

100(K CROSS COMPILE TACK GAME ON SYSTEM END) DECIMAL
101(K MASTER CONTROL PROGRAM)
102(K STACK CRASHER)
103(K DISPLAY PLAYER UP)
104(K BUMPMISSION NUMBER AND COUNTER)
105(K GAME OVER AND YOUR UP DISPLAYS)
~~106(K GETBASES FREEPLAY REINITALL AND QUITGAME)~~
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115(K MORE TITLE FRAME)
116(K PRINT BRIEFING INFO) HEX
117(K BRIEFER CONTINUED)
118(K CHECK BUTTON)
119(K GAME OVER SEQUENCE)
120(K RESTART ROUTINE)
140(K GETBASES FREEPLAY REINITALL AND QUITGAME)

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+-----Block 100-----
0|( CROSS COMPILE TACK GAME ON SYSTEM END ) DECIMAL
1|HEX 0B350 DP ! DECIMAL
2|101 B: LOAD
3|XCEND XCSTAT
4|xcsvs xc DECIMAL ;S
5|DECIMAL 305 300 <<
6|HEX 300 200 100 0 4 0 << DECIMAL J HEXLIST >> >>
7|CR PAGE CR PAGE CR ;S
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+-----Block 101-----
0|( MASTER CONTROL PROGRAM )
1|HEX ( MISSION START ADDRESSES TABLE )
2|12 C= BASESET 13 C= SOUNDSET
3|TABLE MSATBL 8000 , 8C00 , 09950 , 09FB0 , 0A790 ,
4|DATA MCCOLORS 0 B, 7D B, 0B B, 5A B, 0 B, 7D B, 0B B, 5A B,
5|DATA BRCOLORS 7 B, 7D B, 0B B, 5A B, 0 B, 0 B, 0 B, 0 B,
6|: COCKER COCKTAIL WPBZERO PLAYERUP B@ IF LANGSET INP 20 AND
7|IF COCKTAIL WPBONE THEN THEN SETLINKS ;
8|: GOFRAME DI 0 FLOOD COCKER INITMISSIONRAM DRAWMISSIONSCREEN
9|0 STARZ OUTP DI ; : GOC MCCOLORS COLOR ;
10|: CLRLITES 27 20 DO 0 I OUTP LOOP ;
11|: LITEMISSION CLRLITES 1 MISSION B@ IF + OUTP SKILLFACTOR B@
12|IF 1 25 OUTP THEN ; : TRYIT MISSION B@ 1- MSATBL @ DUP B@
13|A5 = IF + @ COCKER DOIT ELSE 2DROP THEN ;
14|: DOFRAME 0 FLOOD LITEMISSION 1 TRYIT 0 26 OUTP ; DECIMAL -->
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+-----Block 102-----
0|( STACK CRASHER )
1|HEX SUBR stackcrash
2|CC? IFTRUE 0E740 SP LXI, 0E7A4 X LXIX, 0A2 Y LXIX,
3|OTHERWISE PSTACK @ SP LXI, RSTACK @ X LXIX, .next. Y LXIX,
4|IFEND B INX, PC1Y,
5|
6|CODE CRASHTO B POP, stackcrash JMP,
7|DECIMAL -->
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+-----Block 103-----
0|( DISPLAY PLAYER UP )
1|: DISPU GOFRAME DI
2|240 XUP 2 SPELL
3|200 XUP PLAYERUP B@ IF 3 ELSE 4 THEN SPELL ;
4|DECIMAL -->
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+-----Block 104-----
0|( BUMPMISSION NUMBER AND COUNTER )
1|HEX
2|: BUMPMISS GAMEOVER @ 0= IF
3|MISSIONCTR BCDBUMP MISSION 1+WPB!
4|MISSION B@ 6 = IF SKILLFACTOR B@ 0= IF
5|BASESET INF 40 AND IF P1FBCTR B@ IF P1FBCTR 1+WPB! THEN
6|P2FBCTR B@ IF P2FBCTR 1+WPB! THEN THEN THEN
7|SKILLFACTOR 1+WPB!
8|MISSION WPBONE THEN THEN ;
9|DECIMAL -->
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NOT 1 = NO PRECISE

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+-----Block 105-----
0|( GAME OVER AND YOUR UP DISPLAYS )
1|: GAMEO GAMEOVER @ EMUSIC E2MUSIC
2|GOFRAME DISPU GOC 5 0 DO 160 XUP
3|5 SPELL 120 XUP 6 SPELL EI 30
4|WAIT DI LOOP GAMEOVER ! ;
5|: YOURUP EMUSIC E2MUSIC GOFRAME DISPU
6|GOC 5 0 DO 160 XUP 7 SPELL
7|120 XUP 8 SPELL EI 30 WAIT
8|DI LOOP ; DECIMAL -->
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+-----Block      106-----
0|( GETBASES FREEPLAY REINITALL AND QUITGAME )
1|HEX
2|: GETBASES BASESET INP 20 AND IF 3 ELSE 2 THEN ;
3|
4|: FREEPLAY BUTTS INP 80 AND 0= ;
5|
6|: REINITALL STARTGAME DEMOMODE WPBZERO 1 MUSICFLAG B!
7|MISSION WPBONE GAMEOVER ZERO RIP WPBZERO ;
8|
9|: QUITGAME DEMOMODE WPBONE 0 DOIT ;
10|DECIMAL -->
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+-----Block      107-----
0|( COIN ROUTINE MESSAGES )
1|HEX : IAC 9 SPELL ; : S1PG 0A SPELL ; : SOR 0B SPELL ;
2|: S12PG 0C SPELL ; : F2PG 0D SPELL ; : OFES 0E SPELL ;
3|: WES 0F SPELL ;
4|: L0 3C00 ; : L1 3200 ; : L2 2800 ; : L3 1E00 ; : L4 1400 ;
5|: CRED0 L2 IAC ;
6|: CRED1 L0 S1PG L1 SOR L2 IAC L3 F2PG L4 OFES ;
7|: CRED23 L0 S12PG L1 SOR L2 IAC L3 F2PG L4 WES ;
8|: CRED4 L2 S12PG ;
9|: DISPCOIN COINS? WPBZERO GOFRAME FREEPLAY IF 4 ELSE
10|COINSIN B0 DUP 4 > IF DROP 4 THEN THEN DUP
11|<FORK CRED0 CRED1 CRED23 CRED23 CRED4 FORK> GOC ;
12|DECIMAL -->
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+-----Block      108-----
0|( HI SCORE COMPARE SUBROUTINES )
1|F= BCDL F= SMLR F= BIGR F= TAF
2|CODE COMP3 <ASSEMBLE EXX, D POP, H POP, 3 B MVI,
3|H INX, H INX, D INX, D INX,
4|LABEL BCDL D LDAX, M CMP, BIGR JRC, SMLR JRNZ,
5|H DCX, D DCX, BCDL DJNZ,
6|LABEL SMLR 0 H LXI, TAF JMPR,
7|LABEL BIGR 1 H LXI,
8|LABEL TAF H PUSH, EXX, NEXT ASSEMBLE>
9|CODE WP3! EXX, H POP, D POP, 3 B MVI,
10|BEGIN, D LDAX, D PUSH, A E MOV, WPB! CALL, D POP, H INX, D INX,
11|LOOP, EXX, NEXT
12|DECIMAL -->
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+-----Block    109-----
0|( COMPARE CURRENT SCORE TO HI SCORE )
1|: SCANLIST 5 0 DO
2|2DUP I 3 * + COMP3
3|IF I 4 < > IF
4|I 3 DO DUP I 3 * + DUP 3 + WP3! -1 +LOOP
5|THEN 2DUP I 3 * + WP3! LEAVE THEN LOOP DROP DROP ;
6|: CHECKHIGH INITFB B@ 3 > IF 0 HISCR4 ELSE 0 HISCR2 THEN
7|SCANLIST ;
8|DECIMAL -->
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+-----Block    110-----
0|( ONE PLAYER GAME GOODIES )
1|: PLAY1 BEGIN DOFRAME BUMPMISS GAMEOVER @
2|END 0 P1SCR CHECKHIGH QUITGAME ;
3|
4|: TRY1 COINSIN B@ FREEPLAY OR IF REINITALL GETBASES
5|FREEPLAY NOT IF
6|DI COINSIN B@ 1 > IF 2* 2 ELSE 1 THEN COINSIN -WPB! THEN
7|DUP P1FBCTR WPB! INITFB WPB!
8|' PLAY1 CRASHTO THEN ;
9|DECIMAL -->
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+-----Block    111-----
0|( TWO PLAYER GAME GOODIES )
1|: PLAYLAST BEGIN DOFRAME BUMPMISS GAMEOVER @
2|END 0 P1SCR CHECKHIGH 0 P2SCR CHECKHIGH QUITGAME ;
3|: PLAY2 BEGIN YOURUP RIP B@ IF ' PLAYLAST CRASHTO THEN
4|DOFRAME GAMEOVER 0 IF GAME0 RIP WPBONE GAMEOVER ZERO THEN
5|PLAYERUP B@ 1+ 1 AND DUP PLAYERUP WPB! 0= IF BUMPMISS THEN
6|0 END ;
7|
8|: TRY2 COINSIN P@ 1 > FREEPLAY OR IF REINITALL GETBASES
9|FREEPLAY NOT IF
10|DI COINSIN B@ 3 > IF 2* 4 ELSE 2 THEN COINSIN -WPB! THEN
11|DUP P1FBCTR WPB! DUP P2FBCTR WPB! INITFB WPB!
12|NPLAYERS WPBONE
13|' PLAY2 CRASHTO THEN ;
14|DECIMAL -->
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+-----Block 112-----
0|( MAKE A SNAP OF A 4X ENLARGED CHARACTER )
1|HEX F= LINL F= MIDL F= INL F= IN2
2|CODE MAKESNAP <ASSEMBLE EXX, H POP, L A MOV, 20 SUI, 0<>, IF,
3|OF SUI, 0B CPI, CY~, IF, 7 SUI, THEN, THEN,
4|A L MOV, 0 H MVI, H DAD, H DAD, L E MOV, H D MOV,
5|H DAD, D DAD, CHRTEL D LXI, D DAD, XCHG,
6|H POP, 0D M MVI, H INX, 18 M MVI, H INX, 6 C MVI,
7|LABEL LINL 4 B MVI,
8|LABEL MIDL B FUSH, D LDAX, 8 B MVI,
9|LABEL INL RAL, CY, IF, 0FF M MVI, ELSE, 0 M MVI, THEN, H INX,
10|INL DJNZ, 5 B MVI, D INX, D LDAX,
11|LABEL IN2 RAL, CY, IF, 0FF M MVI, ELSE, 0 M MVI, THEN, H INX,
12|IN2 DJNZ, D DCX,
13|B POP, MIDL DJNZ, D INX, D INX, C DCR, LINL JRNZ,
14|EXX, NEXT ASSEMBLE>
15|DECIMAL -->

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+-----Block 113-----
0|( BOUNCE OUT CHARACTERS SPELLING GORF ) HEX
1|FIREACTION VFTR ! 13A BA= GC 13A BA= OC 13A BA= RC 13A BA= FC
2|DATA GODOWN ASM 0 -100 SETDC -10 0 SETDDC 10 SWAIT ARET
3|DATA GOUP ASM 110 -100 SETDC 10 SWAIT ARET
4|DATA INB ASM XADDWRITE SETR NULRET SETI 3800 SETXC B000 SETYC
5|40 SETXZW ARET DATA ENDIT ASM GODOWN ACALL AHALT
6|DATA GORFER ASM INB ACALL 5 AREPEAT GORF SETP GODOWN ACALL
7|GORFB SETP GOUP ACALL ALOOP GORF SETP ENDIT AJMP
8|DATA GAN ASM INB ACALL 0 GC SETP 4 AREPEAT GODOWN
9|ACALL GOUP ACALL ALOOP ENDIT AJMP
10|DATA OAN ASM INB ACALL 0 OC SETP 3 AREPEAT GODOWN
11|ACALL GOUP ACALL ALOOP ENDIT AJMP
12|DATA RAN ASM INB ACALL 0 RC SETP 2 AREPEAT GODOWN ACALL
13|GOUP ACALL ALOOP ENDIT AJMP
14|DATA FAN ASM INB ACALL 0 FC SETP GODOWN ACALL GOUP
15|ACALL ENDIT AJMP DECIMAL -->

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+-----Block 114-----
0|( CHARACTER VECTORING GOODIES )
1|HEX BTABLE INSCOIN 49 B, 4E B, 53 B, 45 B, 52 B, 54 B, 20 B,
2|43 B, 4F B, 49 B, 4E B,
3|
4|DATA ACHAR ASM CHAR! SETR NULPAT SETP 04 SETXP
5|BF 40 SETS 28 SETM FOREVER 70 SWAIT EVERFOR
6|DECIMAL -->
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+-----Block 115-----
0|( MORE TITLE FRAME )
1|HEX 0 V= GORFV
2|: SENDLET 28 WAIT 47 0A2 VSTART ;
3|: TITLE GOFAME BRCOLORS COLOR 8 STARZ OUTP 2 HORCB OUTP
4|0 GC 47 MAKESNAP 0 OC 4F MAKESNAP 0 RC 5Z MAKESNAP
5|0 FC 46 MAKESNAP
6|GETNODE GORFV ! GORFER 47 1B2 GORFV @ XVSTART
7|GAN SENDLET OAN SENDLET RAN SENDLET FAN SENDLET
8|30 WAIT
9|0B 0 DO 1 INSCOIN B0 0D GORFV @ + @ 13 GORFV @ + @
10|1800 I 700 * 3800 + ACHAR 20 A0 VMOVE 10 WAIT LOOP 40 WAIT ;
11|DECIMAL -->
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+-----Block 116-----
0|( PRINT BRIEFING INFO ) HEX
1|: YC 700 * 0A00 + 0 SWAP ; : ROLLON 0 428 ROT INXMSG CSPPELL
2|SCROLL ; : BRIEF TITLE
3|1 LOCKOUTCOUNTER B!
4|DI 8 10 ROLLON
5|8 11 ROLLON
6|0A 12 ROLLON
7|8 13 ROLLON
8|8 14 ROLLON
9|18 15 ROLLON 8 27 ROLLON
10|8 16 ROLLON
11|8 17 ROLLON
12|8 18 ROLLON
13|8 19 ROLLON
14|8 1A ROLLON
15|18 1B ROLLON --> 8 28 ROLLON
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+-----Block 117-----
0|( BRIEFER CONTINUED )
1|8 1C ROLLON
2|0A 1D ROLLON
3|8 BASESET INP 20 AND IF 1E ELSE 1F THEN ROLLON
4|5 0 DO 0 4B00 428 3 1 * HISCR2 DISPBCDS & SCROLL LOOP
5|4 SCROLL
6|8 BASESET INP 20 AND IF 20 ELSE 21 THEN ROLLON
7|5 0 DO 0 4B00 428 3 1 * HISCR4 DISPBCDS & SCROLL LOOP
8|98 SCROLL 0 LOCKOUTCOUNTER B! 0 FLOOD 9 STARZ OUTP ;
9|DECIMAL -->
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+-----Block 118-----
0|( CHECK BUTTON )
1|HEX
2|: CHECKBUTT 10 INP 20 AND 0= IF TRY2 THEN
3|10 INP 10 AND 0= IF TRY1 THEN ;
4|DECIMAL -->
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+-----Block 119-----
0|( GAME OVER SEQUENCE )
1|HEX
2|: GOS DEMOMODE WPBONE SOUNDSET INP 40 AND IF 0 ELSE 1 THEN
3|MUSICFLAG WPB! B1
4|2 20 OUTP 2 21 OUTP
5|CHECKBUTT WPBONE ← SHUTUP
6|COINS? B@ COINSIN B@ OR FREEPLAY OR IF DISPCOIN EI
7|06000 0 DO CHECKBUTT CREDITS? LOOP THEN
8|BRIEF
9|6 1 DO I MISSION WPB! 3 TRYIT LOOP
10|QUITGAME ;
11|DECIMAL -->
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FIX

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+-----Block 120-----
0|( RESTART ROUTINE )
1|HEX
2|
3|SUBR GOTCOINORBUT ' GOS B LXI, stackcrash JMP,
4|GOTCOINORBUT COINLINK U!
5|
6|: RESTART WPCLEAR P1FBCTR B@ P2FBCTR B@ OR IF
7|DEMOMODE B@ 0= IF NPLAYERS B@
8|IF PLAY2 ELSE PLAY1 THEN THEN THEN GOS ;
9|DECIMAL ;S
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~~WPBONE~~ ← SHUTUP
 ← PLAYERUP WPBZERO

+-----Block 140-----

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0:( GETBASES FREEPLAY REINITALL AND QUITGAME )
1|HEX
2|: GETBASES BASESET INP 20 AND IF 2 ELSE 3 THEN ;
3|
4|: FREEPLAY BUTTS INP 80 AND 0= ;
5|
6|: REINITALL STARTGAME DEMOMODE WPBZERO 1 MUSICFLAG BI
7|MISSION WPBONE GAMEOVER ZERO RIP WPBZERO ;
8|
9|: QUITGAME DEMOMODE WPBONE 0 DOIT ;
10|DECIMAL -->
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