 2028     1243          JR   NZ, GFWRT1-* ; JUMP IF YEP
1244 ; GUNFIGHTER - BLANKETH HIM
1B7C 110514   1245          LD   DE, 1405H ; LOAD BLANKING PARMS
1B7F          1246          SYSTEM BLANK ; CALL BLANKER
1B7F FF       1246          RST  56
1B80 28       1246          DEFB VBLANK
1246 +        IF  VBLANK.EQ.INTPC
1246 +        ENDIF
1B81 261E     1247          LD   H, LEGO.SHR.8 ; WRITE LEG PATTERN
1B83 DD6E12   1248          LD   L, (IX+VBLEG)
1B86 2C       1249          INC  L ; SKIP OVER LINK AND TIME
1B87 2C       1250          INC  L
1B88          1251          SYSTEM WRITR ; AND WRITE LEG
1B88 FF       1251          RST  58
1B89 1E       1251          DEFB VWRITR
1251 +        IF  VWRITR.EQ.INTPC
1251 +        ENDIF
1252 ; IS GUNFIGHTER DEAD?
1B8A DDCB016E 1253          BIT  VBSINT, (IX+VBSTAT)
1B8E 2030     1254          JR   NZ, GFWRT5-* ; JUMP IF SO
1B90 21DB1D   1255          LD   HL, ARMTBL ; LOOKUP ARM PATTERN
1B93 1600     1256          LD   D, 0
1B95 DD5E0F   1257          LD   E, (IX+VBARM)
1B98 19       1258          ADD  HL, DE
1B99 5E       1259          LD   E, (HL)
1B9A 23       1260          INC  HL
  
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1B9B 56      1261      LD   D,(HL)
1B9C EB      1262      EX   DE,HL
1B9D         1263      SYSTEM VWRITR      ; WRITE ARM PATTERN
1B9D FF      1263 +     RST  56
1B9E 1E      1263 +     DEFB VWRITR
                1263 +     IF   VWRITR.EQ.INTPC
                1263 +     ENDIF
1B9F 21101F  1264      LD   HL,GFBDY      ; LOAD BODY PATTERN
1BA2 1808    1265      JR   GFWRT2-$      ; JOIN WAGON WRITE
                1266      ; BLANK THE WAGON
1BA4 110416  1267      GFWRT1: LD  DE,1604H      ; LOAD WAGON SIZE
1BA7         1268      SYSTEM VBLANK
1BA7 FF      1268 +     RST  56
1BA8 28      1268 +     DEFB VBLANK
                1268 +     IF   VBLANK.EQ.INTPC
                1268 +     ENDIF
1BA9 21401F  1269      LD   HL,WAGPAT
1BAC         1270      GFWRT2: SYSTEM VWRITR      ; NOW WRITE
1BAC FF      1270 +     RST  56
1BAD 1E      1270 +     DEFB VWRITR
                1270 +     IF   VWRITR.EQ.INTPC
                1270 +     ENDIF
1BAE DD720E  1271      GFWRT3: LD   (IX+VBAH),D
1BB1 DD730D  1272      LD   (IX+VBAL),E
1BB4 21154F  1273      GFWRT4: LD   HL,VECT      ; ADD VECTOR TO VECTOR Q
1BB7 CD541D  1274      CALL ADDTQ
1BBA DDE1    1275      POP  IX
1BBC 08      1276      EX   AF,AF
1BBD D9      1277      EXX
1BBE FB      1278      EIRE
1BBF C9      1279      RET
1BC0 210C1F  1280      GFWRT5: LD   HL,NUCLAT
1BC3 18E7    1281      JR   GFWRT2-$
                1282      ; *****
                1283      ; * GUNFIGHT LOW FOREGROUND ROUTINE *
                1284      ; *****
1BC5 F5      1285      GFLFR: PUSH AF
1BC6 C5      1286      PUSH BC
1BC7 D5      1287      PUSH DE
1BC8 E5      1288      PUSH HL
1BC9 DDE5    1289      PUSH IX
                1290      ; BUMP TIME BASES ON ACTIVE OR INTERCEPTED VECTORS
1BCB 21194F  1291      LD   HL,BULV1+VBSTAT
1BCE 111100  1292      LD   DE,BULVSZ-1
1BD1 0604    1293      LD   B,4
1BD3 CD1E1D  1294      CALL TBUMP
1BD6 23      1295      INC  HL      ; SKIP LINK FIELD
1BD7 111600  1296      LD   DE,GFVSIZ-1
1BDA 0603    1297      LD   B,3
1BDC CD1E1D  1298      CALL TBUMP
                1299      ; LOOP TO UNWRITE, THEN WRITE ALL 4 BULLETS
                1300      ; BUT FIRST, A WORD TO OUR SHIFTER
1BDF AF      1301      XOR  A
1BE0 32FF0F  1302      LD   (WASTE),A
1BE3 0604    1303      LD   B,4
1BE5 DD21184F 1304      LD   IX,BULV1
                1305      ; UNWRITE THIS GUY?

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1BE9 DDCB0176 1306 WRBUL1: BIT VBBLNK, (IX+VBSTAT)
1BED 2911 1307 JR Z, WRBUL2-$ ; JUMP IF NOT
1BEF DD660E 1308 LD H, (IX+VBOAH)
1BF2 DD6E0D 1309 LD L, (IX+VBOAL)
1BF5 DD7E0F 1310 LD A, (IX+VBARM) ; GET LAST MR
1BF8 D30C 1311 OUT (MAGIC), A
1BFA 36C0 1312 LD (HL), OCOH ; UNWRITE BULLET
1BFC DDCB01B6 1313 RES VBBLNK, (IX+VBSTAT) ; CLEAR BLANK BIT
1314 ; SHALL WE WRITE THIS GUY?
1C00 DDCB017E 1315 WRBUL2: BIT VBSACT, (IX+VBSTAT)
1C04 292B 1316 JR Z, WRBUL4-$
1C06 DD560B 1317 LD D, (IX+VBYH)
1C09 DD5E06 1318 LD E, (IX+VBXH)
1C0C DD7E00 1319 LD A, (IX+VBM)
1C0F 1320 SYSTEM RELABS
1C0F FF 1320 RST 56
1C10 38 1320 DEFB RELABS
1320 IF RELABS. EQ. INTPC
1320 ENDIF
1C11 DD720E 1321 LD (IX+VBOAH), D
1C14 DD730D 1322 LD (IX+VBOAL), E
1C17 DD770F 1323 LD (IX+VBARM), A
1C1A 210040 1324 LD N, NORMEM-SCREEN
1C1D 19 1325 ADD HL, DE
>4FFF 1326 EQU WASTE-SCREEN+NORMEM
1C1E 7E 1327 LD A, HL
1C1F EB 1328 EX DE, HL
1C20 36C0 1329 LD (HL), OCOH
1C22 B7 1330 OR A
1C23 2908 1331 JR Z, WRBUL3-$ ; JUMP IF NOT
1C25 DDCB01BE 1332 RES VBSACT, (IX+VBSTAT) ; KILL ACTIVE BIT
1C29 DDCB01EE 1333 SET VBSINT, (IX+VBSTAT) ; SET INTERCEPT BIT
1C2D DDCB01F6 1334 WRBUL3: SET VBBLNK, (IX+VBSTAT) ; SET BLANK BIT
1335 ; STEP TO NEXT BULLET VECTOR ; LOOP BACK IF NOT DONE
1C31 111200 1336 WRBUL4: LD DE, BULVSZ
1C34 DD19 1337 ADD IX, DE
1C36 10B1 1338 DJNZ WRBUL1-$
1339 GET NEXT PATTERN TO WRITE, AND SCHEDULE HIM
1C38 21124F 1340 LD HL, WRITQ
1C3B CD6B1D 1341 CALL FIRST
1C3E 2912 1342 JR Z, WRBL5A-$ ; JUMP IF EMPTY Q
1C40 3E7A 1343 LD A, WRTVEC.AND.OFFH ; SET FEEDBACK REG
1C42 D30D 1344 OUT (FBK), A
1C44 DD7E0B 1345 LD A, (IX+VBYH) ; WHICH WINDOW TO USE?
1C47 FE32 1346 CP WINEND ; COMPARE TO WINDOW BOUNDARY
1C49 3E00 1347 LD A, BOTLIN ; RESUME BOTTOM LINE
1C4B 3002 1348 JR NC, WRBUL5-$ ; JUMP IF GOOD GUESS
1C4D 3E6A 1349 LD A, TOPLIN ; WRONG - USE TOP
1C4F D30F 1350 WRBUL5: OUT (INLIN), A ; SET LINE REGISTER
1C51 FB 1351 EI
1352 ; LOOP THRU VECTORING THOSE BULLETS
1C52 DD21184F 1353 WRBL5A LD IX, BULV1
1C56 0604 1354 LD B, 4
1C58 219F1D 1355 LD HL, BULLMT ; HL = BULLET LIMITS TABLE
1C5B 111200 1356 LD DE, BULVSZ
1C5E DDCB017E 1357 WRBUL6: BIT VBSACT, (IX+VBSTAT) ; ACTIVE BULLET?
1C62 280C 1358 JR Z, WRBUL7-$

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1C64		1359		SYSTEM VECT	
1C64	FF	1359	+	RST 56	
1C65	3E	1359	+	DEFB VECT	
		1359	+	IF VECT. EQ. INTPC	
		1359	+	ENDIF	
1C66	DDCB075E	1360		BIT VBCLAT, (IX+VBXCHK) ; DID Y HIT EDGE?	
1C6A	2804	1361		JR Z, WRBUL7-\$ ; NOPE	
1C6C	DDCB01BE	1362		RES VBSACT, (IX+VBSTAT) ; DEACTIVATE BULLET	
1C70	DD19	1363		WRBUL7: ADD IX, DE	
1C72	10EA	1364		DJNZ WRBUL6-\$ ; LOOP BACK	
		1365		; NOW PUT SOMETHING ON THE WRITE Q	
1C74	0602	1366		LD B, 2 ; MAX 2 TIMES THRU	
1C76	21154F	1367		LD HL, VECQ	
1C79	CD6B1D	1368		GVECT: CALL FIRST ; GET VECTOR Q ENTRY	
1C7C	CAFC1C	1369		JP Z, GVECT4 ; JUMP IF Q EMPTY	
1C7F	CD291D	1370		CALL DELQ ; DROP FROM VECTOR Q	
1C82	FB	1371		EI	
		1372		; WAGON?	
1C83	DDCB0146	1373		BIT VBSWAG, (IX+VBSTAT)	
1C87	C2071D	1374		JP NZ, GVECT5 ; JUMP ON WAGON	
		1375		; DEAD?	
1C8A	DDCB016E	1376		BIT VBSNOM, (IX+VBSTAT)	
1C8E	2025	1377		JR NZ, GVECT1-\$ ; JUMP IF DEAD	
		1378		; ZERO VELOCITY?	
1C90	DD7E03	1379		LD A, (IX+VBDXL)	
1C93	DDB604	1380		OR (IX+VBDXH)	
1C96	DDB608	1381		OR (IX+VBDYL)	
1C99	DDB609	1382		OR (IX+VBDYH)	
1C9C	2017	1383		JR NZ, GVECT1-\$ ; GVECT1 IF NONZERO	
1C9E	DD7702	1384		LD (IX+VBTIMB), A ; ZERO TIME BASE	
1CA1	DDCB0166	1385		BIT VBSNOM, (IX+VBSTAT) ; ALREADY STATIONARY?	
1CA5	2036	1386		JR NZ, GVECT3A-\$	
		1387		; SET STATIONARY LEGS	
1CA7	DD36124F	1388		LD (IX+VBLEG), LEGO. ; OFFH	
1CAB	DDCB01DE	1389		SET VBSCHG, (IX+VBSTAT) ; SET CHANGED	
1CAF	DDCB01E6	1390		SET VBSNOM, (IX+VBSTAT) ; AND STATIONARY	
1CB3	1828	1391		JR GVECT3A-\$ ; JUMP TO ARM CHECK	
		1392		; MOVING GUNFIGHTER	
		1393		; VECTOR	
1CB5	21871D	1394		GVECT1: LD HL, GUNLMT ; LOAD GF LIMITS	
1CB8		1395		SYSTEM VECT	
1CB8	FF	1395	+	RST 56	
1CB9	3E	1395	+	DEFB VECT	
		1395	+	IF VECT. EQ. INTPC	
		1395	+	ENDIF	
1CBA	2808	1396		JR Z, GVECT2-\$ ; JUMP IF HE DIDN'T MOVE	
1CBC	DDCB01DE	1397		SET VBSCHG, (IX+VBSTAT) ; SET CHANGED BIT	
1CC0	DDCB01A6	1398		RES VBSNOM, (IX+VBSTAT) ; CLEAR NOT MOVING STATUS	
		1399		; NEED WE GO TO NEXT CELL IN ANIMATION SEQUENCE?	
1CC4	DD7E11	1400		GVECT2: LD A, (IX+VBLEGT) ; A = ANIMATION TIMER	
1CC7	91	1401		SUB C ; SUBTRACT TIME BASE	
1CC8	F2DA1C	1402		JP P, GVECT3 ; JUMP IF NOT COUNTED DOWN	
		1403		; GET NEXT CELL	
1CCB	DD5E12	1404		LD E, (IX+VBLEG) ; GET LINK	
1CCE	161E	1405		LD D, LEGO. SHR. 8 ; SET H. O. PART	
1CD0	1A	1406		LD A, (DE) ; A = NEXT	
1CD1	DD7712	1407		LD (IX+VBLEG), A	

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1CD4 13      1408      INC  DE           ; STEP TO TIMER
1CD5 1A      1409      LD   A,(DE)       ; GET NEW TIMER
1CD6 DDCB01DE 1410      SET  VBSCHG,(IX+VBSTAT) ; SET CHANGED BIT
1CDA DD7711  1411      GVECT3: LD (IX+VBLEGT),A ; STORE BACK TIMER
           1412      ; DID ARM CHANGE?
1CDD DD7E0F  1413      GVEC3A: LD A,(IX+VBARM)
1CE0 DDBE10  1414      CP   (IX+VBOARM) ; COMPARE TO OLD ARM
1CE3 2807    1415      JR   Z,GVEC3B-$   ; JUMP IF NO CHANGE
1CE5 DDCB01DE 1416      SET  VBSCHG,(IX+VBSTAT) ; SET CHANGED BIT
1CE9 DD7710  1417      LD   (IX+VBOARM),A
           1418      ; ADD ITEM TO WRITE Q?
1CEC DDCB015E 1419      GVEC3B: BIT VBSCHG,(IX+VBSTAT)
1CF0 2020    1420      JR   NZ,GVECT6-$ ; YES GVECT6
           1421      ; NO CHANGE - LINK TO VECTOR Q
1CF2 21154F  1422      LD   HL,VECQ
1CF5 CD541D  1423      CALL ADDTQ
1CF8 05      1424      DEC  B
1CF9 C2791C  1425      JP   NZ,GVECT     ; SUB FOR DJNZ
1CFC FB      1426      GVECT4: EI
1CFD CD0002  1427      CALL STIMER
1D00 DDE1    1428      POP  IX
1D02 E1      1429      POP  HL
1D03 D1      1430      POP  DE
1D04 C1      1431      POP  BC
1D05 F1      1432      POP  AF
1D06 C9      1433      RET
           1434      ; VECTOR AND Q WAGON
1D07 217C1D  1435      GVECT5: LD HL,WAGLMT
1DOA      1436      SYSTEM VECT
1DOA FF      1436      RST  56
1DOB 3E      1436      DEFB VECT
           1436      + IF VECT.EQ.INTPC
           1436      + ENDIF
1DOC 21154F  1437      LD   HL,VECQ
1DOF CD291D  1438      CALL DELETQ      ; REMOVE FROM VECTOR Q
1D12 DDCB019E 1439      GVECT6: RES VBSCHG,(IX+VBSTAT)
1D16 21124F  1440      LD   HL,WRITQ
1D19 CD541D  1441      CALL ADDTQ
1D1C 18DE    1442      JR   GVECT4-$    ; JUMP BACK TO QUIT
           1443      ROUTINE TO BUMP TIME BASES OF VECTORS
1D1E 7E      1444      GUMP: LD A,(HL)  ; GET STATUS
1D1F 23      1445      INC  HL
1D20 E6A0    1446      AND  ORAH
           1446      ; ACTIVE OR INTERCEPTED?
1D22 2801    1447      JR   Z,TBUMP1-$  ; NO - TBUMP1
1D24 34      1448      INC  (HL)        ; BUMP THE TIME BASE
1D25 19      1449      GUMP1: ADD HL,DE
1D26 10F6    1450      DJNZ TBUMP-$
1D28 C9      1451      RET
           1452      SUBROUTINE TO DELETE ENTRY AT FRONT OF Q
           1453      ; ENTRY: HL = HEAD-TAIL, IX = OBJECT, A = CLOBBERE
1D29 F3      1454      DELQ: DI
1D2A DD7EFF  1455      LD   A,(IX+NEXT) ; HEAD = NEXT(OBJECT)
1D2D 77      1456      LD   (HL),A
1D2E A7      1457      AND  A           ; IS HEAD NOW NIL?
1D2F C0      1458      RET  NZ          ; QUIT IF NOT
1D30 23      1459      INC  HL          ; YES - SET TAIL = NIL TOO
1D31 77      1460      LD   (HL),A
  
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1D32 2B      1461      DEC  HL
1D33 C9      1462      RET
1D34 DD360332 1463      COWINT LD  (IX+VBDXL),50 ; SLOW WALK OUT
1D38 DD360180 1464      LD  (IX+VBSTAT),80H ; ACTIVATE
1D3C DD360701 1465      LD  (IX+VBXCHK),1
1D40 DD360C01 1466      LD  (IX+VBYCHK),1
1D44 DD360604 1467      LD  (IX+VBXH),4
1D48 DD360B28 1468      LD  (IX+VBYH),40
1D4C DD360F06 1469      LD  (IX+VBARM),6 ; SET ARM STRAIGHT
1D50 DD36124F 1470      LD  (IX+VBLEG),LEGO.AND.OFFH
      1471      JP   ADDTQ
      1472      ; SUBROUTINE TO APPEND ENTRY TO END OF Q
      1473      ; ENTRY: HL = HEAD-TAIL BYTES, IX = OBJECT, A, DE C
1D54 DDE5    1474      ADDTQ: PUSH IX ; DE = ENTRY
1D56 D1      1475      POP  DE
1D57 F3      1476      DI
1D58 DD36FF00 1477      LD  (IX+NEXT),0 ; NEXT(OBJ)=NIL
1D5C 23      1478      INC  HL
1D5D 7E      1479      LD  A,(HL) ; A = OLD TAIL
1D5E 73      1480      LD  (HL),E ; SET TAIL = .OBJ
1D5F A7      1481      AND  A ; WAS OLD TAIL NIL?
1D60 2906    1482      JR   Z,ADDTQ1-$ ; JUMP IF SO
      1483      ; NNIL OLD TAIL SET NEXT(OLD TAIL)=OBJ
1D62 5F      1484      LD  E,A ; DE = NEXT(OLD TAIL)
1D63 7E      1485      LD  A,(HL) ; A = OBJ (FROM NEW TAIL)
1D64 2B      1486      DEC  HL
1D65 1B      1487      DEC  DE
1D66 12      1488      LD  (DE)
1D67 C9      1489      RET
      1490      ; OLD TAIL CASE
1D68 2B      1491      ADTQ1: DEC HL ; BACKUP TO HEAD
1D69 73      1492      LD  (HL),E ; HEAD = .OBJ
1D6A C9      1493      RET
      1494      ; SUBROUTINE TO PRINT IX AT FIRST ENTRY ON A Q
      1495      ; ENTRY: HL = Q HEAD-TAIL
      1496      ; EXIT: DE = OBJECT, A = L.O. BYTE OF OBJECT
      1497      ; NONZERO STATUS SET IF Q NOT EMPTY
1D6B F3      1498      PRINT: DI
1D6C 5E      1499      LD  E,(HL)
1D6D 23      1500      INC  HL
1D6E 23      1501      INC  HL
1D6F 56      1502      LD  D,(HL) ; D = H.O. ADDR. BYTE
1D70 2B      1503      DEC  HL
1D71 2B      1504      DEC  HL
1D72 7B      1505      LD  A,E ; E HEAD OF Q
1D73 A7      1506      AND  A
1D74 D5      1507      PUSH DE
1D75 DDE1    1508      POP  IX
1D77 C9      1509      RET
  
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1511 ; *****
1512 ; * GUNFIGHT CONSTANTS *
1513 ; *****
  
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		1514		ORG	(\$+1). AND. OFFFEH
1D78		1515	INTTBL:		
1D78	CS1B	1516	LFRVEC:	DEFW	GFLFR
1D7A	5D1B	1517	WRTVEC:	DEFW	GFWRIT
		1518	;	WAGON	LIMITS TABLE
1D7C	0A	1519	WAGLMT:	DEFB	TLINE
1D7D	44	1520		DEFB	BLINE-24
1D7E	47455420	1521	GETRDY:	DEFM	'GET READY'
		1522	;	GUNFIGHTER	LIMITS
1D87	00	1523	GUNLMT:	DEFB	0
1D88	2F	1524		DEFB	LCACX-17
1D89	0A	1525		DEFB	TLINE
1D8A	48	1526		DEFB	BLINE-20
1D8B	44524157	1527	DRAW:	DEFM	'DRAW'
		1528	;	BULLET	LIMITS
1D8F	00	1529	BULLMT	DEFB	0
1D90	9F	1530		DEFB	159
1D91	09	1531		DEFB	ALINE
1D92	5B	1532		DEFB	BLINE-1
		1533	MACR	#DX, #ARMX, #DY, #ARMY	
		1534	DEFW	#DX	
		1535	DEFW	#ARMX	
		1536	DEFW	#ARMY	
		1537	DEFB	#ARMY	
		1538	ENDM		
1D93		1539	TAB	BN	768, 15, 768, 15
1D93	0003	1539	+	DEFW	768
1D95	0F	1539	+	DEFB	15
1D96	0003	1539	+	DEFW	768
1D98	0F	1539	+	DEFB	15
1D99		1540		BN	1024, 15, 512, 12
1D99	0004	1540	+	DEFW	1024
1D9B	0F	1540	+	DEFB	15
1D9C	0002	1540	+	DEFW	512
1D9E	0C	1540	+	DEFB	12
1D9F		1541		BN	1024, 15, 256, 11
1D9F	0004	1541	+	DEFW	1024
1DA1	0F	1541	+	DEFB	15
1DA2	0001	1541	+	DEFW	256
1DA4	0B	1541	+	DEFB	11
1DA5		1542		BN	1024, 15, 0, 8
1DA5	0004	1542	+	DEFW	1024
1DA7	0F	1542	+	DEFB	15
1DA8	0000	1542	+	DEFW	
1DAA	08	1542	+	DEFB	8
1DAB		1543		BN	1024, 15, -256, 6
1DAB	0004	1543	+	DEFW	1024
1DAD	0F	1543	+	DEFB	15
1DAE	00FF	1543	+	DEFW	-256
1DB0	06	1543	+	DEFB	6
1DB1		1544		BN	1024, 15, -512, 4
1DB1	0004	1544	+	DEFW	1024
1DB3	0F	1544	+	DEFB	15
1DB4	00FE	1544	+	DEFW	-512
1DB6	04	1544	+	DEFB	4
1DB7		1545		BN	768, 15, -768, 3
1DB7	0003	1545	+	DEFW	768

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1DB9	OF	1545	+		DEFB	15	
1DBA	00FD	1545	+		DEFW	-768	
1DBC	03	1545	+		DEFB	3	
1DBD		1546		LFTAB:	DEF5	72, 22, 44, 67, 14	
1DBD	48	1546	+		DEFB	72	
1DBE	16	1546	+		DEFB	22	
1DBF	2C	1546	+		DEFB	44	
1DC0	43	1546	+		DEFB	67	
1DC1	0E	1546	+		DEFB	14	
1DC2		1547		RFTAB:	DEF5	18, 68, 40, 13, 63	
1DC2	12	1547	+		DEFB	18	
1DC3	44	1547	+		DEFB	68	
1DC4	28	1547	+		DEFB	40	
1DC5	0D	1547	+		DEFB	13	
1DC6	3F	1547	+		DEFB	63	
1DC7	9D	1548		GFCOLS:	DEFB	9DH	
1DC8	76	1549			DEFB	76H	
1DC9	FC	1550			DEFB	0FCH	
1DCA	87	1551			DEFB	87H	
1DCB	9D	1552			DEFB	9DH	
1DCC	76	1553			DEFB	76H	
1DCD	6C	1554			DEFB	6CH	
1DCE	87	1555			DEFB	87H	
1DCF		1556		SINI	DEFB	6, 6, 0, 0, 0, 30H, 30H, 0	
1DCF	06	1556	+		DEFB	6	
1DD0	06	1556	+		DEFB	6	
1DD1	00	1556	+		DEFB	0	
1DD2	00	1556	+		DEFB	0	
1DD3	00	1556	+		DEFB	0	
1DD4	30	1556	+		DEFB	30H	
1DD5	30	1556	+		DEFB	30H	
1DD6	00	1556	+		DEFB	0	
1DD7		1557			DEF4	0, 80H, 0FH, 0FH	
1DD7	00	1557	+		DEFB	0	
1DD8	80	1557	+		DEFB	80H	
1DD9	0F	1557	+		DEFB	0FH	
1DDA	0F	1557	+		DEFB	0FH	
>0007		1558		NUMB:	EQU	0000011B	; COLOR MASK
>000B		1559		BUL:	EQU	00001011B	
>000B		1560		TIME:	EQU	00001011B	
>000B		1561		LARC:	EQU	00001011B	
>000C		1562		LARC:	EQU	00001100B	
1564							
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PATTERN TABLES:

ARMTBL:	DEFW	ARMO
	DEFW	ARM1
	DEFW	ARM2
	DEFW	ARM3
	DEFW	ARM4
	DEFW	ARM5
	DEFW	ARM6

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1576 ; PATTERN DEFINITION MACROS
1577 DEF02 MACR #A, #B
1578 DEF02 DEFB 0#AH
1579 DEF02 DEFB 0#BH
1580 DEF02 ENDM
1581 DEF03 MACR #A, #B, #C
1582 DEF03 DEFB 0#AH
1583 DEF03 DEFB 0#BH
1584 DEF03 DEFB 0#CH
1585 DEF03 ENDM
1586 DEF04 MACR #A, #B, #C, #D
1587 DEF04 DEFB 0#AH
1588 DEF04 DEFB 0#BH
1589 DEF04 DEFB 0#CH
1590 DEF04 DEFB 0#DH
1591 DEF04 ENDM
1592 TREE DEF2 1, 17
1592 DEF2 DEFB 1
1592 DEF2 DEFB 17
1593 DEF2 DEFB 00001000B
1594 DEF2 DEFB 000111100B
1595 DEF2 DEFB 000111110B
1596 DEF2 DEFB 000101011B
1597 DEF2 DEFB 00001000B
1598 DEF2 DEFB 00001000B
1599 DEF2 DEFB 000111100B
1600 DEF2 DEFB 000111110B
1601 DEF2 DEFB 10001001B
1602 DEF2 DEFB 00001000B
1603 DEF2 DEFB 000111100B
1604 DEF2 DEFB 000111110B
1605 DEF2 DEFB 10001011B
1606 DEF2 DEFB 10001001B
1607 DEF2 DEFB 00001000B
1608 DEF2 DEFB 000111100B
1609 DEF2 DEFB 100011110B
1610 ARM0: DEF04 00, 0A, 2, 5
1610 DEF2 DEFB 0000H
1610 DEF2 DEFB 0000H
1610 DEF2 DEFB 0200H
1610 DEF2 DEFB 0000H
1611 DEF02 00, 00,
1611 DEF2 DEFB 0000H
1611 DEF2 DEFB 0000H
1612 DEF02 51, 00,
1612 DEF2 DEFB 051H
1612 DEF2 DEFB 0000H
1613 DEF02 04, 00,
1613 DEF2 DEFB 004H
1613 DEF2 DEFB 0000H
1614 DEF02 01, 00,
1614 DEF2 DEFB 001H
1614 DEF2 DEFB 0000H
1615 DEF02 00, 40,
1615 DEF2 DEFB 000H
1615 DEF2 DEFB 040H
1616 ARM1: DEF04 0A, 0A, 2, 3
  
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1E0A	0A	1616	+		DEFB 00AH
1E0B	0A	1616	+		DEFB 00AH
1E0C	02	1616	+		DEFB 02H
1E0D	03	1616	+		DEFB 03H
1E0E		1617			DEF02 50, 00,
1E0E	50	1617	+		DEFB 050H
1E0F	00	1617	+		DEFB 000H
1E10		1618			DEF02 14, 00,
1E10	14	1618	+		DEFB 014H
1E11	00	1618	+		DEFB 000H
1E12		1619			DEF02 01, 40,
1E12	01	1619	+		DEFB 001H
1E13	40	1619	+		DEFB 040H
1E14		1620		ARM2:	DEF04 0A, 0A, 2, 2
1E14	0A	1620	+		DEFB 00AH
1E15	0A	1620	+		DEFB 00AH
1E16	02	1620	+		DEFB 02H
1E17	02	1620	+		DEFB 02H
1E18		1621			DEF02 54, 00,
1E18	54	1621	+		DEFB 054H
1E19	00	1621	+		DEFB 000H
1E1A		1622			DEF02 55, 00,
1E1A	55	1622	+		DEFB 055H
1E1B	40	1622	+		DEFB 040H
1E1C		1623		ARM2:	DEF04 0A, 7, 2, 4
1E1C	0A	1623	+		DEFB 00AH
1E1D	07	1623	+		DEFB 07H
1E1E	02	1623	+		DEFB 02H
1E1F	04	1623	+		DEFB 04H
1E20		1624			DEF02 10, 00,
1E20	10	1624	+		DEFB 010H
1E21	00	1624	+		DEFB 000H
1E22		1625			DEF02 05, 40,
1E22	05	1625	+		DEFB 005H
1E23	40	1625	+		DEFB 040H
1E24		1626			DEF02 54, 00,
1E24	54	1626	+		DEFB 054H
1E25	00	1626	+		DEFB 000H
1E26		1627			DEF02 50, 00,
1E26	50	1627	+		DEFB 050H
1E27	00	1627	+		DEFB 000H
1E28		1628		ARM2:	DEF04 0A, 2, 5
1E28	0A	1628	+		DEFB 00AH
1E29	06	1628	+		DEFB 06H
1E2A	02	1628	+		DEFB 02H
1E2B	05	1628	+		DEFB 05H
1E2C		1629			DEF02 00, 40,
1E2C	00	1629	+		DEFB 000H
1E2D	40	1629	+		DEFB 040H
1E2E		1630			DEF02 45, 00,
1E2E	45	1630	+		DEFB 045H
1E2F	00	1630	+		DEFB 000H
1E30		1631			DEF02 10, 00,
1E30	10	1631	+		DEFB 010H
1E31	00	1631	+		DEFB 000H
1E32		1632			DEF02 50, 00,
1E32	50	1632	+		DEFB 050H

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1E33	00	1632	+	DEFB	000H
1E34		1633		DEF02	40, 00,
1E34	40	1633	+	DEFB	040H
1E35	00	1633	+	DEFB	000H
1E36		1634	ARMS:	DEF04	0A, 5, 2, 6
1E36	0A	1634	+	DEFB	00AH
1E37	05	1634	+	DEFB	05H
1E38	02	1634	+	DEFB	02H
1E39	06	1634	+	DEFB	06H
1E3A		1635		DEF02	00, 40,
1E3A	00	1635	+	DEFB	000H
1E3B	40	1635	+	DEFB	040H
1E3C		1636		DEF02	01, 00,
1E3C	01	1636	+	DEFB	001H
1E3D	00	1636	+	DEFB	000H
1E3E		1637		DEF02	05, 00,
1E3E	05	1637	+	DEFB	005H
1E3F	00	1637	+	DEFB	000H
1E40		1638		DEF02	14, 00,
1E40	14	1638	+	DEFB	014H
1E41	00	1638	+	DEFB	000H
1E42		1639		DEF02	5, 00,
1E42	54	1639	+	DEFB	05H
1E43	00	1639	+	DEFB	000H
1E44		1640		DEF02	50, 00,
1E44	50	1640	+	DEFB	050H
1E45	00	1640	+	DEFB	000H
1E46		1641	ARM:	DEF04	0, 5, 1, 5
1E46	0A	1641	+	DEFB	00AH
1E47	05	1641	+	DEFB	05H
1E48	01	1641	+	DEFB	01H
1E49	05	1641	+	DEFB	05H
1E4A	01	1642		DEFB	01H
1E4B	44	1643		DEFB	44H
1E4C	10	1644		DEFB	10H
1E4D	40	1645		DEFB	40H
1E4E	40	1646		DEFB	40H
		1647		**** NOTE ****	
		1648		THE FOLLOWING PATTERNS ARE CONSTRAINED TO EXIST ON THE	
		1649		PAGE. THE FOLLOWING ORG WILL DO IT FOR EXPERIMENTAL	
		1650		PATTERNS ARE: LEGO, LEG1, LEG2, KIL1, KIL2	
		1651		ORG (\$+255). AND. OFF00H	
1E4F	64	1652	GO:	DEFB	64H. AND. OFFH
1E50	04	1653		DEFB	04H
1E51		1654		DEF04	0, 0F, 3, 5
1E51	00	1654	+	DEFB	00H
1E52	0F	1654	+	DEFB	00FH
1E53	03	1654	+	DEFB	03H
1E54	05	1654	+	DEFB	05H
1E55		1655		DEF03	01, 55, 00,
1E55	01	1655	+	DEFB	001H
1E56	55	1655	+	DEFB	055H
1E57	00	1655	+	DEFB	000H
1E58		1656		DEF03	05, 45, 40,
1E58	05	1656	+	DEFB	005H
1E59	45	1656	+	DEFB	045H
1E5A	40	1656	+	DEFB	040H

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ADDR	OBJECT	STMT	LABEL	OPCODE	OPERAND	COMMENT
1E5B		1657		DEF03	15, 01, 40,	
1E5B	15	1657	+	DEFB	015H	
1E5C	01	1657	+	DEFB	001H	
1E5D	40	1657	+	DEFB	040H	
1E5E		1658		DEF03	50, 01, 40,	
1E5E	50	1658	+	DEFB	050H	
1E5F	01	1658	+	DEFB	001H	
1E60	40	1658	+	DEFB	040H	
1E61		1659		DEF03	15, 00, 54,	
1E61	15	1659	+	DEFB	015H	
1E62	00	1659	+	DEFB	000H	
1E63	54	1659	+	DEFB	054H	
1E64	74	1660	LEG1:	DEFB	LEG2. AND. OFFH	
1E65	04	1661		DEFB	4	
1E66		1662		DEF04	2, 0F, 2, 5	
1E66	02	1662	+	DEFB	02H	
1E67	0F	1662	+	DEFB	00FH	
1E68	02	1662	+	DEFB	02H	
1E69	05	1662	+	DEFB	05H	
1E6A		1663		DEF02	15, 50,	
1E6A	15	1663	+	DEFB	015H	
1E6B	50	1663	+	DEFB	050H	
1E6C		1664		DEF02	54, 5	
1E6C	54	1664	+	DEFB	054H	
1E6D	50	1664	+	DEFB	050H	
1E6E		1665		DEF02	50, 5	
1E6E	50	1665	+	DEFB	050H	
1E6F	50	1665	+	DEFB	050H	
1E70		1666		DEF02	50, 50	
1E70	50	1666	+	DEFB	050H	
1E71	50	1666	+	DEFB	050H	
1E72		1667		DEF02	55, 1	
1E72	55	1667	+	DEFB	055H	
1E73	15	1667	+	DEFB	015H	
1E74	4F	1668	LEG2:	DEFB	LEG0. AND. OFFH	
1E75	04	1669		DEFB	4	
1E76		1670		DEF04	3, 0F, 2, 5	
1E76	03	1670	+	DEFB	03H	
1E77	0F	1670	+	DEFB	00FH	
1E78	02	1670	+	DEFB	02H	
1E79	05	1670	+	DEFB	05H	
1E7A		1671		DEF02	55, 00	
1E7A	55	1671	+	DEFB	055H	
1E7B	00	1671	+	DEFB	000H	
1E7C		1672		DEF02	15, 00,	
1E7C	15	1672	+	DEFB	015H	
1E7D	00	1672	+	DEFB	000H	
1E7E		1673		DEF02	15, 00,	
1E7E	15	1673	+	DEFB	015H	
1E7F	00	1673	+	DEFB	000H	
1E80		1674		DEF02	14, 00,	
1E80	14	1674	+	DEFB	014H	
1E81	00	1674	+	DEFB	000H	
1E82		1675		DEF02	05, 40,	
1E82	05	1675	+	DEFB	005H	
1E83	40	1675	+	DEFB	040H	
1E84	D6	1676	KIL1:	DEFB	KIL2. AND. OFFH	

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1E85	14	1677		DEFB	20
1E86		1678		DEF04	0, 1, 4, 13
1E86	00	1678	+	DEFB	00H
1E87	01	1678	+	DEFB	01H
1E88	04	1678	+	DEFB	04H
1E89	13	1678	+	DEFB	013H
1E8A		1679		DEF04	01, 10, 00, 00,
1E8A	01	1679	+	DEFB	001H
1E8B	10	1679	+	DEFB	010H
1E8C	00	1679	+	DEFB	000H
1E8D	00	1679	+	DEFB	000H
1E8E		1680		DEF04	45, 54, 40, 00,
1E8E	45	1680	+	DEFB	045H
1E8F	54	1680	+	DEFB	054H
1E90	40	1680	+	DEFB	040H
1E91	00	1680	+	DEFB	000H
1E92		1681		DEF04	55, 55, 40, 00,
1E92	55	1681	+	DEFB	055H
1E93	55	1681	+	DEFB	055H
1E94	40	1681	+	DEFB	040H
1E95	00	1681	+	DEFB	000H
1E96		1682		DEF04	0A, A8, 00, 00,
1E96	0A	1682	+	DEFB	00AH
1E97	A8	1682	+	DEFB	0A8H
1E98	00	1682	+	DEFB	000H
1E99	00	1682	+	DEFB	000H
1E9A		1683		DEF04	0A, A2, 00, 01,
1E9A	0A	1683	+	DEFB	00AH
1E9B	A2	1683	+	DEFB	0A2H
1E9C	00	1683	+	DEFB	000H
1E9D	01	1683	+	DEFB	001H
1E9E		1684		DEF04	06, AA, 80, 14,
1E9E	0A	1684	+	DEFB	00AH
1E9F	AA	1684	+	DEFB	0AAH
1EA0	80	1684	+	DEFB	080H
1EA1	14	1684	+	DEFB	014H
1EA2		1685		DEF04	0A, AA, 00, 50,
1EA2	02	1685	+	DEFB	002H
1EA3	AA	1685	+	DEFB	0AAH
1EA4	00	1685	+	DEFB	000H
1EA5	50	1685	+	DEFB	050H
1EA6		1686		DEF04	0A, A8, 05, 40,
1EA6	00	1686	+	DEFB	000H
1EA7	A8	1686	+	DEFB	0A8H
1EA8	05	1686	+	DEFB	005H
1EA9	40	1686	+	DEFB	040H
1EAA		1687		DEF04	05, 55, 54, 00,
1EAA	05	1687	+	DEFB	005H
1EAB	55	1687	+	DEFB	055H
1EAC	54	1687	+	DEFB	054H
1EAD	00	1687	+	DEFB	000H
1EAE		1688		DEF04	15, 55, 50, 00,
1EAE	15	1688	+	DEFB	015H
1EAF	55	1688	+	DEFB	055H
1EB0	50	1688	+	DEFB	050H
1EB1	00	1688	+	DEFB	000H
1EB2		1689		DEF04	54, 55, 50, 00,

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ADDR	OBJECT	STMT	LABEL	OPCD	OPERAND	COMMENT
1EB2	54	1689	+	DEFB	054H	
1EB3	55	1689	+	DEFB	055H	
1EB4	50	1689	+	DEFB	050H	
1EB5	00	1689	+	DEFB	000H	
1EB6		1690		DEF04	50, 05, 54, 00,	
1EB6	50	1690	+	DEFB	050H	
1EB7	05	1690	+	DEFB	005H	
1EB8	54	1690	+	DEFB	054H	
1EB9	00	1690	+	DEFB	000H	
1EBA		1691		DEF04	50, 01, 55, 00,	
1EBA	50	1691	+	DEFB	050H	
1EBB	01	1691	+	DEFB	001H	
1EBC	55	1691	+	DEFB	055H	
1EBD	00	1691	+	DEFB	000H	
1EBE		1692		DEF04	10, 01, 55, 40,	
1EBE	10	1692	+	DEFB	010H	
1EBF	01	1692	+	DEFB	001H	
1EC0	55	1692	+	DEFB	055H	
1EC1	40	1692	+	DEFB	040H	
1EC2		1693		DEF04	10, 00, 05, 50,	
1EC2	10	1693	+	DEFB	010H	
1EC3	00	1693	+	DEFB	000H	
1EC4	05	1693	+	DEFB	005H	
1EC5	50	1693	+	DEFB	050H	
1EC6		1694		DEF04	00, 00, 01, 50,	
1EC6	00	1694	+	DEFB	000H	
1EC7	00	1694	+	DEFB	000H	
1EC8	01	1694	+	DEFB	001H	
1EC9	50	1694	+	DEFB	050H	
1ECA		1695		DEF04	00, 00, 00, 40,	
1ECA	00	1695	+	DEFB	000H	
1ECB	00	1695	+	DEFB	000H	
1ECC	00	1695	+	DEFB	000H	
1ECD	40	1695	+	DEFB	040H	
1ECE		1696		DEF04	00, 00, 01, 40,	
1ECE	00	1696	+	DEFB	000H	
1ECF	00	1696	+	DEFB	000H	
1ED0	01	1696	+	DEFB	001H	
1ED1	40	1696	+	DEFB	040H	
1ED2		1697		DEF04	00, 00, 00, 54,	
1ED2	00	1697	+	DEFB	000H	
1ED3	00	1697	+	DEFB	000H	
1ED4	00	1697	+	DEFB	000H	
1ED5	54	1697	+	DEFB	054H	
1ED6	D6	1698	KIL2	DEFB	KIL2. AND. OFFH	
1ED7	3C	1699		DEFB	60	
1ED8		1700		DEF04	0, D, 4, 7	
1ED8	00	1700	+	DEFB	00H	
1ED9	0D	1700	+	DEFB	0DH	
1EDA	04	1700	+	DEFB	04H	
1EDB	07	1700	+	DEFB	07H	
1EDC		1701		DEF04	01, 10, 00, 00,	
1EDC	01	1701	+	DEFB	001H	
1EDD	10	1701	+	DEFB	010H	
1EDE	00	1701	+	DEFB	000H	
1EDF	00	1701	+	DEFB	000H	
1EE0		1702		DEF04	45, 54, 40, 00,	

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1EE0	45	1702	+	DEFB	045H	
1EE1	54	1702	+	DEFB	054H	
1EE2	40	1702	+	DEFB	040H	
1EE3	00	1702	+	DEFB	000H	
1EE4		1703		DEF04	55, 55, 40, 00,	
1EE4	55	1703	+	DEFB	055H	
1EE5	55	1703	+	DEFB	055H	
1EE6	40	1703	+	DEFB	040H	
1EE7	00	1703	+	DEFB	000H	
1EE8		1704		DEF04	0A, A8, 00, 00,	
1EE8	0A	1704	+	DEFB	00AH	
1EE9	A8	1704	+	DEFB	0A8H	
1EEA	00	1704	+	DEFB	000H	
1EEB	00	1704	+	DEFB	000H	
1EEC		1705		DEF04	0A, 38, 15, 01,	
1EEC	0A	1705	+	DEFB	00AH	
1EED	38	1705	+	DEFB	038H	
1EEE	15	1705	+	DEFB	015H	
1EEF	01	1705	+	DEFB	001H	
1EF0		1706		DEF04	16, A5, 55, 41,	
1EF0	16	1706	+	DEFB	016H	
1EF1	A5	1706	+	DEFB	0A5H	
1EF2	55	1706	+	DEFB	055H	
1EF3	41	1706	+	DEFB	041H	
1EF4		1707		DEF04	15, 55, 55, 55,	
1EF4	15	1707	+	DEFB	015H	
1EF5	55	1707	+	DEFB	055H	
1EF6	55	1707	+	DEFB	055H	
1EF7	55	1707	+	DEFB	055H	
1EF8		1708		DEF2	1, 12, 12, 12,	
1EF8	01	1708	+	DEFB	1	
1EF9	0C	1708	+	DEFB	12	
1EFA	20	1709		DEFB	00100000B	
1EFB	30	1710		DEFB	00100000B	
1EFC	38	1711		DEFB	00100000B	
1EFD	30	1712		DEFB	00100000B	
1EFE	B2	1713		DEFB	1010010B	
1EFF	F2	1714		DEFB	1110010B	
1F00	F6	1715		DEFB	1110110B	
1F01	3C	1716		DEFB	00111100B	
1F02	3C	1717		DEFB	00111100B	
1F03	30	1718		DEFB	00100000B	
1F04	30	1719		DEFB	00100000B	
1F05	30	1720		DEFB	00100000B	
1F06	474F5420	1721		DEFM	'GOT ME'	
1FOC	00	1722		DEFB	0	
1F0D	00	1723		DEFB	0	
1FOE	01	1724		DEFB	1	
1FOF	01	1725		DEFB	1	
1F10		1726		DEF04	0, 0, 3, F	
1F10	00	1726	+	DEFB	00H	
1F11	00	1726	+	DEFB	00H	
1F12	03	1726	+	DEFB	03H	
1F13	0F	1726	+	DEFB	0FH	
1F14		1727		DEF03	00, 44, 00,	
1F14	00	1727	+	DEFB	000H	
1F15	44	1727	+	DEFB	044H	

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1F16	00	1727	+	DEFB	000H	
1F17		1728		DEF03	11, 55, 10,	
1F17	11	1728	+	DEFB	011H	
1F18	55	1728	+	DEFB	055H	
1F19	10	1728	+	DEFB	010H	
1F1A		1729		DEF03	15, 55, 50,	
1F1A	15	1729	+	DEFB	015H	
1F1B	55	1729	+	DEFB	055H	
1F1C	50	1729	+	DEFB	050H	
1F1D		1730		DEF03	02, AA, 00,	
1F1D	02	1730	+	DEFB	002H	
1F1E	AA	1730	+	DEFB	0AAH	
1F1F	00	1730	+	DEFB	000H	
1F20		1731		DEF03	02, A2, 00,	
1F20	02	1731	+	DEFB	002H	
1F21	A2	1731	+	DEFB	0A2H	
1F22	00	1731	+	DEFB	000H	
1F23		1732		DEF03	02, AA, 80,	
1F23	02	1732	+	DEFB	002H	
1F24	AA	1732	+	DEFB	0AAH	
1F25	80	1732	+	DEFB	080H	
1F26		1733		DEF03	00, 80, 00,	
1F26	00	1733	+	DEFB	000H	
1F27	AA	1733	+	DEFB	0AAH	
1F28	00	1733	+	DEFB	000H	
1F29		1734		DEF03	00, 80, 00,	
1F29	00	1734	+	DEFB	000H	
1F2A	A8	1734	+	DEFB	0A8H	
1F2B	00	1734	+	DEFB	000H	
1F2C		1735		DEF03	15, 80, 00,	
1F2C	15	1735	+	DEFB	015H	
1F2D	55	1735	+	DEFB	055H	
1F2E	00	1735	+	DEFB	000H	
1F2F		1736		DEF03	55, 80, 50,	
1F2F	55	1736	+	DEFB	055H	
1F30	55	1736	+	DEFB	055H	
1F31	50	1736	+	DEFB	050H	
1F32		1737		DEF03	51, 80, 50,	
1F32	51	1737	+	DEFB	051H	
1F33	55	1737	+	DEFB	055H	
1F34	50	1737	+	DEFB	050H	
1F35		1738		DEF03	41, 80, 00,	
1F35	41	1738	+	DEFB	041H	
1F36	55	1738	+	DEFB	055H	
1F37	00	1738	+	DEFB	000H	
1F38		1739		DEF03	41, 55, 00,	
1F38	41	1739	+	DEFB	041H	
1F39	55	1739	+	DEFB	055H	
1F3A	00	1739	+	DEFB	000H	
1F3B		1740		DEF03	45, 55, 00,	
1F3B	45	1740	+	DEFB	045H	
1F3C	55	1740	+	DEFB	055H	
1F3D	00	1740	+	DEFB	000H	
1F3E	01	1741		DEFB	01H	
1F3F	55	1742		DEFB	55H	
1F40		1743	WAGPAT:	DEF04	0, 0, 4, 16	
1F40	00	1743	+	DEFB	00H	

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ADDR	OBJECT	STMT	LABEL	OPCD	OPERAND	COMMENT
1F41	00	1743	+	DEFB	00H	
1F42	04	1743	+	DEFB	04H	
1F43	16	1743	+	DEFB	016H	
1F44		1744		DEF04	00, 05, 50, 00,	
1F44	00	1744	+	DEFB	000H	
1F45	05	1744	+	DEFB	005H	
1F46	50	1744	+	DEFB	050H	
1F47	00	1744	+	DEFB	000H	
1F48		1745		DEF04	00, 55, 55, 00,	
1F48	00	1745	+	DEFB	000H	
1F49	55	1745	+	DEFB	055H	
1F4A	55	1745	+	DEFB	055H	
1F4B	00	1745	+	DEFB	000H	
1F4C		1746		DEF04	01, 55, 55, 40,	
1F4C	01	1746	+	DEFB	001H	
1F4D	55	1746	+	DEFB	055H	
1F4E	55	1746	+	DEFB	055H	
1F4F	40	1746	+	DEFB	040H	
1F50		1747		DEF04	05, 55, 55, 50,	
1F50	05	1747	+	DEFB	005H	
1F51	55	1747	+	DEFB	055H	
1F52	55	1747	+	DEFB	055H	
1F53	50	1747	+	DEFB	050H	
1F54		1748		DEF04	15, 54, 15, 54,	
1F54	15	1748	+	DEFB	015H	
1F55	54	1748	+	DEFB	054H	
1F56	15	1748	+	DEFB	015H	
1F57	54	1748	+	DEFB	054H	
1F58		1749		DEF04	15, 50, 05, 54,	
1F58	15	1749	+	DEFB	015H	
1F59	50	1749	+	DEFB	050H	
1F5A	05	1749	+	DEFB	005H	
1F5B	54	1749	+	DEFB	054H	
1F5C		1750		DEF04	15, 40, 01, 54,	
1F5C	15	1750	+	DEFB	015H	
1F5D	40	1750	+	DEFB	040H	
1F5E	01	1750	+	DEFB	001H	
1F5F	54	1750	+	DEFB	054H	
1F60		1751		DEF04	15, 40, 01, 54,	
1F60	15	1751	+	DEFB	015H	
1F61	40	1751	+	DEFB	040H	
1F62	01	1751	+	DEFB	001H	
1F63	54	1751	+	DEFB	054H	
1F64		1752		DEF04	15, 50, 05, 54,	
1F64	15	1752	+	DEFB	015H	
1F65	50	1752	+	DEFB	050H	
1F66	05	1752	+	DEFB	005H	
1F67	54	1752	+	DEFB	054H	
1F68		1753		DEF04	05, 54, 15, 50,	
1F68	05	1753	+	DEFB	005H	
1F69	54	1753	+	DEFB	054H	
1F6A	15	1753	+	DEFB	015H	
1F6B	50	1753	+	DEFB	050H	
1F6C		1754		DEF04	01, 55, 55, 40,	
1F6C	01	1754	+	DEFB	001H	
1F6D	55	1754	+	DEFB	055H	
1F6E	55	1754	+	DEFB	055H	

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1F6F	40	1754	+	DEFB	040H	
1F70		1755		DEF04	00, 55, 55, 00,	
1F70	00	1755	+	DEFB	000H	
1F71	55	1755	+	DEFB	055H	
1F72	55	1755	+	DEFB	055H	
1F73	00	1755	+	DEFB	000H	
1F74		1756		DEF04	00, 15, 54, 00,	
1F74	00	1756	+	DEFB	000H	
1F75	15	1756	+	DEFB	015H	
1F76	54	1756	+	DEFB	054H	
1F77	00	1756	+	DEFB	000H	
1F78		1757		DEF04	02, AA, AA, 80,	
1F78	02	1757	+	DEFB	002H	
1F79	AA	1757	+	DEFB	0AAH	
1F7A	AA	1757	+	DEFB	0AAH	
1F7B	80	1757	+	DEFB	080H	
1F7C		1758		DEF04	00, AA, AA, 00,	
1F7C	00	1758	+	DEFB	000H	
1F7D	AA	1758	+	DEFB	0AAH	
1F7E	AA	1758	+	DEFB	0AAH	
1F7F	00	1758	+	DEFB	000H	
1F80		1759		DEF04	12, AA, AA, 84,	
1F80	12	1759	+	DEFB	012H	
1F81	AA	1759	+	DEFB	0AAH	
1F82	AA	1759	+	DEFB	0AAH	
1F83	84	1759	+	DEFB	084H	
1F84		1760		DEF04	10, A8, 2A, 04,	
1F84	10	1760	+	DEFB	010H	
1F85	A8	1760	+	DEFB	0A8H	
1F86	2A	1760	+	DEFB	02AH	
1F87	04	1760	+	DEFB	004H	
1F88		1761		DEF04	10, 20, 08, 04,	
1F88	10	1761	+	DEFB	010H	
1F89	20	1761	+	DEFB	020H	
1F8A	08	1761	+	DEFB	008H	
1F8B	04	1761	+	DEFB	004H	
1F8C		1762		DEF04	52, AA, AA, 85,	
1F8C	52	1762	+	DEFB	052H	
1F8D	AA	1762	+	DEFB	0AAH	
1F8E	AA	1762	+	DEFB	0AAH	
1F8F	85	1762	+	DEFB	085H	
1F90		1763		DEF04	10, 20, 08, 04,	
1F90	10	1763	+	DEFB	010H	
1F91	20	1763	+	DEFB	020H	
1F92	08	1763	+	DEFB	008H	
1F93	04	1763	+	DEFB	004H	
1F94		1764		DEF04	10, 00, 00, 04,	
1F94	10	1764	+	DEFB	010H	
1F95	00	1764	+	DEFB	000H	
1F96	00	1764	+	DEFB	000H	
1F97	04	1764	+	DEFB	004H	
1F98		1765		DEF04	10, 00, 00, 04,	
1F98	10	1765	+	DEFB	010H	
1F99	00	1765	+	DEFB	000H	
1F9A	00	1765	+	DEFB	000H	
1F9B	04	1765	+	DEFB	004H	
		1766				

**PROPRIETARY INFORMATION**

*Dave Nutting Associates, Inc.*

**DO NOT REPRODUCE**

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1F9C 00      1767. FUDG4:  DEFB 0
              1768 ;
1F9D        1769 MSET  MASTER OA4
1F9D 80      1769 +    DEFB 80H
1F9E 11      1769 +    DEFB OA4
1F9F        1770      VOLUME 09H, 0H
1F9F B0      1770 +    DEFB 0B0H
1FA0 09      1770 +    DEFB 09H
1FA1 00      1770 +    DEFB 0H
1FA2 C9      1771      RET
              1772 ; HOME ON THE RANGE
1FA3 CD9D1F  1773 HOME  CALL MSET
1FA6        1774      NOTE1 36, G1
1FA6 24      1774 +    DEFB 36&7FH
1FA7 7E      1774 +    DEFB G1
1FA8        1775      NOTE1 12, F1
1FA8 0C      1775 +    DEFB 12&7FH
1FA9 8D      1775 +    DEFB F1
1FAA        1776      NOTE1 18, E1
1FAA 12      1776 +    DEFB 18&7FH
1FAB 96      1776 +    DEFB E1
1FAC        1777      NOTE1 6, D1
1FAC 06      1777 +    DEFB 6&7FH
1FAD A8      1777 +    DEFB D1
1FAE        1778      NOTE1 36, E1
1FAE 24      1778 +    DEFB 36&7FH
1FAF 96      1778 +    DEFB E1
1FB0        1779      QUIET
1FB0 F0      1779 +    DEFB 0F0H
              1780 TAPS
1FB1        1781 TAPS
1FB1 CD9D1F  1782      CALL MSET
1FB4        1783      NOTE1 18, C1
1FB4 12      1783 +    DEFB 18&7FH
1FB5 BD      1783 +    DEFB C1
1FB6        1784      NOTE1 6, C1
1FB6 06      1784 +    DEFB 6&7FH
1FB7 BD      1784 +    DEFB
1FB8        1785      NOTE1 36, F1
1FB8 24      1785 +    DEFB 36&7FH
1FB9 8D      1785 +    DEFB F1
1FBA        1786      NOTE1 18, C1
1FBA 12      1786 +    DEFB 18&7FH
1FBB BD      1786 +    DEFB
1FBC        1787      NOTE1 6, F1
1FBC 06      1787 +    DEFB 6&7FH
1FBD 8D      1787 +    DEFB F1
1FBE        1788      NOTE1 36, A1
1FBE 24      1788 +    DEFB 36&7FH
1FBF 70      1788 +    DEFB A1
1FC0        1789      QUIET
1FC0 F0      1789 +    DEFB 0F0H
              1790 ; FUNERAL
1FC1        1791 FUNERL
1FC1 CD9D1F  1792      CALL MSET
1FC4        1793      NOTE1 24, A0
1FC4 18      1793 +    DEFB 24&7FH
  
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PROPRIETARY INFORMATION  
 Dave Studing Associates, Inc.

DO NOT REPRODUCE

ADDR	OBJECT	STMT	LABEL	OPCODE	OPERAND	COMMENT
1FC5	E1	1793	+	DEFB	A0	
1FC6		1794		NOTE1	18, A0	
1FC6	12	1794	+	DEFB	18&7FH	
1FC7	E1	1794	+	DEFB	A0	
1FC8		1795		NOTE1	6, A0	
1FC8	06	1795	+	DEFB	6&7FH	
1FC9	E1	1795	+	DEFB	A0	
1FCA		1796		NOTE1	24, A0	
1FCA	18	1796	+	DEFB	24&7FH	
1FCB	E1	1796	+	DEFB	A0	
1FCC		1797		NOTE1	18, C1	
1FCC	12	1797	+	DEFB	18&7FH	
1FCD	BD	1797	+	DEFB	C1	
1FCE		1798		NOTE1	6, B0	
1FCE	06	1798	+	DEFB	6&7FH	
1FCF	C8	1798	+	DEFB	B0	
1FDO		1799		NOTE1	18, B0	
1FDO	12	1799	+	DEFB	18&7FH	
1FD1	C8	1799	+	DEFB	B0	
1FD2		1800		NOTE1	6, A0	
1FD2	06	1800	+	DEFB	6&7FH	
1FD3	E1	1800	+	DEFB	A0	
1FD4		1801		NOTE1	18, B0	
1FD4	12	1801	+	DEFB	18&7FH	
1FD5	E1	1801	+	DEFB	A0	
1FD6		1802		NOTE1	6, B0	
1FD6	06	1802	+	DEFB	6&7FH	
1FD7	EE	1802	+	DEFB	60	
1FD8		1803		NOTE1	18, B0	
1FD8	12	1803	+	DEFB	18&7FH	
1FD9	E1	1803	+	DEFB	A0	
1FDA		1804		QUIET		
1FDA	FO	1804	+	DEFB	0F0H	
1FDB		1805		GUNSHOT	OUTPUT 18H, 0F0H, 0F5H, 0F8H, 0FFH, 0, 3FH, OFFH, 0EFH	
		1805	+	IF	. NOT(18H=18H)	
		1805	+	ENDIF		
		1805	+	IF	18H=3H	
1FDB	88	1805	+	DEFB	88H	
1FDC		1805	+	DEFB	0EFH, OFFH, 3FH, 0, 0F8H, 0FDH, 0F5H, 0F0H	
1FDC	EF	1805	+	DEFB	0EFH	
1FDD	FF	1805	+	DEFB	OFFH	
1FDE	3F	1805	+	DEFB	3FH	
1FDF	00	1805	+	DEFB	0	
1FE0	FF	1805	+	DEFB	OFFH	
1FE1	FD	1805	+	DEFB	0FDH	
1FE2	F5	1805	+	DEFB	0F5H	
1FE3	F0	1805	+	DEFB	0F0H	
		1805	+	ENDIF		
1FE4		1806		LEGSTA		
1FE4	E0	1806	+	DEFB	0E0H	
1FE5		1807		VOLUME	OFFH, 03FH	
1FE5	B0	1807	+	DEFB	0B0H	
1FE6	FF	1807	+	DEFB	OFFH	
1FE7	3F	1807	+	DEFB	03FH	
1FE8		1808		REST	5	
1FE8	E1	1808	+	DEFB	0E1H	
1FE9	05	1808	+	DEFB	5	

**PROPRIETARY INFORMATION**

**DO NOT REPRODUCE**

*Dave Nutting Associates, Inc.*

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1FEA          1809          NOTE1 5,8FH
1FEA 05       1809 +       DEFB 5&7FH
1FEB 8F       1809 +       DEFB 8FH
1FEC          1810          NOTE1 5,4CH
1FEC 05       1810 +       DEFB 5&7FH
1FED 4C       1810 +       DEFB 4CH
1FEE          1811          QUIET
1FEE FO       1811 +       DEFB 0FOH
>1FEF        1812 LASTB   EQU $
  
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1814 ; *****
1815 ; * RAM CELLS *
1816 ; *****
1817          1817          ORG  NORMEM+0E70H
4E70          1818          DEFS 150
>4F06         1819          EQU $ ; ALLOW BIG STACK
4F06          1820          DEFS 12 ; START STACK HERE
>4F12         1821          EQU $
>4F12         1822          EQU $
4F12          1823          DEFS 1 ;
4F15          1824          DEFS 3 ; WRITE Q HEADER
>4F18         1825          EQU $ ; VECTOR Q HEADER
4F18          1826          DEFS BULVSZ ; BULLET VECTOR 1
4F2A          1827          DEFS BULVSZ ; BULLET VECTOR 2
4F3C          1828          DEFS BULVSZ ; BULLET VECTOR 3
4F4E          1829          DEFS BULVSZ ; BULLET VECTOR 4
4F60          1830          DEFS 1 ;
4F61          1831          DEFS GFVSIZ-1 ; LEFT COWBOY LINK
4F77          1832          DEFS 1 ; LEFT GUNFIGHTER
4F78          1833          DEFS GFVSIZ-1 ; RIGHT COWBOY LINK
4F8E          1834          DEFS 1 ; RIGHT GUNFIGHTER
4F8F          1835          DEFS WAGVSZ ; WAGON LINK
>4F90         1836          EQU WAGVEC ; WAGON VECTOR
>4FA1         1837          EQU $
>4FDA         1838          EQU $
>4FDB         1839          EQU $
4FA1          1840          DEFS 1
4FA2          1841          DEFS 3
4FA5          1842          DEFS 1
4FA6          1843          DEFS $
>1FEF        1844          LIST
4FA9          1845          EQU LASTB
          1846          END
  
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PROPRIETARY INFORMATION  
 Dave Halliday, Inc.

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TOTAL ASSEMBLER ERRORS =