

10	*	=	\$400	
20	L0002	=	\$0002	
30	L0003	=	\$0003	
40	L0006	=	\$0006	
50	L0018	=	\$0018	;Start of lhpga table LSB
60	L0028	=	\$0028	;Start of lhpga table MSB
70	L0030	=	\$0030	
80	L0038	=	\$0038	;Current score in decimal
90	L0039	=	\$0039	;
100	L003A	=	\$003A	;
110	L003B	=	\$003B	;Number spaceships left
120	L003C	=	\$003C	;Number lives left (max 4)
130	L003D	=	\$003D	;Highest score in decimal
140	L0040	=	\$0040	;current spaceship (0-3F)
150	L0041	=	\$0041	;lefthalf spaceship shape
160	L0042	=	\$0042	;righthalf spaceship shape
170	L0043	=	\$0043	;pg above register 41
180	L0044	=	\$0044	;pg above register 42
190	L0045	=	\$0045	;lhpgaLSB for pg in 41/42
200	L0046	=	\$0046	;lhpgaMSB for pg in 41/42
210	L0047	=	\$0047	;lhpgaLSB for pg in 43/44
220	L0048	=	\$0048	;lhpgaMSB for pg in 43/44
230	L0049	=	\$0049	;Shooters horz pos (2-3A)
240	L004A	=	\$004A	;Initial value of 4B
250	L004B	=	\$004B	;Spaceships vert pos vv
260	L004C	=	\$004C	;Spaceships horz pos hv
270	L004D	=	\$004D	;Spaceships dir. 0=right
280	L004E	=	\$004E	;Spaceships dir. 0=not down
290	L004F	=	\$004F	;Spaceships moves (max 10)
300	L0050	=	\$0050	;Spaceships moves (max 8)
310	L0051	=	\$0051	;Laserhorz position hv
320	L0052	=	\$0052	;Laservert vv pos 0=not fired
330	L0053	=	\$0053	;Lasergraphic pga LSB
340	L0054	=	\$0054	;Lasergraphic pga MSB
350	L0055	=	\$0055	;Laserhpgn
360	L0056	=	\$0056	;Laserpg
370	L0057	=	\$0057	;Lasermove counter (max 6)
380	L0058	=	\$0058	;Laserfire counter (max 2)
390	L0059	=	\$0059	;Bombvv
400	L005F	=	\$005F	;Bombhv
410	L0065	=	\$0065	;Bombpg
420	L006B	=	\$006B	;TempStore
430	L006C	=	\$006C	;TempStore
440	L006D	=	\$006D	;TempStore
450	L006E	=	\$006E	;DropBomb counter
460	L006F	=	\$006F	Sound Status word
470	L0070	=	\$0070	;Startof text LSB
480	L0071	=	\$0071	;Startof text MSB
490	L0078	=	\$0078	;Flying Saucer hv (1C - 63)
500	L0079	=	\$0079	;Flying Saucer move counter max 1E
510	L007A	=	\$007A	;Flying Saucer start counter
520	L007B	=	\$007B	;Flying Saucer start counter
530	L007C	=	\$007C	;Sound register
540	L007D	=	\$007D	;TempStore for Register 4D

		550		L007E =	\$007E	;GameSpeed
		560		L0080 =	\$0080	;Startof Spaceship hv table
		570		L00C0 =	\$00C0	;Startof Spaceship vv table
		580		L00D4 =	\$00D4	
		590		L0200 =	\$0200	;Screen locations
		600		L021F =	\$021F	
		610		L0220 =	\$0220	
		620		L0230 =	\$0230	
		630		L0240 =	\$0240	
		640		L0268 =	\$0268	
		650		L0300 =	\$0300	
		660		L031F =	\$031F	
		670		L03C0 =	\$03C0	
		680		L03DD =	\$03DD	
		690		L03DE =	\$03DE	
		700		L03DF =	\$03DF	
		710		L03E0 =	\$03E0	
		720		L03E1 =	\$03E1	
		730		LBFF0 =	\$BFF0	;Read - Graphics on
		740		LBFF2 =	\$BFF2	;Write - Enable Keypad/Output sounds
		750		LBFF3 =	\$BFF3	;W-Graphics off, R-Read Keypad
400	4C300A	760		JMP	L0A30	;Jump to Initialisation
403	A000	770	L0403:	LDY	#\$00	;Draw / Delete Spaceship
405	F002	780		BEQ	L0409	
407	A001	790	L0407:	LDY	#\$01	
409	A640	800	L0409:	LDX	L0040	
040B	B580	810		LDA	L0080,X	
040D	4A	820		LSR	A	
040E	8	830		PHP		
040F	8A	840		TXA		
410	4A	850		LSR	A	
411	4A	860		LSR	A	
412	4A	870		LSR	A	
413	4A	880		LSR	A	
414	AA	890		TAX		
415	28	900		PLP		
416	900A	910		BCC	L0422	
418	BDCA06	920		LDA	L06CA,X	
041B	8541	930		STA	L0041	
041D	BDCE06	940		LDA	L06CE,X	
420	D008	950		BNE	L042A	
422	BDC206	960	L0422:	LDA	L06C2,X	
425	8541	970		STA	L0041	
427	BDC606	980		LDA	L06C6,X	
042A	8542	990	L042A:	STA	L0042	
042C	A900	1000		LDA	#\$00	
042E	8543	1010		STA	L0043	
430	8544	1020		STA	L0044	
432	A640	1030		LDX	L0040	
434	B5C0	1040		LDA	L00C0,X	
436	2903	1050		AND	#\$03	
438	AA	1060		TAX		
439	F013	1070		BEQ	L044E	
043B	4641	1080	L043B:	LSR	L0041	
043D	6643	1090		ROR	L0043	
043F	4641	1100		LSR	L0041	

441	6643	1110	ROR	L0043
443	4642	1120	LSR	L0042
445	6644	1130	ROR	L0044
447	4642	1140	LSR	L0042
449	6644	1150	ROR	L0044
044B	CA	1160	DEX	
044C	D0ED	1170	BNE	L043B
044E	A640	1180	L044E:	LDX L0040
450	B580	1190	LDA	L0080,X
452	4A	1200	LSR	A
453	48	1210	PHA	
454	B5C0	1220	LDA	L00C0,X
456	4A	1230	LSR	A
457	4A	1240	LSR	A
458	AA	1250	TAX	
459	B518	1260	LDA	L0018,X
045B	8545	1270	STA	L0045
045D	B528	1280	LDA	L0028,X
045F	8546	1290	STA	L0046
461	E8	1300	INX	
462	B518	1310	LDA	L0018,X
464	8547	1320	STA	L0047
466	B528	1330	LDA	L0028,X
468	8548	1340	STA	L0048
046A	68	1350	PLA	
046B	88	1360	DEY	
046C	3023	1370	BMI	L0491
046E	A8	1380	TAY	
046F	A541	1390	LDA	L0041
471	49FF	1400	EOR	#\$FF
473	3145	1410	AND	(L0045) ,Y
475	9145	1420	STA	(L0045) ,Y
477	A543	1430	LDA	L0043
479	49FF	1440	EOR	#\$FF
047B	3147	1450	AND	(L0047) ,Y
047D	9147	1460	STA	(L0047) ,Y
047F	C8	1470	INY	
480	A542	1480	LDA	L0042
482	49FF	1490	EOR	#\$FF
484	3145	1500	AND	(L0045) ,Y
486	9145	1510	STA	(L0045) ,Y
488	A544	1520	LDA	L0044
048A	49FF	1530	EOR	#\$FF
048C	3147	1540	AND	(L0047) ,Y
048E	9147	1550	STA	(L0047) ,Y
490	60	1560	RTS	
491	48	1570	L0491:	PHA
492	A640	1580	LDX	L0040
494	A552	1590	LDA	L0052
496	38	1600	SEC	
497	F5C0	1610	SBC	L00C0,X
499	C902	1620	CMP	#\$02
049B	B009	1630	BCS	L04A6
049D	A551	1640	LDA	L0051
049F	38	1650	SEC	
04A0	F580	1660	SBC	L0080,X
04A2	C903	1670	CMP	#\$03

04A4	9023	1680		BCC L04C9	
04A6	68	1690	L04A6:	PLA	
04A7	A8	1700		TAY	
04A8	A541	1710		LDA L0041	
04AA	1145	1720		ORA (L0045) ,Y	
04AC	9145	1730		STA (L0045) ,Y	
04AE	A543	1740		LDA L0043	
04B0	1147	1750		ORA (L0047) ,Y	
04B2	9147	1760		STA (L0047) ,Y	
04B4	C8	1770		INY	
04B5	A542	1780		LDA L0042	
04B7	1145	1790		ORA (L0045) ,Y	
04B9	9145	1800		STA (L0045) ,Y	
04BB	A544	1810		LDA L0044	
04BD	1147	1820		ORA (L0047) ,Y	
04BF	9147	1830		STA (L0047) ,Y	
04C1	B5C0	1840		LDA L00C0,X	
04C3	D003	1850		BNE L04C8	
04C5	4C050A	1860		JMP L0A05	
04C8	60	1870	L04C8:	RTS	
04C9	A900	1880	L04C9:	LDA #\$00	
04CB	206708	1890		JSR L0867	
04CE	95C0	1900		STA L00C0,X	
04D0	AA	1910		TAX	
04D1	68	1920		PLA	
04D2	203A06	1930		JSR L063A	
04D5	60	1940		RTS	
04D6	A549	1950	L04D6:	LDA L0049	;Delete Shooter
04D8	4A	1960		LSR A	
04D9	AA	1970		TAX	
04DA	A900	1980		LDA #\$00	
04DC	2A	1990		ROL A	
04DD	A8	2000		TAY	
04DE	B9D206	2010		LDA L06D2,Y	
40	49FF	2020		EOR #\$FF	
4000	3DE003	2030		AND L03E0,X	
4000000	9DE003	2040		STA L03E0,X	
4E+09	E8	2050		INX	
04EA	B9D406	2060		LDA L06D4,Y	
04ED	49FF	2070		EOR #\$FF	
04EF	3DE003	2080		AND L03E0,X	
04F2	9DE003	2090		STA L03E0,X	
04F5	60	2100		RTS	
04F6	A90A	2110	L04F6:	LDA #\$0A	;Draw Shooter
04F8	8549	2120		STA L0049	
04FA	A549	2130	L04FA:	LDA L0049	
04FC	4A	2140		LSR A	
04FD	AA	2150		TAX	
04FE	A900	2160		LDA #\$00	
500	2A	2170		ROL A	
501	A8	2180		TAY	
502	B9D206	2190		LDA L06D2,Y	
505	3DE003	2200		AND L03E0,X	
508	D01B	2210		BNE L0525	
050A	B9D406	2220		LDA L06D4,Y	
050D	3DE103	2230		AND L03E1,X	
510	D013	2240		BNE L0525	

512	B9D206	2250		LDA L06D2,Y	
515	1DE003	2260		ORA L03E0,X	
518	9DE003	2270		STA L03E0,X	
051B	B9D406	2280		LDA L06D4,Y	
051E	5DE103	2290		EOR L03E1,X	
521	9DE103	2300		STA L03E1,X	
524	60	2310		RTS	
525	A205	2320	L0525:	LDX #\$05	
527	A000	2330	L0527:	LDY #\$00	
529	B559	2340		LDA L0059,X	
052B	F006	2350		BEQ L0533	
052D	CA	2360	L052D:	DEX	
052E	10F7	2370		BPL L0527	
530	4C050A	2380		JMP L0A05	
533	A549	2390	L0533:	LDA L0049	
535	4A	2400		LSR A	
536	9001	2410		BCC L0539	
538	C8	2420		INY	
539	38	2430	L0539:	SEC	
053A	F55F	2440		SBC L005F,X	
053C	D00F	2450		BNE L054D	
053E	B565	2460		LDA L0065,X	
540	39D206	2470		AND L06D2,Y	
543	F0E8	2480		BEQ L052D	
545	A9FF	2490	L0545:	LDA #\$FF	
547	9559	2500		STA L0059,X	
549	208B07	2510		JSR L078B	
054C	60	2520		RTS	
054D	C9FF	2530	L054D:	CMP #\$FF	
054F	D0DC	2540		BNE L052D	
551	B565	2550		LDA L0065,X	
553	39D406	2560		AND L06D4,Y	
556	D0ED	2570		BNE L0545	
558	F0D3	2580		BEQ L052D	
055A	20AC05	2590	L055A:	JSR L05AC	;Draw Starting Line-up
055D	A900	2600		LDA #\$00	
055F	8540	2610		STA L0040	
561	A54A	2620		LDA L004A	
563	854B	2630		STA L004B	
565	A908	2640	L0565:	LDA #\$08	
567	854C	2650		STA L004C	
569	A640	2660	L0569:	LDX L0040	
056B	A54B	2670		LDA L004B	
056D	95C0	2680		STA L00C0,X	
056F	A54C	2690		LDA L004C	
571	9580	2700		STA L0080,X	
573	200304	2710		JSR L0403	
576	E640	2720		INC L0040	
578	A54C	2730		LDA L004C	
057A	18	2740		CLC	
057B	6906	2750		ADC #\$06	
057D	854C	2760		STA L004C	
057F	C937	2770		CMP #\$37	
581	9.00E+07	2780		BCC L0569	
583	A54B	2790		LDA L004B	
585	38	2800		SEC	
586	E904	2810		SBC #\$04	

588	854B	2820		STA L004B	
058A	A540	2830		LDA L0040	
058C	C940	2840		CMP #\$40	
058E	D0D5	2850		BNE L0565	
590	20F604	2860		JSR L04F6	
593	A54A	2870		LDA L004A	
595	C925	2880		CMP #\$25	
597	9012	2890		BCC L05AB	
599	A21B	2900		LDX #\$1B	
059B	A006	2910	L059B:	LDY #\$06	
059D	B9D606	2920	L059D:	LDA L06D6,Y	
05A0	9DC003	2930		STA L03C0,X	
05A3	CA	2940		DEX	
05A4	3005	2950		BMI L05AB	
05A6	88	2960		DEY	
05A7	10F4	2970		BPL L059D	
05A9	30F0	2980		BMI L059B	
05AB	60	2990	L05AB:	RTS	
05AC	ADF0BF	3000	L05AC:	LDA LBFF0	;Clear Screen
05AF	A2FF	3010		LDX #\$FF	
05B1	A000	3020		LDY #\$00	
05B3	6901	3030	L05B3:	ADC #\$01	
05B5	EA	3040		NOP	
05B6	D0FB	3050		BNE L05B3	
05B8	9D0002	3060		STA L0200,X	
05BB	990003	3070		STA L0300,Y	
05BE	CA	3080		DEX	
05BF	C8	3090		INY	
05C0	D0F1	3100		BNE L05B3	
05C2	60	3110		RTS	
05C3	A56E	3120	L05C3:	LDA L006E	;Move Spaceship formation
05C5	F002	3130		BEQ L05C9	
05C7	C66E	3140		DEC L006E	
05C9	E640	3150	L05C9:	INC L0040	
05CB	A640	3160	L05CB:	LDX L0040	
05CD	E040	3170		CPX #\$40	
05CF	F031	3180		BEQ L0602	
05D1	B5C0	3190		LDA L00C0,X	
05D3	F0F4	3200		BEQ L05C9	
05D5	200704	3210		JSR L0407	
05D8	A640	3220		LDX L0040	
05DA	F680	3230		INC L0080,X	
05DC	A54D	3240		LDA L004D	
05DE	D004	3250		BNE L05E4	
5	D680	3260		DEC L0080,X	
500	D680	3270		DEC L0080,X	
50000	A54E	3280	L05E4:	LDA L004E	
5000000	F002	3290		BEQ L05EA	
5E+08	D6C0	3300		DEC L00C0,X	
05EA	B5C0	3310	L05EA:	LDA L00C0,X	
05EC	C901	3320		CMP #\$01	
05EE	D00B	3330		BNE L05FB	
05F0	A449	3340		LDY L0049	
05F2	C8	3350		INY	
05F3	98	3360		TYA	
05F4	38	3370		SEC	
05F5	F580	3380		SBC L0080,X	

05F7	C903	3390		CMP #\$03	
05F9	9004	3400		BCC L05FF	
05FB	200304	3410	L05FB:	JSR L0403	
05FE	60	3420		RTS	
05FF	4C050A	3430	L05FF:	JMP L0A05	
602	A900	3440	L0602:	LDA #\$00	
604	854E	3450		STA L004E	
606	8540	3460		STA L0040	
608	A2E0	3470		LDX #\$E0	
060A	A54D	3480		LDA L004D	
060C	D011	3490		BNE L061F	
060E	BD0003	3500	L060E:	LDA L0300,X	
611	1D0002	3510		ORA L0200,X	
614	D01A	3520		BNE L0630	
616	8A	3530		TXA	
617	38	3540		SEC	
618	E920	3550		SBC #\$20	
061A	AA	3560		TAX	
061B	B0F1	3570		BCS L060E	
061D	90AC	3580		BCC L05CB	
061F	BD1F03	3590	L061F:	LDA L031F,X	
622	1D1F02	3600		ORA L021F,X	
625	D009	3610		BNE L0630	
627	8A	3620		TXA	
628	38	3630		SEC	
629	E920	3640		SBC #\$20	
062B	AA	3650		TAX	
062C	B0F1	3660		BCS L061F	
062E	909B	3670		BCC L05CB	
630	A54D	3680	L0630:	LDA L004D	
632	4901	3690		EOR #\$01	
634	854D	3700		STA L004D	
636	E64E	3710		INC L004E	
638	D091	3720		BNE L05CB	
063A	A455	3730	L063A:	LDY L0055	;Move Laser
063C	8A	3740		TXA	
063D	3035	3750		BMI L0674	
063F	B153	3760		LDA (L0053) ,Y	
641	2556	3770		AND L0056	
643	D005	3780		BNE L064A	
645	A900	3790	L0645:	LDA #\$00	
647	8552	3800		STA L0052	
649	60	3810		RTS	
064A	A556	3820	L064A:	LDA L0056	
064C	49FF	3830	L064C:	EOR #\$FF	
064E	3153	3840		AND (L0053) ,Y	
650	9153	3850		STA (L0053) ,Y	
652	8A	3860		TXA	
653	F0F0	3870		BEQ L0645	
655	A900	3880		LDA #\$00	
657	E652	3890		INC L0052	
659	4656	3900		LSR L0056	
065B	6A	3910		ROR A	
065C	4656	3920		LSR L0056	
065E	6A	3930		ROR A	
065F	F013	3940		BEQ L0674	
661	8556	3950		STA L0056	

663	A552	3960		LDA L0052	
665	C938	3970		CMP #\$38	
667	B0DC	3980		BCS L0645	
669	A553	3990		LDA L0053	
066B	38	4000		SEC	
066C	E920	4010		SBC #\$20	
066E	8553	4020		STA L0053	
670	B002	4030		BCS L0674	
672	C654	4040		DEC L0054	
674	A556	4050	L0674:	LDA L0056	
676	3153	4060		AND (L0053) ,Y	
678	D007	4070		BNE L0681	
067A	A556	4080		LDA L0056	
067C	1153	4090		ORA (L0053) ,Y	
067E	9153	4100		STA (L0053) ,Y	
680	60	4110		RTS	
681	A652	4120	L0681:	LDX L0052	;Flying Saucer hit
683	E034	4130		CPX #\$34	
685	9003	4140		BCC L068A	
687	4C1A09	4150		JMP L091A	
068A	A23F	4160	L068A:	LDX #\$3F	
068C	B5C0	4170	L068C:	LDA L00C0,X	
068E	F014	4180		BEQ L06A4	
690	A552	4190		LDA L0052	
692	38	4200		SEC	
693	F5C0	4210		SBC L00C0,X	
695	EA	4220		NOP	
696	EA	4230		NOP	
697	C902	4240		CMP #\$02	
699	B009	4250		BCS L06A4	
069B	A551	4260		LDA L0051	
069D	38	4270		SEC	
069E	F580	4280		SBC L0080,X	
06A0	C903	4290		CMP #\$03	
06A2	9007	4300		BCC L06AB	
06A4	CA	4310	L06A4:	DEX	
06A5	1.00E+06	4320		BPL L068C	
06A7	A200	4330		LDX #\$00	
06A9	F09F	4340		BEQ L064A	
06AB	A540	4350	L06AB:	LDA L0040	
06AD	48	4360		PHA	
06AE	8640	4370		STX L0040	
06B0	200704	4380		JSR L0407	
06B3	A640	4390		LDX L0040	
06B5	206708	4400		JSR L0867	
06B8	A900	4410		LDA #\$00	
06BA	95C0	4420		STA L00C0,X	
06BC	68	4430		PLA	
06BD	8540	4440		STA L0040	
06BF	4C4506	4450		JMP L0645	
06C2	60				;Data for drawing Line-up
06C3	70	4460	L06C2:	DEFB \$60,\$70	
06C4	B0				
06C5	90	4470		DEFB \$B0,\$90	
06C6	40				
06C7	50	4480	L06C6:	DEFB \$40,\$50	
06C8	10				

06C9	10	4490		DEFB \$10,\$10	
06CA	80				
06CB	A0	4500	L06CA:	DEFB \$80,\$A0	
06CC	20				
06CD	20	4510		DEFB \$20,\$20	
06CE	90				
06CF	B0	4520	L06CE:	DEFB \$90,\$B0	
06D0	70				
06D1	60	4530		DEFB \$70,\$60	
06D2	E0				
06D3	80	4540	L06D2:	DEFB \$E0,\$80	;Data for Draw/Delete Shooter
06D4	40				
06D5	D0	4550	L06D4:	DEFB \$40,\$D0	
06D6	0				
06D7	0	4560	L06D6:	DEFB \$00,\$00	;Data for drawing Blocks
06D8	0	4570		DEFB \$00	
06D9	0	4580		DEFB \$00	
06DA	FF	4590		DEFB \$FF	
06DB	FF	4600		DEFB \$FF	
06DC	FF	4610		DEFB \$FF	
06DD	A005	4620	L06DD:	LDY #\$05	;Drop Bomb
06DF	B95900	4630	L06DF:	LDA L0059,Y	
600	3004	4640		BMI L06E8	
60000	88	4650		DEY	
600000	10F8	4660		BPL L06DF	
60000000	60	4670		RTS	
6E+08	B5C0	4680	L06E8:	LDA L00C0,X	
06EA	38	4690		SEC	
06EB	E901	4700		SBC #\$01	
06ED	48	4710		PHA	
06EE	4A	4720		LSR A	
06EF	4A	4730		LSR A	
06F0	995900	4740		STA L0059,Y	
06F3	B580	4750		LDA L0080,X	
06F5	18	4760		CLC	
06F6	6901	4770		ADC #\$01	
06F8	4A	4780		LSR A	
06F9	980	4790		ORA #\$80	
06FB	995F00	4800		STA L005F,Y	
06FE	68	4810		PLA	
06FF	2903	4820		AND #\$03	
701	2A	4830		ROL A	
702	AA	4840		TAX	
703	BD0A07	4850		LDA L070A,X	
706	996500	4860		STA L0065,Y	
709	60	4870		RTS	
070A	40	4880	L070A:	DEFB \$40	;Data for Drop Bomb
070B	80	4890		DEFB \$80	
070C	10				
070D	20	4900		DEFB \$10,\$20	
070E	4	4910		DEFB \$04	
070F	8	4920		DEFB \$08	
710	1				
711	2	4930		DEFB \$01,\$02	
712	A205	4940	L0712:	LDX #\$05	;Move Bomb
714	B559	4950	L0714:	LDA L0059,X	
716	1004	4960	L0716:	BPL L071C	

718	CA	4970	L0718:	DEX
719	10F9	4980		BPL L0714
071B	60	4990		RTS
071C	B459	5000	L071C:	LDY L0059,X
071E	B91800	5010		LDA L0018,Y
721	856B	5020		STA L006B
723	B92800	5030		LDA L0028,Y
726	856C	5040		STA L006C
728	B55F	5050		LDA L005F,X
072A	8	5060		PHP
072B	297F	5070		AND #\$7F
072D	955F	5080		STA L005F,X
072F	A8	5090		TAY
730	B16B	5100		LDA (L006B) ,Y
732	28	5110		PLP
733	3029	5120		BMI L075E
735	3565	5130		AND L0065,X
737	D006	5140	L0737:	BNE L073F
739	A9FF	5150	L0739:	LDA #\$FF
073B	9559	5160		STA L0059,X
073D	30D9	5170		BMI L0718
073F	B16B	5180	L073F:	LDA (L006B), Y
741	5565	5190		EOR L0065,X
743	916B	5200		STA (L006B) ,Y
745	A900	5210		LDA #\$00
747	1665	5220		ASL L0065,X
749	2A	5230		ROL A
074A	1665	5240		ASL L0065,X
074C	2A	5250		ROL A
074D	F00F	5260		BEQ L075E
074F	9565	5270		STA L0065,X
751	D659	5280		DEC L0059,X
753	A56B	5290		LDA L006B
755	18	5300		CLC
756	6920	5310		ADC #\$20
758	856B	5320		STA L006B
075A	9002	5330		BCC L075E
075C	E66C	5340		INC L006C
075E	A56C	5350	L075E:	LDA L006C
760	C904	5360		CMP #\$04
762	F0D5	5370		BEQ L0739
764	B16B	5380		LDA (L006B) ,Y
766	3565	5390		AND L0065,X
768	D008	5400		BNE L0772
076A	B16B	5410		LDA (L006B) ,Y
076C	1565	5420		ORA L0065,X
076E	916B	5430		STA (L006B) ,Y
770	D0A6	5440		BNE L0718
772	B559	5450	L0772:	LDA L0059,X
774	D00C	5460		BNE L0782
776	B565	5470		LDA L0065,X
778	29F0	5480		AND #\$F0
077A	F006	5490		BEQ L0782
077C	208B07	5500		JSR L078B
077F	4C3907	5510		JMP L0739
782	B565	5520	L0782:	LDA L0065,X
784	516B	5530		EOR (L006B) ,Y

786	916B	5540		STA (L006B) ,Y	
788	4C1807	5550		JMP L0718	
078B	8A	5560	L078B:	TXA	;Shooter destroyed
078C	48	5570		PHA	
078D	98	5580		TYA	
078E	48	5590		PHA	
078F	20D604	5600		JSR L04D6	;delete Laser Gun
792	A549	5610		LDA L0049	;draw explosion
794	4A	5620		LSR A	
795	AA	5630		TAX	
796	A900	5640		LDA #\$00	
798	2A	5650		ROL A	
799	A8	5660		TAY	
079A	BDE003	5670	L079A:	LDA L03E0,X	;
079D	48	5680		PHA	
079E	B9F907	5690		LDA L07F9,Y	
07A1	9DE003	5700		STA L03E0,X	
07A4	E8	5710		INX	
07A5	C8	5720		INY	
07A6	C8	5730		INY	
07A7	C006	5740		CPY #\$06	
07A9	90EF	5750		BCC L079A	
07AB	8A	5760		TXA	
07AC	48	5770		PHA	
07AD	A905	5780		LDA #\$05	;store delay factor
07AF	856B	5790		STA L006B	
07B1	A2FF	5800	L07B1:	LDX #\$FF	
07B3	8A	5810	L07B3:	TXA	
07B4	A8	5820		TAY	
07B5	A56F	5830		LDA L006F	
07B7	29FD	5840		AND #\$FD	
07B9	8DF2BF	5850		STA LBFF2	;All sounds off except Explosion
07BC	4910	5860		EOR #\$10	
07BE	856F	5870		STA L006F	
07C0	88	5880	L07C0:	DEY	
07C1	D0FD	5890		BNE L07C0	
07C3	CA	5900		DEX	
07C4	D0ED	5910		BNE L07B3	BNE L07C0
07C6	C66B	5920		DEC L006B	
07C8	D0E7	5930		BNE L07B1	BNE L07C0
07CA	A901	5940		LDA #\$01	
07CC	200108	5950		JSR L0801	;delay
07CF	A56F	5960		LDA L006F	;turn explosion sound off
07D1	29EF	5970		AND #\$EF	
07D3	856F	5980		STA L006F	
07D5	68	5990		PLA	
07D6	AA	6000		TAX	
07D7	68	6010		PLA	
07D8	9DDF03	6020		STA L03DF,X	
07DB	68	6030		PLA	
07DC	9DDE03	6040		STA L03DE,X	
07DF	68	6050		PLA	
7	9DDD03	6060		STA L03DD,X	
7000	20F604	6070		JSR L04F6	
7000000	F8	6080		SED	
70000000	38	6090		SEC	
7E+08	A53C	6100		LDA L003C	

07EA	E901	6110		SBC #\$01	
07EC	853C	6120		STA L003C	
07EE	B003	6130		BCS L07F3	
07F0	4C050A	6140		JMP LOA05	
07F3	D8	6150	L07F3:	CLD	
07F4	68	6160		PLA	
07F5	A8	6170		TAY	
07F6	68	6180		PLA	
07F7	AA	6190		TAX	
07F8	60	6200		RTS	
07F9	24				
07FA	8	6210	L07F9:	DEFB \$24,\$08	;Data for Shooter Explosion
07FB	60	6220		DEFB \$60	
07FC	90				
07FD	4	6230		DEFB \$90,\$04	
07FE	18	6240		DEFB \$18	
07FF	A90F	6250	L07FF:	LDA #\$0F	;Delay unless 'Play' pressed
801	856B	6260	L0801:	STA L006B	
803	A2FF	6270	L0803:	LDX #\$FF	
805	88	6280	L0805:	DEY	
806	D0FD	6290		BNE L0805	
808	ADF3BF	6300		LDA LBFF3	
080B	0A	6310		ASL A	
080C	857E	6320		STA L007E	
080E	2902	6330		AND #\$02	
810	D007	6340		BNE L0819	
812	CA	6350		DEX	
813	D0F0	6360		BNE L0805	
815	C66B	6370		DEC L006B	
817	D0EA	6380		BNE L0803	
819	60	6390	L0819:	RTS	
081A	8DF3BF	6400	L081A:	STA LBFF3	;Write Text / Draw Scoreplan
081D	BD6109	6410	L081D:	LDA L0961,X	
820	8570	6420		STA L0070	
822	E8	6430		INX	
823	BD6109	6440		LDA L0961,X	
826	8571	6450		STA L0071	
828	A0FF	6460		LDY #\$FF	
082A	C8	6470	L082A:	INY	
082B	E8	6480		INX	
082C	BD6109	6490		LDA L0961,X	
082F	F004	6500		BEQ L0835	
831	9170	6510		STA (L0070) ,Y	
833	D0F5	6520		BNE L082A	
835	ADF0BF	6530	L0835:	LDA LBFF0	
838	60	6540		RTS	
839	A200	6550	L0839:	LDX #\$00	;Print Score
083B	BC5F08	6560	L083B:	LDY L085F,X	
083E	8DF3BF	6570		STA LBFF3	
841	B538	6580		LDA L0038,X	
843	48	6590		PHA	
844	4A	6600		LSR A	
845	4A	6610		LSR A	
846	4A	6620		LSR A	
847	4A	6630		LSR A	
848	18	6640		CLC	
849	6930	6650		ADC #\$30	

084B	992002	6660		STA L0220,Y	
084E	C8	6670		INY	
084F	68	6680		PLA	
850	290F	6690		AND # \$0F	
852	6930	6700		ADC # \$30	
854	992002	6710		STA L0220,Y	
857	C8	6720		INY	
858	E8	6730		INX	
859	E008	6740		CPX # \$08	
085B	D0DE	6750		BNE L083B	
085D	F0D6	6760		BEQ L0835	
085F	8	6770	L085F:	DEFB \$08	;Data for Scoreline positions
860	6				
861	4	6780		DEFB \$06,\$04	
862	0C	6790		DEFB \$0C	
863	10				
864	18	6800		DEFB \$10,\$18	
865	16				
866	14	6810		DEFB \$16,\$14	
867	48	6820	L0867:	PHA	;Spaceship hit
868	8A	6830		TXA	
869	48	6840		PHA	
086A	4A	6850		LSR A	
086B	4A	6860		LSR A	
086C	4A	6870		LSR A	
086D	4A	6880		LSR A	
086E	AA	6890		TAX	
086F	F8	6900		SED	
870	A552	6910		LDA L0052	
872	C934	6920		CMP # \$34	
874	B008	6930		BCS L087E	
876	18	6940		CLC	
877	BDB108	6950		LDA L08B1,X	
087A	6538	6960		ADC L0038	
087C	8538	6970		STA L0038	
087E	A539	6980	L087E:	LDA L0039	
880	48	6990		PHA	
881	6900	7000		ADC # \$00	
883	8539	7010		STA L0039	
885	A53A	7020		LDA L003A	
887	6900	7030		ADC # \$00	
889	853A	7040		STA L003A	
088B	68	7050		PLA	
088C	4539	7060		EOR L0039	
088E	2.90E+01	7070		AND # \$E0	
890	F008	7080		BEQ L089A	
892	A53C	7090		LDA L003C	
894	C904	7100		CMP # \$04	
896	F002	7110		BEQ L089A	
898	E63C	7120		INC L003C	
089A	A552	7130	L089A:	LDA L0052	
089C	C934	7140		CMP # \$34	
089E	B00C	7150		BCS L08AC	
08A0	A53B	7160		LDA L003B	
08A2	38	7170		SEC	

08A3	E901	7180		SBC	#\$01	
08A5	853B	7190		STA	L003B	
08A7	D003	7200		BNE	L08AC	
08A9	4C7D0A	7210		JMP	L0A7D	
08AC	D8	7220	L08AC:	CLD		
08AD	68	7230		PLA		
08AE	AA	7240		TAX		
08AF	68	7250		PLA		
08B0	60	7260		RTS		
08B1	50					
08B2	40	7270	L08B1:	DEFB	\$50,\$40	;Data scores for Spaceship hit
08B3	30					
08B4	20	7280		DEFB	\$30,\$20	
08B5	A578	7290	L08B5:	LDA	L0078	;Move Flying Saucer
08B7	4A	7300		LSR	A	
08B8	AA	7310		TAX		
08B9	A900	7320		LDA	#\$00	
08BB	2A	7330		ROL	A	
08BC	A8	7340		TAY		
08BD	E00E	7350		CPX	#\$0E	
08BF	9068	7360		BCC	L0929	
08C1	E033	7370		CPX	#\$33	
08C3	B064	7380		BCS	L0929	
08C5	E012	7390	L08C5:	CPX	#\$12	
08C7	903F	7400		BCC	L0908	
08C9	E02E	7410		CPX	#\$2E	
08CB	B03B	7420		BCS	L0908	
08CD	B93509	7430		LDA	L0934,Y	
08D0	49FF	7440		EOR	#\$FF	
08D2	3D3002	7450		AND	L0230,X	
08D5	9D3002	7460		STA	L0230,X	
08D8	846B	7470		STY	L006B	
08DA	A57D	7480		LDA	L007D	
08DC	F00C	7490		BEQ	L08EA	
08DE	C8	7500		INY		
08DF	98	7510		TYA		
8	4A	7520		LSR	A	
80	B00E	7530		BCS	L08F1	
8000	88	7540		DEY		
80000	88	7550		DEY		
800000	88	7560	L08E5:	DEY		
8000000	88	7570		DEY		
80000000	4CF108	7580		JMP	L08F1	
08EA	C8	7590	L08EA:	INY		
08EB	98	7600		TYA		
08EC	4A	7610		LSR	A	
08ED	90F6	7620		BCC	L08E5	
08EF	C8	7630		INY		
08F0	C8	7640		INY		
08F1	C00A	7650	L08F1:	CPY	#\$0A	
08F3	B011	7660		BCS	L0906	
08F5	B93509	7670		LDA	L0934,Y	
08F8	3D3002	7680		AND	L0230,X	
08FB	D01D	7690		BNE	L091A	
08FD	B93509	7700		LDA	L0934,Y	
900	1D3002	7710		ORA	L0230,X	
903	9D3002	7720		STA	L0230,X	

906	A46B	7730	L0906:	LDY L006B	
908	C8	7740	L0908:	INY	
909	C8	7750		INY	
090A	E8	7760		INX	
090B	C00A	7770		CPY #\$0A	
090D	90B6	7780		BCC L08C5	
090F	E678	7790		INC L0078	
911	A57D	7800		LDA L007D	
913	D004	7810		BNE L0919	
915	C678	7820		DEC L0078	
917	C678	7830		DEC L0078	
919	60	7840	L0919:	RTS	
091A	206708	7850	L091A:	JSR L0867	; -Enemy hit
091D	A900	7860	L091D:	LDA #\$00	
091F	8552	7870		STA L0052	; switch off laser
921	A21F	7880		LDX #\$1F	
923	9D4002	7890	L0923:	STA L0240,X	; obliterate FS patrol line
926	CA	7900		DEX	
927	10FA	7910		BPL L0923	
929	A900	7920	L0929:	LDA #\$00	
092B	8578	7930		STA L0078	
092D	A56F	7940		LDA L006F	; FS sound off
092F	29F7	7950		AND #\$F7	
931	856F	7960		STA L006F	
933	60	7970		RTS	
934	60	7980	L0934:	DEFB \$60	; Data for Draw Flying Saucer
935	0	7990		DEFB \$00	
936	B8	8000		DEFB \$B8	
937	20				
938	3F				
939	7E	8010		DEFB \$20,\$3F,\$7E	
093A	74	8020		DEFB \$74	
093B	BD				
093C	0				
093D	10	8030		DEFB \$BD,\$00,\$10	
093E	C67A	8040	L093E:	DEC L007A	; Start Flying Saucer
940	D01E	8050		BNE L0960	
942	C67B	8060		DEC L007B	
944	D01A	8070		BNE L0960	
946	A905	8080		LDA #\$05	
948	857B	8090		STA L007B	
094A	A91C	8100		LDA #\$1C	
094C	A64D	8110		LDX L004D	
094E	867D	8120		STX L007D	
950	D002	8130		BNE L0954	
952	A963	8140		LDA #\$63	
954	8578	8150	L0954:	STA L0078	
956	A91E	8160		LDA #\$1E	
958	8579	8170		STA L0079	
095A	A56F	8180		LDA L006F	; FS sound ON
095C	908	8190		ORA #\$08	
095E	856F	8200		STA L006F	
960	60	8210	L0960:	RTS	
961	48	8220	L0961:	DEFB \$48	; "INVASION COMPLETE"
962	2	8230		DEFB \$02	
963	49				
964	4E	8240		DEFB \$49,\$4E	

965	56			
966	41	8250	DEFB \$56,\$41	
967	53	8260	DEFB \$53	
968	49			
969	4F	8270	DEFB \$49,\$4F	
096A	4E			\$43
096B	20			
096C	43	8280	DEFB \$4E,\$20,	
096D	4F	8290	DEFB \$4F	
096E	4D			\$4C
096F	50			
970	4C	8300	DEFB \$4D,\$50,	
971	45			
972	54	8310	DEFB \$45,\$54	
973	45			
974	0	8320	DEFB \$45,\$00	
975	89	8330	DEFB \$89	;"PRESS PLAY KEY"
976	3	8340	DEFB \$03	
977	50			
978	52	8350	DEFB \$50,\$52	
979	45			
097A	53	8360	DEFB \$45,\$53	
097B	53	8370	DEFB \$53	
097C	20			\$4C
097D	50			
097E	4C	8380	DEFB \$20,\$50,	
097F	41			
980	59	8390	DEFB \$41,\$59	
981	20			\$45
982	4B			
983	45	8400	DEFB \$20,\$4B,	
984	59			\$49
985	0			
986	49	8410	DEFB \$59,\$00,	;"SPACE INVASION"
987	2	8420	DEFB \$02	
988	53	8430	DEFB \$53	
989	50			
098A	41	8440	DEFB \$50,\$41	
098B	43	8450	DEFB \$43	
098C	45			
098D	20	8460	DEFB \$45,\$20	
098E	49			
098F	4E	8470	DEFB \$49,\$4E	
990	56			
991	41	8480	DEFB \$56,\$41	
992	53	8490	DEFB \$53	
993	49			
994	4F	8500	DEFB \$49,\$4F	
995	4E			\$91
996	0			
997	91	8510	DEFB \$4E,\$00,	
998	2	8520	DEFB \$02	
999	31			
099A	30	8530	DEFB \$31,\$30	
099B	30			
099C	0	8540	DEFB \$30,\$00	
099D	D1			

099E	2	8550	DEFB \$D1,\$02	;"50"
099F	35			
09A0	30	8560	DEFB \$35,\$30	
09A1	0	8570	DEFB \$00	
09A2	11			
09A3	3	8580	DEFB \$11,\$03	;"40"
09A4	34	8590	DEFB \$34	
09A5	30			
09A6	0	8600	DEFB \$30,\$00	
09A7	51			
09A8	3	8610	DEFB \$51,\$03	;"30"
09A9	33	8620	DEFB \$33	
09AA	30			
09AB	0	8630	DEFB \$30,\$00	
09AC	91			
09AD	3	8640	DEFB \$91,\$03	;"20"
09AE	32	8650	DEFB \$32	
09AF	30			
09B0	0	8660	DEFB \$30,\$00	
09B1	C3	8670	DEFB \$C3	;"CT,ETI,(C) TANGERINE 1980"
09B2	3	8680	DEFB \$03	
09B3	43	8690	DEFB \$43	
09B4	54	8700	DEFB \$54	
09B5	2C			\$54
09B6	45			
09B7	54	8710	DEFB \$2C,\$45,	
09B8	49			
09B9	2C	8720	DEFB \$49,\$2C	
09BA	28	8730	DEFB \$28	
09BB	43	8740	DEFB \$43	
09BC	29			
09BD	54	8750	DEFB \$29,\$54	
09BE	41			
09BF	4E	8760	DEFB \$41,\$4E	
09C0	47	8770	DEFB \$47	
09C1	45			
09C2	52	8780	DEFB \$45,\$52	
09C3	49			
09C4	4E	8790	DEFB \$49,\$4E	
09C5	45			
09C6	20	8800	DEFB \$45,\$20	
09C7	31			
09C8	39	8810	DEFB \$31,\$39	
09C9	38	8820	DEFB \$38	
09CA	30			
09CB	0	8830	DEFB \$30,\$00	
09CC	0	8840	DEFB \$00	
09CD	8B	8850	DEFB \$8B	;028B B8 3F 74
09CE	2	8860	DEFB \$02	
09CF	B8	8870	DEFB \$B8	
09D0	3F	8880	DEFB \$3F	
09D1	74	8890	DEFB \$74	
09D2	0	8900	DEFB \$00	
09D3	CC			\$18
09D4	2			
09D5	18	8910	DEFB \$CC,\$02,	;02CC 18 10
09D6	10			

09D7	0	8920	DEFB \$10,\$00	
09D8	0C	8930	DEFB \$0C	;03CC 1C 14
09D9	3	8940	DEFB \$03	
09DA	1C	8950	DEFB \$1C	
09DB	14	8960	DEFB \$14	
09DC	0	8970	DEFB \$00	
09DD	4C			\$2C
09DE	3			
09DF	2C	8980	DEFB \$4C,\$03,	;034C 2C 04
9	4	8990	DEFB \$04	
90	0	9000	DEFB \$00	
900	8C			\$24
9000	3			
90000	24	9010	DEFB \$8C,\$03,	;038C 24 04
900000	4	9020	DEFB \$04	
9000000	0	9030	DEFB \$00	
90000000	0	9040	DEFB \$00	

;024A

;" ,OKYOU WIN"

9E+08	20AC05	9050	L09E8:	JSR L05AC	;Draw Scoreplan
09EB	A225	9060		LDX #\$25	
09ED	201A08	9070	L09ED:	JSR L081A	
09F0	E8	9080		INX	
09F1	BD6109	9090		LDA L0961,X	
09F4	D0F7	9100		BNE L09ED	
09F6	A26C	9110		LDX #\$6C	
09F8	201D08	9120	L09F8:	JSR L081D	
09FB	E8	9130		INX	
09FC	BD6109	9140		LDA L0961,X	
09FF	D0F7	9150		BNE L09F8	
0A01	20FF07	9160		JSR L07FF	
0A04	60	9170		RTS	

0A05	A200	9180	L0A05:	LDX #\$00	;End of Game
0A07	D8	9190		CLD	
0A08	201A08	9200		JSR L081A	

0A0B	A210	9210		LDX #\$10	
0A0D	A90F	9220		LDA #\$0F	
0A0F	9D6802	9230	L0A0F:	STA L0268,X	
0A12	CA	9240		DEX	
0A13	10FA	9250		BPL L0A0F	
0A15	20FF07	9260		JSR L07FF	

0A18	A202	9270		LDX #\$02	
0A1A	B53D	9280	LOA1A:	LDA L003D,X	
0A1C	D538	9290		CMP L0038,X	
0A1E	9005	9300		BCC LOA25	
0A20	D02B	9310		BNE LOA4D	
0A22	CA	9320		DEX	
0A23	10F5	9330		BPL LOA1A	
0A25	A202	9340	LOA25:	LDX #\$02	
0A27	B538	9350	LOA27:	LDA L0038,X	
0A29	953D	9360		STA L003D,X	
0A2B	CA	9370		DEX	
0A2C	10F9	9380		BPL LOA27	
0A2E	301D	9390		BMI LOA4D	
0A30	D8	9400	LOA30:	CLD	;Initialisation
0A31	A900	9410		LDA #\$00	
0A33	A2CF	9420		LDX #\$CF	
0A35	9530	9430	LOA35:	STA L0030,X	
0A37	CA	9440		DEX	
0A38	D0FB	9450		BNE LOA35	
0A3A	A20F	9460		LDX #\$0F	
0A3C	A900	9470		LDA #\$00	
0A3E	A002	9480		LDY #\$02	
0A40	9518	9490	LOA40:	STA L0018,X	
0A42	9428	9500		STY L0028,X	
0A44	18	9510		CLC	
0A45	6920	9520		ADC #\$20	
0A47	9001	9530		BCC LOA4A	
0A49	C8	9540		INY	
0A4A	CA	9550	LOA4A:	DEX	
0A4B	10F3	9560		BPL LOA40	
0A4D	A2FF	9570	LOA4D:	LDX #\$FF	;Start opening sequence
0A4F	9A	9580		TXS	
0A50	20E809	9590		JSR L09E8	; - Draw Spaceships
0A53	78	9600		SEI	
0A54	A930	9610		LDA #\$30	
0A56	854A	9620		STA L004A	
0A58	205A05	9630		JSR L055A	; - Draw Starting Line-up
0A5B	A214	9640		LDX #\$14	
0A5D	201A08	9650		JSR L081A	; - Write Text
0A60	A900	9660		LDA #\$00	
0A62	8539	9670		STA L0039	
0A64	853A	9680		STA L003A	
0A66	8538	9690		STA L0038	
0A68	A903	9700		LDA #\$03	
0A6A	853C	9710		STA L003C	
0A6C	A901	9720		LDA #\$01	;Enable Keypad
0A6E	8DF2BF	9730		STA LBFF2	
0A71	203908	9740		JSR L0839	; - Print Scoreline
0A74	20FF07	9750		JSR L07FF	; - Delay unless Play pressed
0A77	ADF3BF	9760		LDA LBFF3	
0A7A	4A	9770		LSR A	
0A7B	90D0	9780		BCC LOA4D	; - PLAY pressed?
0A7D	A902	9790	LOA7D:	LDA #\$02	;GAME START
0A7F	200108	9800		JSR L0801	; - Draw Spaceships
0A82	A2FF	9810		LDX #\$FF	
0A84	D8	9820		CLD	
0A85	9A	9830		TXS	

0A86	A964	9840		LDA #\$64	
0A88	853B	9850		STA L003B	
0A8A	A905	9860		LDA #\$05	;Enable keypad. Turn all sound off
0A8C	857B	9870		STA L007B	;Initiate FS start counter
0A8E	856F	9880		STA L006F	
0A90	A001	9890		LDY #\$01	
0A92	846D	9900		STY L006D	
0A94	844F	9910		STY L004F	
0A96	8450	9920		STY L0050	
0A98	88	9930		DEY	
0A99	844D	9940		STY L004D	
0A9B	844E	9950		STY L004E	
0A9D	8457	9960		STY L0057	
0A9F	8452	9970		STY L0052	
0AA1	8478	9980		STY L0078	
0AA3	8458	9990		STY L0058	
0AA5	88	10000		DEY	
0AA6	A205	10010		LDX #\$05	
0AA8	9459	10020	LOAA8:	STY L0059,X	
0AAA	CA	10030		DEX	
0AAB	10FB	10040		BPL LOAA8	
0AAD	205A05	10050		JSR L055A	; - Draw Starting Line-up
0AB0	A9FF	10060		LDA #\$FF	
0AB2	8540	10070		STA L0040	
					;mod to avoid SS crashing into Gun
0AB4	C64A	10080		DEC L004A	
0AB6	C64A	10090		DEC L004A	
0AB8	A9FF	10100	LOAB8:	LDA #\$FF	;Running Loop
0ABA	457E	10110		EOR L007E	
0ABC	A8	10120		TAY	
0ABD	88	10130	LOABD:	DEY	
0ABE	D0FD	10140		BNE LOABD	
0AC0	C650	10150		DEC L0050	
0AC2	D033	10160		BNE L0AF7	
0AC4	20C305	10170		JSR L05C3	; - Move Spaceships
0AC7	A908	10180		LDA #\$08	
0AC9	8550	10190		STA L0050	
0ACB	2.03E+11	10200		JSR L093E	; - Start Flying Saucer
0ACE	A56E	10210		LDA L006E	
0AD0	D025	10220		BNE L0AF7	
0AD2	A54E	10230		LDA L004E	
0AD4	D021	10240		BNE L0AF7	
0AD6	A540	10250		LDA L0040	
0AD8	2907	10260		AND #\$07	
0ADA	18	10270		CLC	
0ADB	6938	10280		ADC #\$38	
0ADD	AA	10290	LOADD:	TAX	
0ADE	B5C0	10300		LDA L00C0,X	
0AE0	D006	10310		BNE L0AE8	
0AE2	8A	10320		TXA	
0AE3	38	10330		SEC	
0AE4	E908	10340		SBC #\$08	
0AE6	B0F5	10350		BCS LOADD	
0AE8	20DD06	10360	LOAE8:	JSR L06DD	; - Drop Bomb
0AEB	A67A	10370		LDX L007A	

0AED	BD300A	10380		LDA L0A30,X	
0AF0	297F	10390		AND #\$7F	FS start counter
0AF2	653B	10400		ADC L003B	
0AF4	4A	10410		LSR A	
0AF5	856E	10420		STA L006E	
0AF7	C64F	10430	LOAF7:	DEC L004F	
0AF9	D031	10440		BNE LOB2C	
0AFB	E64F	10450		INC L004F	
0AFD	ADF3BF	10460		LDA LBFF3	; - "Left" pressed?
0B00	2904	10470		AND #\$04	
0B02	F014	10480		BEQ LOB18	
0B04	A649	10490		LDX L0049	
0B06	E002	10500		CPX #\$02	
0B08	F022	10510		BEQ LOB2C	
0B0A	20D604	10520		JSR L04D6	; - Delete Shooter
0B0D	C649	10530		DEC L0049	
0B0F	20FA04	10540	LOB0F:	JSR L04FA	; - Draw Shooter
0B12	A910	10550		LDA #\$10	
0B14	854F	10560		STA L004F	
0B16	D014	10570		BNE LOB2C	
0B18	ADF3BF	10580	LOB18:	LDA LBFF3	; - "Right" pressed?
0B1B	2902	10590		AND #\$02	
0B1D	F00D	10600		BEQ LOB2C	
0B1F	A649	10610		LDX L0049	
0B21	E03A	10620		CPX #\$3A	
0B23	F007	10630		BEQ LOB2C	
0B25	20D604	10640		JSR L04D6	; - Delete Shooter
0B28	E649	10650		INC L0049	
0B2A	D0E3	10660		BNE LOB0F	
0B2C	A201	10670	LOB2C:	LDX #\$01	
0B2E	A552	10680		LDA L0052	is Laser active?
0B30	D03F	10690		BNE LOB71	branch if yes
0B32	ADF3BF	10700		LDA LBFF3	; - "Fire" pressed?
0B35	2908	10710		AND #\$08	
0B37	D008	10720		BNE LOB41	branch if no
0B39	C658	10730		DEC L0058	dec fire counter
0B3B	104B	10740		BPL LOB88	
0B3D	E658	10750		INC L0058	
0B3F	F047	10760		BEQ LOB88	
0B41	A558	10770	LOB41:	LDA L0058	
0B43	D043	10780		BNE LOB88	
0B45	2.03E+11	10790		JSR L093E	; - Start Flying Saucer
0B48	A903	10800		LDA #\$03	
0B4A	8554	10810		STA L0054	
0B4C	A9E0	10820		LDA #\$E0	
0B4E	8553	10830		STA L0053	
0B50	A649	10840		LDX L0049	
0B52	E8	10850		INX	
0B53	8651	10860		STX L0051	
0B55	8A	10870		TXA	
0B56	4A	10880		LSR A	
0B57	8555	10890		STA L0055	
0B59	A56F	10900		LDA L006F	;Turn on Fire sound
0B5B	29FB	10910		AND #\$FB	
0B5D	856F	10920		STA L006F	
0B5F	A904	10930		LDA #\$04	

OB61	9001	10940		BCC L0B64	
OB63	0A	10950		ASL A	
OB64	8556	10960	LOB64:	STA L0056	
OB66	A902	10970		LDA #\$02	
OB68	8552	10980		STA L0052	
OB6A	A200	10990		LDX #\$00	
OB6C	8657	11000		STX L0057	
OB6E	CA	11010		DEX	
OB6F	300A	11020		BMI L0B7B	
OB71	A56F	11030	LOB71:	LDA L006F	;Turn Fire sound off
OB73	904	11040		ORA #\$04	
OB75	856F	11050		STA L006F	
OB77	A557	11060		LDA L0057	
OB79	D00B	11070		BNE L0B86	
OB7B	203A06	11080	LOB7B:	JSR L063A	; - Move Laser
OB7E	A906	11090		LDA #\$06	
OB80	8557	11100		STA L0057	
OB82	A902	11110		LDA #\$02	
OB84	8558	11120		STA L0058	
OB86	C657	11130	LOB86:	DEC L0057	
OB88	ADF3BF	11140	LOB88:	LDA LBFF3	; - "Hold" pressed?
OB8B	2910	11150		AND #\$10	
OB8D	F018	11160		BEQ L0BA7	
OB8F	A0FF	11170	LOB8F:	LDY #\$FF	
OB91	A905	11180		LDA #\$05	; Turn all sounds off
OB93	8DF2BF	11190		STA LBFF2	
OB96	ADF3BF	11200	LOB96:	LDA LBFF3	; - "Hold" still pressed?
OB99	2910	11210		AND #\$10	
OB9B	D0F2	11220		BNE L0B8F	
OB9D	88	11230		DEY	
OB9E	D0F6	11240		BNE L0B96	
OBA0	ADF3BF	11250	LOBA0:	LDA LBFF3	; - Any other game key pressed?
OBA3	290F	11260		AND #\$0F	
OBA5	F0F9	11270		BEQ L0BA0	
OBA7	C66D	11280	LOBA7:	DEC L006D	
OBA9	D00B	11290		BNE L0BB6	
OBAB	201207	11300		JSR L0712	; - Move Bomb
OBAE	A53B	11310		LDA L003B	
OBBO	4A	11320		LSR A	
OBBI	4A	11330		LSR A	
OBBI	690A	11340		ADC #\$0A	
OBBI	856D	11350		STA L006D	

OBB6	203908	11360	LOBB6:	JSR L0839	; - Print Score
OBB9	A56F	11370		LDA L006F	output sound
OBBB	8DF2BF	11380		STA LBFF2	
OBBE	A902	11390		LDA #\$02	
OBC0	C550	11400		CMP L0050	
OBC2	D01F	11410		BNE LOBE3	
OBC4	C67C	11420		DEC L007C	
OBC6	D01B	11430		BNE LOBE3	
OBC8	A204	11440		LDX #\$04	
OBCA	A002	11450		LDY #\$02	
OBCC	A56F	11460		LDA L006F	;HB sound on ?
OBCE	2902	11470		AND #\$02	
OBD0	F00A	11480		BEQ LOBDC	;Branch if HB sound not on
OBD2	88	11490		DEY	
OBD3	88	11500		DEY	
OBD4	A56F	11510		LDA L006F	;Toggle HB sound
OBD6	4902	11520		EOR #\$02	
OBD8	856F	11530		STA L006F	
OBDA	A63B	11540		LDX L003B	no. spaceships left
OBD C	867C	11550	LOBDC:	STX L007C	
OBDE	98	11560		TYA	
OBD F	056F	11570		ORA L006F	
OBE1	856F	11580		STA L006F	
OBE3	A578	11590	LOBE3:	LDA L0078	is FS active?
OBE5	F00B	11600		BEQ LOBF2	branch if no
OBE7	C679	11610		DEC L0079	
OBE9	D007	11620		BNE LOBF2	
OBEB	A91E	11630		LDA #\$1E	reset FS counter
OBED	8579	11640		STA L0079	
OBEF	20B508	11650		JSR L08B5	; - Move Flying Saucer
OB F2	4CB80A	11660	LOBF2:	JMP L0AB8	;jump to Program Loop start