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0  *ADVENTURE SOURCE
1  SET40960,49151:WRT0:OPZ1,0:WRITE"00:ADVENTURE,P,W"
2  BAS2049:PASS1:BYT11,8,0,0,158,50,48,54,49,0,0,0:JMP+START
3  +SND1=16384:+SND2=16385:+SND3=16386:+SND4=16387:+SND5=16388:+SOUND=16389
4  -----
5  +INITIALIZE LDAH1:STA+GAME
6  LDA#2:STA+ROOM:JSR+SETUPROOM:LDAH2:STA+KNXL:LDAH5:STA+KNXH:LDAH0:STA+KNYL
7  LDAH10:STA+KNYH:JSR+POSITIONKNIGHT:LDAH255:STA+INVENTORY:LDAH0:STA+WINGS
8  LDX#0:+INI LDAH24:STA+GATEPOS,X:LDAH0:STA+GATEDIR,X:INX:CPX#3:BNE+INI
9  LDAH2:STA+SHAPE:STA+SHAPE+1:STA+SHAPE+2:LDAH5:STA+SHAPE+3:JSR+RANDOMIZE
10 LDX#0:+IN2 LDAH3:STA+MOUTH,X:LDAH0:STA+DRAGX,X:STA+DRAGY,X:LDA54299:AND#7
11 STA+DRAGD,X:NOP:NOP:NOP:NOP:LDA54299:ORA#64:STA+DRAGT,X:INX:CPX#3
12 BNE+IN2:JSR+CHANGEBDIR:LDAH255:STA+BATOBJECT:LDA54299:ORA#128:STA+TAKETIMER
13 LDAH255:STA+EATEN:LDAH0:STA+FLASH:RTS:+GAME BYT0
14 -----
15 +START JSR+SETUPSprites:LDAH0:STA+MODE
16 LDX#0:+ST1 LDAH3:STA51200,X:STA51456,X:STA51712,X:STA51944,X:LDAH3
17 STA52224,X:STA52480,X:STA52736,X:STA52968,X:LDAH8:STA55296,X:STA55552,X
18 STA55808,X:STA56040,X:INX:CPX#0:BNE+ST1:LDAH0:STA53283
19 LDX#0:+ST2 LDA+WORDS,X:STA52160,X:STA53184,X:INX:CPX#39:BNE+ST2:JMP+RESTART
20 :
21 +WORDS BYT4,5,6,7,8,9,10,11,7,2,2,2,12,13,15,16,17,4,18,17,2,12,14,15,19,20
22 BYT21,2,22,4,23,20,2,24,15,25,26,27,17
23 :
24 +RESTART LDAH0:STA+SND1:STA+SND2:STA+SND3:STA+SND4:STA+SND5
25 JSR+SETUP SOUND:LDX#0:LDAH9:+RS0 STA56256,X:INX:CPX#39:BNE+RS0
26 LDAH39:STA+WX:LDAH24:STA+WY:LDA+GAME:BNE+RS1:JSR+INITIALIZE
27 +RS1 JSR+DRAWSCREEN:JSR+DRAWFENCE:JSR+DRAWOBJECTS:JSR+SHOWSCREEN
28 LDAH27:STA53265:JSR+DRAWKNIGHT:JSR+DRAWGATE:JSR+DRAWMONSTERS:JSR+DEAD
29 +RS2 JSR65508:CMP#"+":BNE+RS3:JMP+END:+RS3 CMP#"+":BNE+RS4:JSR+INITIALIZE
30 JMP+RS1:+RS4 CMP#"+":BNE+RS2:LDX#0:LDAH8:+RS5 STA56256,X:INX:CPX#39:BNE+RS5
31 JMP+LOOP
32 -----
33 +CHANGEBDIR LDA54299:AND#7:STA+BATDIR:NOP:NOP:NOP:NOP:NOP:LDA54299:ORA#64
34 STA+BATTIMER:RTS
35 -----
36 +LOOP LDAH0:STA162
37 JSR+DRAWSCREEN:JSR+DRAWFENCE:JSR+HAVEOBJECT:JSR+MAGNET:JSR+DRAWOBJECTS
38 JSR+SHOWSCREEN:JSR+DRAWKNIGHT:JSR+KEYS:JSR+MOVEGATES:JSR+DRAWGATE
39 JSR+MOVEWINGS:JSR+DRAWMONSTERS:JSR+SWORD:JSR+DRAGONATTACK:JSR+DEAD
40 JSR+DROPOBJECT:JSR+MOVEKNIGHT:JSR+MOVEDRAGONS:JSR+MOVEBAT
41 +LOOP0 LDA162:SEC:SBC#2:BCC+LOOP0:JSR+SOUND:JSR65508:CMP#"+"
42 BNE+LOOP1:JMP+RESTART:+LOOP1 CMP#"+":BNE+LOOP:LDA+EATEN:CMP#255:BEQ+LOOP
43 LDAH2:STA+ROOM:JSR+SETUPROOM:LDAH2:STA+KNXL:LDAH5:STA+KNXH:LDAH0:STA+KNYL

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58 LDA#10:STA+KNYH:JSR+POSITIONKNIGHT:LDA#255:STA+EATEN:JMP+LOOP
59
60 ←END
61 LDA#0:STA53269:LDA#1:STA646:LDX#0:←END1 STA55296,X:STA55552,X:STA55808,X
62 STA56040,X:INX:CPX#0:BNE+END1:LDA#63:STA56578:LDA#151:STA56576:LDA#21
63 STA53272:LDA#200:STA53270:LDA#14:STA53280:LDA#6:STA53281:RTS
64
65 ←SETUPSOUND LDA#0:LDX#0:←SETS STA54272,X:INX:CPX#25:BNE+SETS
66 LDA#255:STA54287:LDA#129:STA54290:LDA#15+128:STA54296
67 LDA#10:STA54277:LDA#24:STA54275:LDA#10:STA54284:LDA#24:STA54282:RTS
68
69 ←DROPOBJECT LDA56320:AND#16:BNE+DROB:LDA+INVENTORY:CMP#255:BEQ+DROB:LDA#255
70 STA+INVENTORY:LDA#5:STA+SND2:←DROB RTS
71
72 ←DRAWSCREEN SEI:LDA#53:STA1:LDA+ML:STA3:LDA+MH:STA4:LDA#0:STA5:LDA#204:SEC
73 SBC+MODE:STA6:LDA#0:STA7:STA8:LDX+PXL:LDA+PXH:STA9:LDA+PYL:STA10
74
75 ←DSA1 LDY#9:LDA(3),Y:LDY#7:CMP#32:BEQ+DSB1:LDA#1:←DSA2 STA(5),Y:INY:CPY+WX
76 BEQ+ENDLINE:INX:CPX+SX:BNE+DSA2:BEQ+DSA3:←DSB1 LDA#0:←DSB2 STA(5),Y:INY
77 CPY+WX:BEQ+ENDLINE:INX:CPX+SX:BNE+DSB2:←DSA3 STY#7:LDX#0:INC9:LDA9:CMP+NX
78 BNE+DSA1:LDA#0:←DSA4 STA(5),Y:INY:CPY+WX:BNE+DSA4:←ENDLINE LDA#0:STA7:INC8
79 LDA8:CMP+WY:BNE+EL1:LDA#55:STA1:CLI:RTS:←EL1 LDA5:CLC:ADC#40:STA5
80 LDA6:ADC#0:STA6:LDX+PXL:LDA+PXH:STA9:INC10:LDA10:CMP+SY:BNE+DSA1:LDA#0
81 STA10:LDA3:CLC:ADC+NX:STA3:LDA4:ADC#0:STA4:JMP+DSA1
82
83 ←PXL_BYT0:←PXH_BYT0:←PYH_BYT0:←PX_BYT0:←PY_BYT0
84
85 ←DRAWFENCE LDA+ROOM:CMP#9:BEQ+DF1:CMP#10:BNE+DF3:←DF1 LDA+PXH:CMP#0:BNE+DF3
86 LDA+PXL:CMP#0:BNE+DF2:LDA#1:STA3:JMP+DRAWF:←DF2 CMP#1:BNE+DF6:LDA#0:STA3
87 JMP+DRAWF
88
89 ←DF3 LDA+ROOM:CMP#9:BEQ+DF4:CMP#11:BNE+DF6:←DF4 LDA+PXH:CMP+XH:BNE+DF6
90 LDA+PXL:CMP#1:BNE+DF5:LDX+WX:DEX:DEX:STX3:JMP+DRAWF:←DF5 CMP#0:BNE+DF6
91 LDX+WX:DEX:STX3:JMP+DRAWF:←DF6 RTS
92
93 ←DRAWF LDA#204:SEC:SBC+MODE:STA4:LDX#0:←DRAWF1 LDA#2:LDY#0:STA(3),Y:LDA3
94 CLC:ADC#40:STA3:LDA4:ADC#0:STA4:INX:CPX+WY:BNE+DRAWF1:RTS
95
96 ←DRAWCHAR LDA+CHAR:BEQ+DCEND
97 LDA+OX:SEC:SBC+PX:BCC+DCEND:STA3:LDA+WX:SEC:SBC#1:SEC:SBC3:BCC+DCEND
98 LDA+OY:SEC:SBC+PY:BCC+DCEND:STA4:LDA+WY:SEC:SBC#1:SEC:SBC4:BCC+DCEND
99
100 LDA#0:STA5:LDA#204:SEC:SBC+MODE:STA6:LDX#4:LDA5:CLC:ADC+YOFFL,X:STA5:LDA6
101 ADC#0:CLC:ADC+YOFFH,X:STA6:LDY#3:LDA(5),Y:BEQ+DC1:CMP#1:BNE+DCEND:LDA+CHAR

182 CLC:ADC#64:BCC+DC2: \leftarrow DC1 LDA \leftarrow CHAR: \leftarrow DC2 STA(5),Y:LDA6:ORA#4:CLC:ADC#12:STA6
183 LDA \leftarrow COLOR:STA(5),Y: \leftarrow DCEND RTS
184 :
190 \leftarrow YOFFL:FORZ=0T024*40STEP40:BYT(Z-INT(Z/256)*256):NEXTZ
191 \leftarrow YOFFH:FORZ=0T024*40STEP40:BYT(INT(Z/256)):NEXTZ
192 :
193 \leftarrow OX BYT0: \leftarrow OY BYT0: \leftarrow CHAR BYT0: \leftarrow COLOR BYT0
199 :-----
200 \leftarrow SETUPROOM LDX \leftarrow ROOM:LDA \leftarrow WALLCOLORD,X:STA \leftarrow WALLCOLOR:LDA \leftarrow ROOMTYPE,X:TAY
201 LDA \leftarrow MAPSTARTLD,Y:STA \leftarrow MAPSTARTL:LDA \leftarrow MAPSTARTHD,Y:STA \leftarrow MAPSTARTH:LDA \leftarrow NXD,Y
202 STA \leftarrow NX:LDA \leftarrow NYD,Y:STA \leftarrow NY:LDA \leftarrow SXD,Y:STA \leftarrow SX:LDA \leftarrow SYD,Y:STA \leftarrow SY:LDA \leftarrow WX:SEC:SBC#1
203 CLC:ROR:STA \leftarrow CX:LDA \leftarrow WY:SEC:SBC#1:CLC:ROR:STA \leftarrow CY:LDA \leftarrow SX:STA \leftarrow XL:LDA \leftarrow NX:SEC
204 SBC#1:STA \leftarrow XH:LDX#0: \leftarrow SR1 DEC \leftarrow XL:LDA \leftarrow XL:CMP#255:BNE \leftarrow SR2:LDA \leftarrow SX:SEC:SBC#1
205 STA \leftarrow XL:DEC \leftarrow XH: \leftarrow SR2 INX:CPX \leftarrow WX:BNE \leftarrow SR1:LDA \leftarrow SY:STA \leftarrow YL:LDA \leftarrow NY:SEC:SBC#1:STA \leftarrow YH
206 LDX#0: \leftarrow SR3 DEC \leftarrow YL:LDA \leftarrow YL:CMP#255:BNE \leftarrow SR4:LDA \leftarrow SY:SEC:SBC#1:STA \leftarrow YL:DEC \leftarrow YH
207 \leftarrow SR4 INX:CPX \leftarrow WY:BNE \leftarrow SR3:RTS
208 :
210 \leftarrow WALLCOLORD BYT255,0,7,1,0,7,1,5,0,6,1,2,6,5
211 \leftarrow ROOMTYPE BYT255,0,0,0,6,1,7,8,9,3,4,5,1,2
212 \leftarrow MAPSTARTLD BYT0,143,215,31,231,63,135,260,9,74
213 \leftarrow MAPSTARTHD BYT232,232,232,233,233,234,234,238,243,247
214 \leftarrow NXD BYT11,9,9,25,11,9,33,33,33,33
215 \leftarrow NYD BYT13,8,8,8,8,33,33,33,33
216 \leftarrow SXD BYT5,5,5,5,5,5,5,5,5
217 \leftarrow SYD BYT2,3,3,3,3,4,4,4,4
218 :
219 \leftarrow NX,NY # OF BLOCKS \times SX,SY BLOCK SIZE
220 :
221 \leftarrow ROOM BYT0: \leftarrow WALLCOLOR BYT0: \leftarrow MAPSTARTL BYT0: \leftarrow MAPSTARTH BYT0
222 \leftarrow NX BYT0: \leftarrow NY BYT0: \leftarrow SX BYT0: \leftarrow SY BYT0: \leftarrow CX BYT0: \leftarrow CY BYT0: \leftarrow ML BYT0: \leftarrow MH BYT0
223 \leftarrow XL BYT0: \leftarrow XH BYT0: \leftarrow YL BYT0: \leftarrow YH BYT0
224 :
225 \leftarrow WX BYT0: \leftarrow WY BYT0
226 :-----
227 \leftarrow CHECKEXIT LDA#5:STA \leftarrow EXITFLAG:LDX \leftarrow WX:DEX:STX3:LDY \leftarrow WY:DEY:STY4
228 LDA \leftarrow KNX:CMP#0:BNE \leftarrow CE1:LDA \leftarrow KNY:CMP#0:BNE \leftarrow CE1:LDA \leftarrow JOY:CMP#10:BNE \leftarrow CE1:RTS
229 CE1 LDA \leftarrow KNX:CMP3:BNE \leftarrow CE2:LDA \leftarrow KNY:CMP#0:BNE \leftarrow CE2:LDA \leftarrow JOY:CMP#6:BNE \leftarrow CE2:RTS
230 CE2 LDA \leftarrow KNX:CMP#0:BNE \leftarrow CE3:LDA \leftarrow KNY:CMP4:BNE \leftarrow CE3:LDA \leftarrow JOY:CMP#9:BNE \leftarrow CE3:RTS
231 CE3 LDA \leftarrow KNX:CMP3:BNE \leftarrow CE4:LDA \leftarrow KNY:CMP4:BNE \leftarrow CE4:LDA \leftarrow JOY:CMP#5:BNE \leftarrow CE4:RTS
232 CE4 LDA#0:STA \leftarrow EXITFLAG
233 CE5 LDA \leftarrow KNX:CMP#0:BNE \leftarrow CE7:LDA \leftarrow JOY:CMP#9:BEQ \leftarrow CE6:CMP#10:BEQ \leftarrow CE6:CMP#11
234 BNE \leftarrow CE7: \leftarrow CE6 LDA#1:STA \leftarrow EXITFLAG:RTS
235 CE7 LDA \leftarrow KNX:CMP3:BNE \leftarrow CE9:LDA \leftarrow JOY:CMP#5:BEQ \leftarrow CE8:CMP#6:BEQ \leftarrow CE8:CMP#7
236 BNE \leftarrow CE9: \leftarrow CE8 LDA#2:STA \leftarrow EXITFLAG:RTS

260 ←CE9 LDA←KNY : CMP#0 : BNE←CE11 : LDA←JOY : CMP#6 : BEQ←CE10 : CMP#10 : BEQ←CE10 : CMP#14
261 BNE←CE11 : ←CE10 LDA#3 : STA←EXITFLAG : RTS
262 ←CE11 LDA←KNY : CMP4 : BNE←CE13 : LDA←JOY : CMP#5 : BEQ←CE12 : CMP#9 : BEQ←CE12 : CMP#13
263 BNE←CE13 : ←CE12 LDA#4 : STA←EXITFLAG : RTS
264 ←CE13 RTS
265 :
270 ←EXITFLAG BYT0
275 :
280 ←MOVEKNIGHT LDA←EATEN : CMP#255 : BEQ←MK0 : RTS : ←MK0
281 LDA56320 : AND#15 : STA←JOY : JSR←CHECKEXIT : LDA←EXITFLAG : CMP#5 : BEQ←MKEND : CMP#0
282 BEQ←MK1 : JSR←EXITROOM : JMP←MKEND : ←MK1 JSR←CROSSBRIDGE : LDA←COLX : CMP#1 : BEQ←MK2
283 LDA←COLY : CMP#1 : BEQ←MK2 : LDA←COL : CMP#1 : BEQ←MK6
284 ←MK2 LDA←COLX : CMP#0 : BNE←MK4 : LDX←JOY : LDA←COMPX,X : BEQ←MK4 : CMP#2 : BEQ←MK3
285 JSR←LEFT : JMP←MK4 : ←MK3 JSR←RIGHT
286 ←MK4 LDA←COLY : CMP#0 : BNE←MK6 : LDX←JOY : LDA←COMPY,X : BEQ←MK6 : CMP#2 : BEQ←MK5
287 JSR←UP : JMP←MK6 : ←MK5 JSR←DOWN
288 ←MK6 JSR←ENTERCASTLE : LDA←EXITFLAG : CMP#6 : BEQ←MKEND : JSR←TAKEOBJECT : ←MKEND RTS
289 :
290 ←COMPX BYT0,0,0,0,0,2,2,2,0,1,1,1,0,0,0,0
291 ←COMPY BYT0,0,0,0,0,2,1,0,0,2,1,0,0,2,1,0
292 :
293 ←JOY BYT0
298 :
309 ←LEFT LDA←PXL : CMP←XL : BNE←LEFT0A : LDA←PXH : CMP←XH : BNE←LEFT0A : LDA←KNX : CMP←CX
310 BNE←LEFT2 : ←LEFT0A LDA←PXL : CMP#0 : BNE←LEFT1 : LDA←PXH : CMP#0 : BEQ←LEFT2
312 ←LEFT1 DEC←PX : DEC←PXL : LDA←PXL : CMP#255 : BNE←LEFT3 : LDA←SX : SEC : SBCH1 : STA←PXL
313 DEC←PXH : JMP←LEFT3 : ←LEFT2 DEC←KNX : LDA←KNL : SEC : SBCH1 : STA←KNL : LDA←KNH : SBCH0
314 STA←KNH : ←LEFT3 DEC←KNXL : LDA←KNXL : CMP#255 : BNE←LEFT4 : LDA←SX : SEC : SBCH1
315 STA←KNXL : DEC←KNXH : ←LEFT4 RTS
319 :
326 ←RIGHT LDA←PXL : CMP#0 : BNE←RIGHT0A : LDA←PXH : CMP#0 : BNE←RIGHT0A : LDA←KNX : CMP←CX
327 BNE←RIGHT2 : ←RIGHT0A LDA←PXL : CMP←XL : BNE←RIGHT1 : LDA←PXH : CMP←XH : BEQ←RIGHT2
328 ←RIGHT1 INC←PX : INC←PXL : LDA←PXL : CMP←SX : BNE←RIGHT3 : LDA#0 : STA←PXL : INC←PXH
329 JMP←RIGHT3 : ←RIGHT2 INC←KNX : LDA←KNL : CLC : ADC#1 : STA←KNL : LDA←KNH : ADC#0 : STA←KNH
330 ←RIGHT3 INC←KNXL : LDA←KNXL : CMP←SX : BNE←RIGHT4 : LDA#0 : STA←KNXL : INC←KNXH
331 ←RIGHT4 RTS
336 :
336 ←UP LDA←PYL : CMP←YL : BNE←UP0A : LDA←PYH : CMP←YH : BNE←UP0A : LDA←KNY : CMP←CY : BNE←UP2
337 ←UP0A LDA←PYL : CMP#0 : BNE←UP1 : LDA←PYH : CMP#0 : BEQ←UP2 : ←UP1 DEC←PY : DEC←PYL
338 LDA←PYL : CMP#255 : BNE←UP3 : LDA←SY : SEC : SBCH1 : STA←PYL : DEC←PYH : LDA←ML : SEC : SBC←NX
339 STA←ML : LDA←MH : SBCH0 : STA←MH : JMP←UP3 : ←UP2 DEC←KNY : LDA←KNL : SEC : SBCH40 : STA←KNL
LDA←KNH : SBCH0 : STA←KNH : ←UP3 DEC←KNYL : LDA←KNYL : CMP#255 : BNE←UP4 : LDA←SY : SEC
SBCH1 : STA←KNYL : DEC←KNYH : ←UP4 RTS

340 ←DOWN LDA←PYL : CMP#0 : BNE←DOWN0A : LDA←PYH : CMP#0 : BNE←DOWN0A : LDA←KNY : CMP←CY
341 BNE←DOWN2 : ←DOWN0A LDA←PYL : CMP←YL : BNE←DOWN1 : LDA←PYH : CMP←YH : BEQ←DOWN2
342 ←DOWN1 INC←PY : INC←PYL : LDA←PYL : CMP←SY : BNE←DOWN3 : LDA#0 : STA←PYL : INC←PYH : LDA←ML
343 CLC : ADC←NX : STA←ML : LDA←MH : ADC#0 : STA←MH : JMP←DOWN3 : ←DOWN2 INC←KNY : LDA←KNL : CLC
344 ADC#40 : STA←KNL : LDA←KNH : ADC#0 : STA←KNH : ←DOWN3 INC←KNYL : LDA←KNYL : CMP←SY
345 BNE←DOWN4 : LDA#0 : STA←KNYL : INC←KNYH : ←DOWN4 RTS
349 :
350 :
351 ←DRAWKNIGHT LDA←EATEN : CMP#255 : BNE←DK
352 LDX←KNX : LDA←KNSXL, X : STA53248 : LDA53264 : AND#254 : ORA←KNSXH, X : STA53264 : LDX←KNY
353 LDA←KNSY, X : STA53249 : ←DK RTS
354 :
355 ←KNSXL : FORZ=0T039 : A=23+Z*8 : BYT(A-INT(A/256)*256) : NEXTZ
356 ←KNSXH : FORZ=0T039 : A=23+Z*8 : BYT(INT(A/256)) : NEXTZ
357 ←KNSY : FORZ=0T024 : BYT(50+Z*8) : NEXTZ
379 :
380 ←KNL BYT0 : ←KNH BYT0 : ←KNX BYT0 : ←KNY BYT0
399 :
400 ←POSITIONKNIGHT LDA#0 : STA←KNL : LDA#200 : STA←KNH : LDA#0 : STA←KNX : STA←KNY
401 LDA#0 : STA←PXL : STA←PXH : STA←PYL : STA←PYH : LDA←MAPSTARTL : STA←ML : LDA←MAPSTARH
402 STA←MH : LDA#0 : STA←PX : STA←PY
403 :
404 LDA#0 : STA3 : STA4 : LDA←KNXL : BNE←PK1 : LDA←KNXH : BEQ←PK6 : ←PK1 LDA←PXL : BNE←PK2
405 LDA←PXH : BNE←PK2 : LDA←KNX : CMP←CX : BNE←PK4 : ←PK2 LDA←PXL : CMP←XL : BNE←PK3 : LDA←PXH
406 CMP←XH : BEQ←PK4 : ←PK3 INC←PX : INC←PXL : LDA←PXL : CMP←SX : BNE←PK5 : LDA#0 : STA←PXL
407 INC←PXH : JMP←PK5 : ←PK4 INC←KNX : LDA←KNL : CLC : ADC#1 : STA←KNL : LDA←KNH : ADC#0
408 STA←KNH : ←PK5 INC3 : LDA3 : CMP←SX : BNE←PK5A : LDA#0 : STA3 : INC4 : ←PK5A LDA3 : CMP←KNXL
409 BNE←PK1 : LDA4 : CMP←KNXH : BNE←PK1
410 :
411 ←PK6 LDA#0 : STA3 : STA4 : LDA←KNYL : BNE←PK7 : LDA←KNYH : BEQ←PK12 : ←PK7 LDA←PYL
412 BNE←PK8 : LDA←PYH : BNE←PK8 : LDA←KNY : CMP←CY : BNE←PK10 : ←PK8 LDA←PYL : CMP←YL : BNE←PK9
413 LDA←PYH : CMP←YH : BEQ←PK10 : ←PK9 INC←PY : INC←PYL : LDA←PYL : CMP←SY : BNE←PK11 : LDA#0
414 STA←PYL : INC←PYH : LDA←ML : CLC : ADC←NX : STA←ML : LDA←MH : ADC#0 : STA←MH : JMP←PK11
415 ←PK10 INC←KNY : LDA←KNL : CLC : ADC#40 : STA←KNL : LDA←KNH : ADC#0 : STA←KNH : ←PK11 INC3
416 LDA3 : CMP←SY : BNE←PK11A : LDA#0 : STA3 : INC4 : ←PK11A LDA3 : CMP←KNYL : BNE←PK7 : LDA4
417 CMP←KNYH : BNE←PK7 : ←PK12 RTS
418 :
420 ←KNXL BYT0 : ←KNXH BYT0 : ←KNYL BYT0 : ←KNYH BYT0
429 :
430 ←DRAWMONSTERS LDA#0 : STA5 : LDX#0 : ←DM0 LDA←MONR, X : CMP←ROOM : BEQ←DM1 : ←DM00 LDY5
431 LDA#0 : STA53251, Y : JMP←DM4 : ←DM1 JSR←MRROUT : LDA←0X : CLC : ADC#6 : SEC : SBC←PX
432 BCC←DM00 : SEC : SBC#3 : BCC←DM00 : STA3 : LDA←WX : CLC : ADC#2 : SEC : SBC3 : BCC←DM00 : LDA←0Y
433 CLC : ADC#8 : SEC : SBC←PY : BCC←DM00 : SEC : SBC#4 : BCC←DM00 : STA4 : LDA←WY : CLC : ADC#3 : SEC
434 SBC4 : BCC←DM00 : LDA←SHAPE X : STA52217 X : STA53241, X : LDY3 : LDA←MONSXL, Y : CLC
435 ADC←DRAGX, X : LDY5 : STA53250, Y : LDY3 : LDA←MONSXH, Y : CPX#0 : BEQ←DM3 : CPX#1 : BEQ←DM2

436 CLC:ROL: \leftarrow DM2 CLC:ROL: \leftarrow DM3 STA6:LDA53264:AND \leftarrow EXC,X:OR46:STA53264:LDY4
437 LDA \leftarrow MONSY,Y:CLC:ADC \leftarrow DRAGY,X:LDY5:STA53251,Y: \leftarrow DM4 INC5:INC5:INX:CPX#3
438 BEQ \leftarrow DM5:JMP \leftarrow DM8: \leftarrow DM5 JSR \leftarrow DRAWBAT:RTS
439:
440 \leftarrow DRAWBAT LDX#3:LDA \leftarrow MONR,X:CMP \leftarrow ROOM:BEQ \leftarrow DB2: \leftarrow DB1 LDA#0:STA53257:RTS
441 \leftarrow DB2 JSR \leftarrow MROUT:LDA \leftarrow OX:CLC:ADC#6:SEC:SBC \leftarrow PX:BCC \leftarrow DB1:SEC:SBC#3:BCC \leftarrow DB1:STA3
442 LDA \leftarrow WX:SEC:SBC3:BCC \leftarrow DB1:LDA \leftarrow OY:CLC:ADC#4:SEC:SBC \leftarrow PY:BCC \leftarrow DB1:SEC:SBC#2
443 BCC \leftarrow DB1:STA4:LDA \leftarrow WY:CLC:ADC#1:SEC:SBC4:BCC \leftarrow DB1:LDA \leftarrow SHAPE,X:STA52217,X
444 STA53241,X:LDY3:LDA \leftarrow BATXL,Y:STA53256:LDA53264:AND#239:OR4 \leftarrow BATXH,Y:STA53264
445 LDY4:LDA \leftarrow BATY,Y:STA53257:RTS
446:
447 \leftarrow MONSXL:FORZ=-3T039:A=24+Z*8:BYT(A-INT(A/256)*256):NEXTZ
448 \leftarrow MONSXH:FORZ=-3T039:A=24+Z*8:BYT(INT(A/256))*2:NEXTZ
449 \leftarrow MONSY:FORZ=-4T024:BYT(50+Z*8):NEXTZ: \leftarrow EXC BYT253,251,247
450 \leftarrow BATXL:FORZ=-3T039:A=24+Z*8:BYT(A-INT(A/256)*256):NEXTZ
451 \leftarrow BATXH:FORZ=-3T039:A=24+Z*8:BYT(INT(A/256))*16:NEXTZ
452 \leftarrow BATY:FORZ=-2T024:BYT(50+Z*8):NEXTZ
453:
454 \leftarrow MONXL BUF4,0: \leftarrow MONXH BUF4,0: \leftarrow MONYL BUF4,0: \leftarrow MONYH BUF4,0: \leftarrow MONR BUF4,0
455 \leftarrow SHAPE BUF4,0
456:
457 \leftarrow MROUT LDA \leftarrow MONXH,X:TAY:LDA \leftarrow FIVE,Y:CLC:ADC \leftarrow MONXL,X:STA \leftarrow OX:LDA \leftarrow MONYH,X:STA2
458 LDA \leftarrow MONR,X:TAY:LDA \leftarrow ROOMTYPE,Y:TAY:LDA \leftarrow SYD,Y:LDY2:CMPH2:BNE \leftarrow MR1:LDA \leftarrow TWO,Y
459 JMP \leftarrow MR3: \leftarrow MR1 CMPH3:BNE \leftarrow MR2:LDA \leftarrow THREE,Y:JMP \leftarrow MR3: \leftarrow MR2 LDA \leftarrow FOUR,Y: \leftarrow MR3 CLC
460 ADC \leftarrow MONYL,X:STA \leftarrow OY:RTS
461:
462 \leftarrow MML JSR \leftarrow MM1:JSR \leftarrow AOL:JSR \leftarrow MM2:RTS
463 \leftarrow MMR JSR \leftarrow MM1:JSR \leftarrow AOR:JSR \leftarrow MM2:RTS
464 \leftarrow MMU JSR \leftarrow MM1:JSR \leftarrow AOU:JSR \leftarrow MM2:RTS
465 \leftarrow MMD JSR \leftarrow MM1:JSR \leftarrow AOD:JSR \leftarrow MM2:RTS
466:
467 \leftarrow MM1 LDX \leftarrow MONSTER:LDA \leftarrow MONXL,X:STA \leftarrow OXL:LDA \leftarrow MONXH,X:STA \leftarrow OXH:LDA \leftarrow MONYL,X
468 STA \leftarrow OYL:LDA \leftarrow MONYH,X:STA \leftarrow OYH:LDA \leftarrow MONR,X:STA \leftarrow R:RTS
469:
470 \leftarrow MM2 LDX \leftarrow MONSTER:LDA \leftarrow OXL:STA \leftarrow MONXL,X:LDA \leftarrow OXH:STA \leftarrow MONXH,X:LDA \leftarrow OYL
471 STA \leftarrow MONYL,X:LDA \leftarrow OYH:STA \leftarrow MONYH,X:LDA \leftarrow R:STA \leftarrow MONR,X:RTS
472:
473 \leftarrow MONSTER BYT0
474:
475 \leftarrow MOVEWINGS
476 INC \leftarrow WINGS:LDA \leftarrow WINGS:AND#7:STA \leftarrow WINGS:TAX:LDA \leftarrow WINGD,X:LDX#3:STA \leftarrow SHAPE,X:RTS
477:
478 \leftarrow WINGD BYT5,5,6,6,7,7,6,6
479:
480:
481 \leftarrow MONSTER BYT0
482:
483 \leftarrow MOVEWINGS
484 INC \leftarrow WINGS:LDA \leftarrow WINGS:AND#7:STA \leftarrow WINGS:TAX:LDA \leftarrow WINGD,X:LDX#3:STA \leftarrow SHAPE,X:RTS
485:
486 \leftarrow WINGD BYT5,5,6,6,7,7,6,6
487:
488

495 ←WINGS BYT0
496 :
497 :
498 ←SHOWSCREEN LDA#15:STA3:LDA+WALLCOLOR:STA4:LDA+INVENTORY:CMP#6:BEQ+SS1
499 LDA+BATOBJECT:CMP#6:BEQ+SS1:LDA+OBJR+6:CMP#5:BNE+SS1:INC+FLASH:LDA+FLASH
500 CMP#6:BNE+SS0:LDA#0:STA+FLASH:+SS0 TAX:LDA+FLD1,X:STA3:LDA+FLD2,X:STA4
501 :
502 ←SS1 LDA53266:SEC:SBC#40:BCS+SS1:LDA+MODE:CMP#0:BEQ+SS2:LDA#0:STA+MODE
503 LDA#8+32:STA53272:JMP+SS3:+SS2 LDA#4:STA+MODE:LDA#8+48:STA53272
504 ←SS3 LDA#63:STA56578:LDA#196:STA56576:LDA#8+16:STA53270:LDA#0:STA53280
505 LDA3:STA53281:LDA4:STA53282:STA53287+7:RTS
506 :
507 ←MODE BYT0:+FLASH BYT0:+FLD1 BYT1,15,12,11,12,15:+FLD2 BYT11,12,15,1,15,12
508 :
509 :
510 ←ENTERCASTLE LDA+ROOM:CMP#1:BEQ+EC1:CMP#2:BEQ+EC1:CMP#3:BEQ+EC1:+ECEND RTS
511 ←EC1 LDX+ROOM:DEX:LDA+GATEPOS,X:BNE+ECEND
512 LDA+KNYH:CMP#7:BNE+ECEND:LDA+KNYL:CMP#0:BNE+ECEND:LDA+KNXH:CMP#5
513 BNE+ECEND:LDA+KNXL:CMP#0:BEQ+ECEND:CMP#4:BEQ+ECEND
514 LDX+ROOM:DEX:LDA+ECD1,X:STA+KNXH:LDA+ECD2,X:STA+KNYL:LDA+ECD3,X:STA+KNYH
515 LDA+ROOM:CLC:ADC#3:STA+ROOM:JSR+SETUPROOM:JSR+POSITIONKNIGHT
516 LDA#6:STA+EXITFLAG:RTS
517 :
518 ←ECD1 BYT16,4,16:+ECD2 BYT3,2,3:+ECD3 BYT32,7,32
519 :
520 :
521 ←EXITROOM LDA+EXITFLAG:STA+DIR:LDA+ROOM:STA+R:LDA+KNXL:STA+OXL:LDA+KNXH
522 STA+OXH:LDA+KNYL:STA+OYL:LDA+KNYH:STA+OYH:JSR+TRANSFER:LDA+R:STA+ROOM
523 LDA+OXL:STA+KNXL:LDA+OXH:STA+KNXH:LDA+OYL:STA+KNYL:LDA+OYH:STA+KNYH
524 JSR+SETUPROOM:JSR+POSITIONKNIGHT:RTS
525 :
526 ←TAKEOBJECT
527 LDA+COL:AND#192:BNE+T01:RTS
528 ←T01 LDA+COL:AND#63:TAX:LDA+OBJNO,X:STA+INVENTORY:TAX
529 :
530 ←LDA+JOY:CMP#5:BNE+T02:LDA#2:STA+CARRYX:JMP+T010
531 ←T02 CMP#6:BNE+T03:LDA#2:STA+CARRYX:LDA+OBU,X:JMP+T010
532 ←T03 CMP#7:BNE+T04:LDA#2:STA+CARRYX:LDA+OBC0,X:JMP+T010
533 ←T04 CMP#9:BNE+T05:LDA+OBL,X:STA+CARRYX:LDA#2:JMP+T010
534 ←T05 CMP#10:BNE+T06:LDA+OBL,X:STA+CARRYX:LDA+OBU,X:JMP+T010
535 ←T06 CMP#11:BNE+T07:LDA+OBL,X:STA+CARRYX:LDA+OBC0,X:JMP+T010
536 ←T07 CMP#13:BNE+T08:LDA+OBCA,X:STA+CARRYX:LDA#2:JMP+T010
537 ←T08 CMP#14:BNE+T09:LDA+OBCH,X:STA+CARRYX:LDA+OBU,X:JMP+T010
538 ←T09 LDA#255:STA+INVENTORY:RTS
539 ←T010 STA+CARRYX:LDA#5:STA+SND1:RTS
540 :
541 ←OBJNO BYT0,0,0,1,1,1,2,2,2,3,3,5,5,5,6,6,6,6,6,6,6,4,4,4

581 :
582 ←OBL BYT134,132,132,132,132,132,132,132,132,132,132,132,132,132,132,132
583 ←OBCH BYT130,129,129,129,129,129,129,129,129,129,129,129,129,129,129,129
584 :
590 ←INVENTORY BYT255
599 :
600 ←TRANSFER LDY←R:LDA←RSTART,Y:TAX:LDA←NUMENT,Y:TAY:←TR1 LDA←DIRD,X:CMP←DIR
601 BNE←TRINC:CMP#3:BEQ←TR2:CMP#4:BEQ←TR2:LDA←0YH:SEC:SBC←LOW,X:BCC←TRINC
602 LDA←HIGH,X:SEC:SBC←0YH:BCC←TRINC:LDA←NEWR,X:STA←R:LDA←CHANGE,X:BEQ←TREND
603 CMP#32:BNE←TR11:JSR←FOURTHREE:JMP←TREND:←TR11 CMP#64:BNE←TR111
604 JSR←THREEFOUR:←TR111 JMP←TREND:←TRINC INX:DEY:CPY#0:BNE←TR1:JMP←TREND
605 :
606 ←TR2 LDA←0XH:SEC:SBC←LOW,X:BCC←TRINC:LDA←HIGH,X:SEC:SBC←0XH:BCC←TRINC
607 LDA←NEWR,X:STA←R:LDA←CHANGE,X:BEQ←TREND:CMP#16:BEQ←EXITCASTLE:STA2:AND#128
608 BEQ←TR22:LDA2:AND#127:STA2:LDA←0XH:SEC:SBC2:STA←0XH:JMP←TREND:←TR22 LDA←0XH
609 CLC:ADC2:STA←0XH
610 :
611 ←TREND LDX←R:LDA←ROOMTYPE,X:TAX:LDA←DIR:CMP#1:BNE←TR3:LDA←SXD,X:SEC:SBC#1
612 STA←0XL:LDA←NXD,X:SEC:SBC#1:STA←0XH:JMP←TR6:←TR3 CMP#2:BNE←TR4:LDA#0
613 STA←0XL:STA←0XH:JMP←TR6:←TR4 CMP#3:BNE←TR5:LDA←SYD,X:SEC:SBC#1:STA←0YL
614 LDA←NYD,X:SEC:SBC#1:STA←0YH:JMP←TR6:←TR5 CMP#4:BNE←TR6:LDA#0:STA←0YL
615 STA←0YH:←TR6 RTS
616 :
617 ←EXITCASTLE LDA#2:STA←0XL:LDA#5:STA←0XH:LDA#1:STA←0YL:LDA#7:STA←0YH:RTS
618 :
620 ←FOURTHREE LDA←0YL:STA3:LDA←0YH:STA4:LDX#0:←FT1 DEC3:LDA3:CMP#255:BNE←FT2
621 LDA#3:STA3:DEC4:←FT2 INX:CPX#54:BNE←FT1:LDA#0:STA←0YL:STA←0YH:←FT3 INC←0YL
622 LDA←0YL:CMP#3:BNE←FT4:LDA#0:STA←0YL:INC←0YH:←FT4 DEC3:LDA3:CMP#255:BNE←FT5
623 LDA#3:STA3:DEC4:←FT5 LDA3:BNE←FT3:LDA4:BNE←FT3:RTS
624 :
630 ←THREEFOUR LDA←0YL:STA3:LDA←0YH:STA4:LDX#0:←FT1 INC3:LDA3:CMP#3:BNE←TF2
631 LDA#0:STA3:INC4:←TF2 INX:CPX#54:BNE←TF1:LDA#0:STA←0YL:STA←0YH:←TF3 INC←0YL
632 LDA←0YL:CMP#4:BNE←TF4:LDA#0:STA←0YL:INC←0YH:←TF4 DEC3:LDA3:CMP#255:BNE←TF5
633 LDA#2:STA3:DEC4:←TF5 LDA3:BNE←TF3:LDA4:BNE←TF3:RTS
634 :
650 ←RSTART BYT0,0,4,8,12,19,22,29,37,45,53,57,61,65
651 ←NUMENT BYT0,4,4,4,7,3,7,8,6,8,4,4,4,4
652 ←DIRD BYT1,2,3,4,1,2,3,4,1,2,3,4,1,2,3,3,4,4,4,4,1,2,4,1,2,3,3,4,1,2,3,4,1,2,3,4
653 BYT1,2,3,3,3,4,4,4,1,2,3,3,4,4,4,1,2,3,3,3,4,4,4,1,2,3,4,1,2,3,4,1,2,3,4,1,2,3,4
654 BYT1,2,3,4
655 ←LOW BYT0,0,0,0,0,0,2,0,0,0,0,0,0,0,0,17,0,16,17,0,0,0
656 BYT0,0,0,17,0,16,17,0,0,0,11,22,0,13,20,15,15,0,13,26,0,13,22
657 BYT0,0,0,7,18,0,11,18,0,2,0,0,2,0,0,0,0,0,0,0,0,0,0,0,0,0,0
658 ←HIGH BYT12,12,10,10,12,12,8,10,12,12,10,10,32,32,15,32,15,16,32

659 BYT7,7,8,32,32,15,32,15,16,32,32,32,10,21,32,12,19,32
660 BYT17,17,12,19,32,10,19,32,7,7,6,17,24,10,17,24,7,5,10,10
661 BYT5,7,8,8,7,7,8,8,7,7,8,8
662 ←NEWR BYT3,2,10,7,13,9,9,2,1,9,10,6,7,6,6,6,1,6,13,12,2
663 BYT7,4,4,4,4,3,4,4,6,8,1,8,8,9,8,10,11,7,9,7,7,9,7,11,10,7,2,8,3,2,8
664 BYT9,8,3,1,8,9,12,13,5,13,13,11,12,5,11,12
665 ←CHANGE BYT0,0,0,11,6,0,7,7,0,0,0,0,0,0,0,0,0,16,0,0,0,16
666 BYT0,0,0,0,16,6,0,0,0,139,0,0,141,0,32,32,0,5,6,0,5,6
667 BYT0,0,13,135,133,0,135,133,0,64,0,0,64,0,0,0,0,0,0,0,0,0,0
668 :
670 ←R BYT0:←DIR BYT0:←OXL BYT0:←OXH BYT0:←OYL BYT0:←OYH BYT0
672 :
673 :
674 :
675 :
676 :
677 :
678 :
679 :
680 :
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691 :
692 :
693 :
694 :
695 :
696 :
697 :
698 :
699 :
700 ←DRAWOBJECTS LDA#0:STA←COUNT:←D00 LDX←COUNT:LDA←LOCX: X: CMP←ROOM:BNE←D01
701 JSR←DROUT:LDA←CHAR:X:STA←CHAR:LDA←COLORD:X:STA←COLOR:JSR←DRAWCHAR
702 ←D01 INC←COUNT:LDA←COUNT:CMP#42:BNE←D00:RTS
703 :
704 :
705 :
706 :
707 :
708 :
709 :
710 :
711 :
712 :
713 :
714 :
715 :
716 :
717 :
718 :
719 :
720 ←LOCXL BUF42,0:←LOCXH BUF42,0:←LOCYL BUF42,0:←LOCYH BUF42,0:←LOCR BUF42,0
721 ←CHARD BYT64,66,66,66,66,64,64,65,65,65,65,64,67,68,69,70,71,72,73,74,75
722 BYT89,90,91,76,76,77,0,0,78,76,76,79,81,84,86,82,86,87,83,85,88
723 :
724 ←COLORD BYT14,14,14,14,14,14,14,14,14,14,14,14,14,14,8,8,8,15,15,15,9,9,9
725 BYT15,15,15,8,8,8,8,8,8,8,15,15,15,15,15,15,15,15,15
726 :
727 :
728 ←TWO FORZ=0T050*2STEP2:BYTZ:NEXTZ
729 ←THREE FORZ=0T050*3STEP3:BYTZ:NEXTZ
730 ←FOUR FORZ=0T050*4STEP4:BYTZ:NEXTZ
731 ←FIVE FORZ=0T050*5STEP5:BYTZ:NEXTZ
732 :
733 :
734 :
735 :
736 :
737 :
738 :
739 :
740 ←COUNT BYT0
741 :
742 :
743 :
744 :
745 :
746 :
747 :
748 :
749 :
750 ←MOL JSR←M01:JSR←AOL:JSR←M02:RTS
751 ←MOR JSR←M01:JSR←AOR:JSR←M02:RTS
752 ←MOU JSR←M01:JSR←AOU:JSR←M02:RTS
753 ←MOD JSR←M01:JSR←AOD:JSR←M02:RTS
754 :
755 :
756 :
757 :
758 :
759 :
760 ←M01 LDX←OBJECT:LDA←OBJXL:X:STA←OXL:LDA←OBJXH,X:STA←OXH:LDA←OBJYL,X:STA←OYL
761 LDA←OBJYH,X:STA←OYH:LDA←OBJR,X:STA←R:RTS
762 :
763 ←M02 LDX←OBJECT:LDA←OXL:STA←OBJXL,X:LDA←OXH:STA←OBJXH,X:LDA←OYL:STA←OBJYL,X

764 LDA+OYH : STA+OBJYH, X:LDA+R : STA+OBJR, X:RTS
765 :
766 ←OBJXL BUFT,0 : ←OBJXH BUFT,0 : ←OBJYL BUFT,0 : ←OBJYH BUFT,0 : ←OBJR BUFT,0
767 ←OBJECT BYT0
768 :
769 :
770 ←HAVEOBJECT
771 LDA+INVENTORY : CMP#255 : BNE+H01 : RTS : ←H01 STA+OBJECT : TAX : LDA+KNXL : STA+OBJXL, X
772 LDA+KNXH : STA+OBJXH, X:LDA+KNYL : STA+OBJYL, X:LDA+KNYH : STA+OBJYH, X:LDA+ROOM
773 STA+OBJR, X
774 :
775 LDA+CARRYX : AND#127 : BEQ+H04 : STA+COUNT : LDA+CARRYX : AND#128 : BEQ+H03
776 ←H02 JSR+MOL : DEC+COUNT : LDA+COUNT : BNE+H02 : BEQ+H04 : ←H03 JSR+MOR : DEC+COUNT
777 LDA+COUNT : BNE+H03
778 ←H04 LDA+CARRYV : AND#127 : BEQ+H07 : STA+COUNT : LDA+CARRYV : AND#128 : BEQ+H06
779 ←H05 JSR+MOU : DEC+COUNT : LDA+COUNT : BNE+H05 : BEQ+H07 : ←H06 JSR+MOD : DEC+COUNT
780 LDA+COUNT : BNE+H06
781 ←H07 JSR+ARRANGEOBJECT : LDA+OBJECT : CMP+BATOBJECT : BEQ+H08 : RTS : ←H08 TAX
782 LDA+OBJXL, X:STA+MONXL+3 : LDA+OBJXH, X:STA+MONXH+3 : LDA+OBJYL, X:STA+MONYL+3
783 LDA+OBJYH, X:STA+MONYH+3 : LDA+OBJR, X:STA+MONR+3 : RTS
784 :
785 ←CARRYX BYT0 : ←CARRYV BYT0
786 :
787 ←ARRANGEOBJECT LDX+OBJECT : LDA+OSTART, X:STA+COUNT : CPX#0 : BEQ+A01 : CPX#5
788 BEQ+A00 : CPX#6 : BEQ+A00 : JMP+A02 : ←A00 JMP+A03
789 :
790 ←A01 JSR+ROUT1 : FORZ=1T05 : JSR+ROUT2 : JSR+A0D : NEXTZ : JSR+ROUT2 : FORZ=0T05
791 JSR+ROUT1 : IFZ>0THENFORZZ=1T0Z : JSR+A0D : NEXTZZ
792 FORZZ=1T04 : JSR+A0R : NEXTZZ : JSR+ROUT2 : NEXTZ : RTS
793 ←A02 JSR+ROUT1 : JSR+ROUT2 : JSR+A0R : JSR+ROUT2 : JSR+A0R : JSR+ROUT2 : RTS
794 ←A03 FORZ=0T02 : JSR+ROUT1 : IFZ>0THENFORZZ=1T0Z : JSR+A0R : NEXTZZ
795 JSR+ROUT2 : JSR+A0D : JSR+ROUT2 : JSR+A0D : JSR+ROUT2 : NEXTZ : RTS
796 :
797 ←ROUT1 LDX+OBJECT : LDA+OBJXL, X:STA+OXL : LDA+OBJXH, X:STA+OXH : LDA+OBJYL, X
798 STA+OYL : LDA+OBJYH, X:STA+OYH : LDA+OBJR, X:STA+R : RTS
799 :
800 ←ROUT2 LDX+COUNT : LDA+OXL : STA+LOCKXL, X:LDA+OXH : STA+LOCKXH, X:LDA+OYL
801 STA+LOCYL, X:LDA+OYH : STA+LOCYH, X:LDA+R : STA+LOCR, X:INC+COUNT : RTS
802 :
803 ←A0L LDA+OXL : CMP#0 : BNE+A0L1 : LDA+OXH : CMP#0 : BNE+A0L1 : LDA#1 : STA+DIR
804 JSR+TRANSFER : RTS : ←A0L1 LDX+R : LDA+ROOMTYPE, X:TAX : DEC+OXL : LDA+OXL : CMP#255
805 BNE+A0L2 : LDA+SXD, X:SEC : SBCH1 : STA+OXL : DEC+OXH : ←A0L2 RTS
806 :
807 ←A0R LDX+R : LDA+ROOMTYPE, X:TAX : LDA+SXD, X:SEC : SBCH1 : CMP+OXL : BNE+A0R1
808 LDA+NXD, X:SEC : SBCH1 : CMP+OXH : BNE+A0R1 : LDA#2 : STA+DIR : JSR+TRANSFER : RTS

832 ←AOR1 INC←OXL:LDA←OXL:CMP←SXD,X:BNE←AOR2:LDA#0:STA←OXL:INC←OXH:←AOR2 RTS
833 :
840 ←AOU LDA←OYL:CMP#0:BNE←AOU1:LDA←OYH:CMP#0:BNE←AOU1:LDA#3:STA←DIR
841 JSR←TRANSFER:RTS:←AOU1 LDX←R:LDA←ROOMTYPE,X:TAX:DEC←OYL:LDA←OYL:CMP#255
842 BNE←AOU2:LDA←SYD,X:SEC:SBCH1:STA←OYL:DEC←OYH:←AOU2 RTS
843 :
850 ←AOD LDX←R:LDA←ROOMTYPE,X:TAX:LDA←SYD,X:SEC:SBCH1:CMP←OYL:BNE←AOD1
851 LDA←NYD,X:SEC:SBCH1:CMP←OYH:BNE←AOD1:LDA#4:STA←DIR:JSR←TRANSFER:RTS
852 ←AOD1 INC←OYL:LDA←OYL:CMP←SYD,X:BNE←AOD2:LDA#0:STA←OYL:INC←OYH:←AOD2 RTS
853 :
854 ←OSTART BYT0,12,15,18,21,24,33,42,54,66
859 :
860 -----
860 ←SWORLD LDX#4:JSR←ROUT:LDA#0:STA5:←SW0 LDX5:LDA←SHAPE,X:CMP#4:BEQ←SWEND
861 LDX#4:LDA←OBJJR,X:LDX5:CMP←MONR,X:BNE←SWEND:JSR←MRROUT
862 LDY←OX:CPY3:BEQ←SW1:INY:CPY3:BEQ←SW1:INY:CPY3:BEQ←SW1
863 INY:CPY3:BNE←SWEND:←SW1 LDY←OY:CPY4:BEQ←SW2:INY:CPY4:BEQ←SW2:INY:CPY4
864 BEQ←SW2:INY:CPY4:BEQ←SW2:INY:CPY4:BNE←SWEND
865 ←SW2 LDX5:LDA#4:STA←SHAPE,X:LDA#31:STA←SND4
866 :
867 ←SWEND INC5:LDA5:CMP#3:BNE←SW0:RTS
868 :
870 ←ROUT LDA←OBJXH,X:TAY:LDA←FIVE,Y:CLC:ADC←OBJXL,X:STA3:LDA←OBJYH,X:TAY
871 STX2:LDA←OBJJR,X:TAX:LDA←ROOMTYPE,X:TAX:LDA←SYD,X:CMP#2:BNE←OR1:LDA←TWO,Y
872 JMP←OR3:←OR1 CMP#3:BNE←OR2:LDA←THREE,Y:JMP←OR3:←OR2 LDA←FOUR,Y:←OR3 LDX2
873 CLC:ADC←OBJYL,X:STA4:RTS
899 :
900 -----
900 ←DRAWGATE LDA←ROOM:CMP#1:BEQ←DG1:CMP#2:BEQ←DG1:CMP#3:BEQ←DG1:←DGEND LDA#0
901 STA53263:RTS:←DG1 LDA#30:SEC:SBC←PX:BCC←DGEND:SEC:SBCH2:BCC←DGEND:STA3
902 LDA←WX:CLC:ADC#1:SEC:SBC3:BCC←DGEND:LDA#17:SEC:SBC←PY:BCC←DGEND:SEC:SBCH3
903 BCC←DGEND:STA4:LDA←WY:CLC:ADC#2:SEC:SBC4:BCC←DGEND:LDX3:LDA←GXL,X:STA53262
904 LDA53264:AND#127:DRA←GXH,X:STA53264:LDX4:LDA←GY,X:LDX←ROOM:DEX:CLC
905 ADC←GATEPOS,X:STA53263:RTS:
906 ←GXH:FORZ=-2T039:A=27+Z*8:BYT(A-INT(A/256)*256):NEXTZ
907 ←GXH:FORZ=-2T039:A=27+Z*8:BYT(INT(A/256))*128:NEXTZ
908 ←GY:FORZ=-3T024:BYT(50+Z*8):NEXTZ
909 :
910 -----
910 ←KEYS
911 LDX#1:←KE0 TXA:CMP←OBJJR,X:BEQ←KE1:←KEEND INX:CPX#4:BNE←KE0:RTS
912 ←KE1 LDA←OBJXH,X:CMP#4:BNE←KE2:LDA←OBJXL,X:CMP#4:BEQ←KE3
913 ←KE2 LDA←OBJXH,X:CMP#5:BNE←KEEND:LDA←OBJXL,X:CMP#4:BEQ←KEEND
914 ←KE3 DEX:LDA←GATEDIR,X:INX:CMP#0:BNE←KEEND:DEX:LDA←GATEPOS,X:INX:CMP#0
915 BNE←KE4:LDA←OBJYH,X:CMP#7:BNE←KEEND:LDA←OBJYL,X:CMP#0:BNE←KEEND
916 LDA#2:DEX:STA←GATEDIR,X:INX:JMP←KEEND
917 ←KE4 LDA←OBJYH,X:CMP#8:BNE←KEEND:LDA←OBJYL,X:CMP#1:BNE←KEEND

918 LDA#1:DEX:STA+GATEDIR,X:INX:JMP+KEEND
929 :-----
930 ←MOVEGATES LDX#0:+MG1 LDA+GATEDIR,X:CMP#1:BEQ+MG2:CMP#2:BEQ+MG4:JMP+MG5
931 ←MG2 LDA+GATEPOS,X:CMP#0:BEQ+MG3:DEC+GATEPOS,X:JMP+MG5:+MG3 LDA#0
932 STA+GATEDIR,X:JMP+MG5:+MG4 LDA+GATEPOS,X:CMP#24:BEQ+MG3:INC+GATEPOS,X
933 ←MG5 INX:CPX#3:BNE+MG1:RTS
934 :
935 ←GATEPOS BUF3,24:+GATEDIR BUF3,0
936 :-----
937 ←CROSSBRIDGE LDA#0:STA+COLX:STA+COLY:STA+COL:JSR+COLROU:LDA3:SEC:SBC#44
938 STA3:LDA4:SBC#0:STA4:LDX+JOY:LDA3:CLC:ADC+BRD,X:STA3:LDA4:ADC#0:STA4:LDY#2
939 LDA(3),Y:CMP#64:BEQ+BR1:CMP#128:BEQ+BR1:CMP#66:BEQ+BR1:CMP#130:BNE+BR4
940 ←BR1 LDY#6:LDA(3),Y:CMP#64:BEQ+BR2:CMP#128:BEQ+BR2:CMP#65:BEQ+BR2:CMP#129
941 BNE+BR4:+BR2 LDY#3:LDA(3),Y:CMP#1:BNE+BR8:RTS
942 ←BR4 LDY#1:LDA(3),Y:CMP#64:BEQ+BR5:CMP#128:BEQ+BR5:CMP#66:BEQ+BR5:CMP#130
943 BNE+BR6:+BR5 LDY#5:LDA(3),Y:CMP#64:BEQ+BR2:CMP#128:BEQ+BR2:CMP#65:BEQ+BR2
944 CMP#129:BEQ+BR2:+BR6 LDY#0:LDA(3),Y:CMP#64:BEQ+BR7:CMP#128:BEQ+BR7:CMP#66
945 BEQ+BR7:CMP#130:BNE+BR8:+BR7 LDY#4:LDA(3),Y:CMP#64:BEQ+BR2:CMP#128
946 BEQ+BR2:CMP#65:BEQ+BR2:CMP#129:BEQ+BR2:+BR8 LDY#3:LDA(3),Y:STA+COL
947 :
948 ←COLLISION LDX+JOY:LDY#0:JSR+COLROU:LDA3:SEC:SBC#1:STA3:LDA4:SBC#0:STA4
949 LDA3:CLC:ADC+DIRX,X:STA3:LDA4:ADC#0:STA4:LDA(3),Y:STA+COLX:JSR+COLROU:LDA3
950 SEC:SBC#40:STA3:LDA4:SBC#0:STA4:LDA3:CLC:ADC+DIRY,X:STA3:LDA4:ADC#0:STA4
951 LDA(3),Y:STA+COLY:RTS
952 :
953 ←COLROU LDA+KNL:STA3:LDA+KNN:AND#255-4:CLC:ADC+MODE:STA4:RTS
954 :
955 ←BRD BYT41,41,41,41,41,82,2,42,41,80,0,40,41,81,1,41
956 ←DIRX BYT1,1,1,1,1,2,2,2,1,6,0,0,0,1,1,1,1
957 ←DIRY BYT40,40,40,40,40,80,0,40,40,80,0,40,40,80,0,40
958 :
959 ←COLX BYT0:+COLY BYT0:+COL BYT0
960 :-----
961 ←SETUPSPRITES LDX#0:+SUS1 LDA+SPRITED,X:STA49152,X:LDA+SPRITED+256,X
962 STA49152+256,X:INX:CPX#0:BNE+SUS1
963 LDX#0:LDY#0:+SUS2 LDA+SPS,X:STA52216,X:STA53240,X:LDA+SPC,X:STA53287,X
964 LDA#0:STA53248,Y:STA53249,Y:INY:INY:INX:CPX#8:BNE+SUS2:LDA#0:STA53264
965 LDA#2+4+8+16+128:STA53271:LDA#2+4+8+16+128:STA53275:LDA#0:STA53276
966 LDA#2+4+8+16:STA53277:LDA#1+2+4+8+16+128:STA53269:RTS
967 :
968 ←SPRITED BUF24,255,192,0:BUF40,0
969 BUF48,204,204,192,255,255,192:BUF16,0
970 BYT0,0,0,7,192,0,12,192,0,127,224,0,15,224,0,0,224,0,0,240,0,1,252,0,3,206
971 BYT0,7,142,0,7,14,0,15,14,0,15,254,0,15,254,0,3,254,0,0,12,0,127,252,0,96,0

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984 BYT0,127,0,0,0,0,0,0,0,0,0,0,0,0
985 BYT0,0,0,55,192,0,12,192,0,15,224,0,31,224,0,96,224,0,0,240,0,1,252,0
986 BYT3,206,0,7,142,0,7,14,0,15,14,0,15,254,0,15,254,0,3,254,0,0,12,0,0,12,0
987 BYT0,12,0,127,252,0,0,0,0,0,0,0,0,0,0
988 BYT0,0,0,63,0,0,127,128,0,127,128,0,121,192,0,120,224,0,56,240,0,17,252,0
989 BYT19,206,0,7,142,0,7,14,0,15,14,0,15,254,0,15,254,0,3,254,0,0,12,0
990 BYT127,12,0,96,12,0,127,252,0,0,0,0,0,0,0,0
991 BUF6,0:BYT112,0,28,252,0,126,90,0,240,31,1,240,15,199,224,7,255,192
992 BYT0,254,0,0,56,0,0,40,0:BUF31,0
993 BUF9,0:BYT14,0,224,31,1,240,63,187,248,127,255,252,76,254,100,128,40,2
994 BUF37,0
995 BUF9,0:BYT0,56,0,0,254,0,7,255,192,15,171,224,31,1,240,62,0,248,56,0,56
996 BYT24,0,48,4,0,64:BUF28,0
997 ←SPS BYT0,2,2,2,5,0,0,1:←SPC BYT1,7,5,2,0,0,0,0
998 GOTO2000
999 -----
1000 SAVE"00:ADVENTURE SOURCE",8:END
1001 SAVE"00:ADVENTURE BACKUP",8:END
1002 -----
1003 ←DRAGONATTACK JSR←AROUT:LDX#0:←DA0 LDA+SHAPE,X:CMP#4:BNE←DA00:JMP←DA3
1004 ←DA00 LDA+MOUTH,X:BEQ←DA1:DEC←MOUTH,X:JMP+DA3:←DA1 LDA+SHAPE,X:CMP#3
1005 BEQ←DA2:LDA+EATEN:CMP#255:BEQ←DA22:JMP+DA3:←DA22 LDA+MONR,X:CMP+ROOM
1006 BNE←DA3:JSR+MROUT:LDA3:CLC:ADC#3:SEC:SBC+0X:BCC+DA3:LDA+0X:CLC:ADC#3:SEC
1007 SBC3:BCC+DA3:LDA4:CLC:ADC#3:SEC:SBC+0Y:BCC+DA3:LDA+0Y:CLC:ADC#3:SEC:SBC4
1008 BCC+DA3:LDA#3:STA+SHAPE,X:LDA#6:STA+MOUTH,X
1009 :
1010 ←DA3 INX:CPX#3:BNE←DA0:RTS
1011 :
1012 ←DA2 LDA#2:STA+SHAPE,X:LDA#3:STA+MOUTH,X:LDA#16:STA+SND3
1013 LDA+MONR,X:CMP+ROOM:BNE+DA3:JSR+MROUT:LDA3:CLC:ADC#1:SEC:SBC+0X:BCC+DA3
1014 LDA+0X:CLC:ADC#1:SEC:SBC3:BCC+DA3:LDA4:CLC:ADC#1:SEC:SBC+0Y:BCC+DA3:LDA+0Y
1015 CLC:ADC#1:SEC:SBC4:BCC+DA3:LDA+EATEN:CMP#255:BNE+DA3:STX+EATEN:LDA#255
1016 STA+INVENTORY:LDA#31:STA+SND5:JMP+DA3
1017 :
1018 ←AROUT LDY+KNXH:LDA+FIVE,Y:CLC:ADC+KNXL:STA3:LDY+KNYH:LDA+SY:CMP#2:BNE+AR1
1019 LDA+TWO,Y:CLC:BCC+AR3:←AR1 CMP#3:BNE+AR2:LDA+THREE,Y:CLC:BCC+AR3
1020 ←AR2 LDA+FOUR,Y:CLC:←AR3 ADC+KNYL:STA4:RTS
1021 :
1022 ←MOUTH BUF3,0:←EATEN BYT0
1023 :
1024 ←DEAD
1025 LDA+EATEN:CMP#255:BNE+DE1:RTS:←DE1 CLC:ROL:TAX:LDA53250,X:STA2:LDA#0
1026 STA3:LDA53251,X:CLC:ADC#16:STA53249:LDX+EATEN:LDA53264:AND+DAND,X:BEQ+DE2
1027 INC3:←DE2 LDA2:CLC:ADC#15:STA53248:LDA3:ADC#0:STA3:LDA53264:AND#254:OR#3

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2044 STA53264:RTS
2045 :
2046 ←DAND BYT2,4,8
2049 :
2050 ←MAGNET LDX#5:JSR←ROUT: LDA#3:STA←DESX:LDA#4:STA←DESY:LDA#1:STA←OBJECT
2051 ←MA#0 LDA←OBJECT:CMP←BATOBJECT:BNE←MA#0A:JMP←MAEND
2052 ←MA#0A CMP←INVENTORY:BNE←MA#0B:JMP←MAEND:←MA#0B LDX#5:LDA←OBJJR,X
2053 LDX←OBJECT:CMP←OBJJR,X:BNE←MAEND:JSR←ROUT:LDA#3:STA←POSX:LDA#4:STA←POSY
2054 :
2055 LDA←POSX:CLC:ADC←WX:SEC:SBC←DESX:BCC←MAEND:LDA←DESX:CLC:ADC←WX:SEC
2056 SBC←POSX:BCC←MAEND:LDA←POSY:CLC:ADC←WY:SEC:SBC←DESY:BCC←MAEND:LDA←DESY:CLC
2057 ADC←WY:SEC:SBC←POSY:BCC←MAEND
2058 :
2059 LDA←DESX:SEC:SBC←POSX:BEQ←MA#2:BCS←MA#1:JSR←MOL:JMP←MA#2:←MA#1 JSR←MOR
2060 ←MA#2 LDA←DESY:SEC:SBC←POSY:BEQ←MA#4:BCS←MA#3:JSR←MOU:JMP←MA#4:←MA#3 JSR←MOD
2061 ←MA#4 JSR←ARRANGEOBJECT
2062 :
2063 ←MAEND INC←OBJECT:LDA←OBJECT:CMP#5:BNE←MAEND0:INC←OBJECT:JMP←MA#0
2064 ←MAEND0 CMP#7:BEQ←MAEND1:JMP←MA#0:←MAEND1 RTS
2065 :
2066 ←DESX BYT0:←DESY BYT0:←POSX BYT0:←POSY BYT0
2099 :
2100 ←MOVEDRAGONS LDX#0:←MD#1 LDA#0:STA←FLAG,X:LDA←SHAPE,X:CMP#4:BEQ←MD#2
2101 CPX←EATEN:BNE←MD#2:←MD#2 INC←FLAG,X:←MD#2 INX:CPX#3:BNE←MD#1
2102 :
2103 LDA←FLAG:BNE←MD#3:LDX#0:LDA←MONR,X:LDX#2:CMP←OBJJR,X:BNE←MD#3:LDX#0:JSR←ROUT
2104 LDX#2:JSR←ROUT:LDA←OX:CLC:ADC←WX:SEC:SBC#3:BCC←MD#3:LDA#3:CLC:ADC←WX:SEC
2105 SBC←OX:BCC←MD#3:LDA←OY:CLC:ADC←WY:SEC:SBC#4:BCC←MD#3:LDA#4:CLC:ADC←WY:SEC
2106 SBC←OY:BCC←MD#3:LDA#2:STA←FLAG
2107 :
2108 ←MD#3 LDA←EATEN:CMP#255:BNE←MD#6:JSR←ROUT: LDA#3:STA←DESX:LDA#4:STA←DESY:LDA#0
2109 STA←MONSTER:←MD#4 LDX←MONSTER:LDA←MONR,X:CMP←ROOM:BNE←MD#5:JSR←FOLLOW
2110 ←MD#5 INC←MONSTER:LDA←MONSTER:CMP#3:BNE←MD#4
2111 :
2112 ←MD#6 LDA#0:STA←MONSTER:LDA#6:JSR←ROUTINE:INC←MONSTER:LDA#6:JSR←ROUTINE
2113 LDA#1:JSR←ROUTINE:LDA#0:JSR←ROUTINE:LDA#5:JSR←ROUTINE:INC←MONSTER:LDA#6
2114 JSR←ROUTINE:LDA#3:JSR←ROUTINE
2115 :
2116 JSR←WANDER:JSR←WANDER:RTS
2117 :
2120 ←ROUTINE STA←OBJECT:TAX:JSR←ROUT: LDA#3:STA←DESX:LDA#4:STA←DESY:LDA←OBJJR,X
2121 LDX←MONSTER:CMP←MONR,X:BNE←ROUTINE1:JSR←FOLLOW:←ROUTINE1 RTS
2122 :
2130 ←FOLLOW LDX←MONSTER:LDA←FLAG,X:BNE←FEND:JSR←ROUT: LDA←OX:STA←POSX:LDA←OY

2131 STA+POSY:LDA+POSX:CLC:ADC+WX:SEC:SBC+DESX:BCC+FEND:LDA+DESX:CLC:ADC+WX:SEC
2132 SBC+POSX:BCC+FEND:LDA+POSY:CLC:ADC+WY:SEC:SBC+DESY:BCC+FEND:LDA+DESY:CLC
2133 ADC+WY:SEC:SBC+POSY:BCC+FEND
2134 LDX+MONSTER:LDA+DESX:SEC:SBC+POSX:BEQ+F2:BCS+F1:JSR+MDL:JMP+F2:+F1 JSR+MDR
2135 +F2 LDX+MONSTER:LDA+DESY:SEC:SBC+POSY:BEQ+F4:BCS+F3:JSR+MDU:JMP+F4
2136 +F3 JSR+MDD:+F4 LDX+MONSTER:INC+FLAG,X:+FEND RTS
2137 :
2138 +FLAG BUF3,0
2139 :
2140 +MDL LDA+DRAGX,X:SEC:SBC+SPEED,X:BCC+MDL1:STA+DRAGX,X:RTS:+MDL1 CLC:ADC#8
2141 STA+DRAGX,X:JSR+MMI:RTS
2142 +MDR LDA+DRAGX,X:CLC:ADC+SPEED,X:STA+DRAGX,X:AND#8:BNE+MDR1:RTS
2143 +MDR1 LDA+DRAGX,X:AND#7:STA+DRAGX,X:JSR+MMR:RTS
2144 +MDU LDA+DRAGY,X:SEC:SBC+SPEED,X:BCC+MDU1:STA+DRAGY,X:RTS:+MDU1 CLC:ADC#8
2145 STA+DRAGY,X:JSR+MMU:RTS
2146 +MDD LDA+DRAGY,X:CLC:ADC+SPEED,X:STA+DRAGY,X:AND#8:BNE+MDD1:RTS
2147 +MDD1 LDA+DRAGY,X:AND#7:STA+DRAGY,X:JSR+MMO:RTS
2148 :
2149 +DRAGX BUF3,0:+DRAGY BUF3,0:+SPEED BYT3,5,7
2150 :
2151 :
2152 +WANDER LDA#0:STA+MONSTER:+WA1 LDX+MONSTER:LDA+FLAG,X:CMP#1:BEQ+WAEND
2153 CMP#0:BNE+WA2:INC+FLAG,X:JMP+WA3:+WA2 LDA#0:STA+FLAG,X:+WA3 LDA+DRAGD,X
2154 TAX:LDA+DDATA,X:STA+TEMP:JSR+WAND:AND#1:BEQ+WA4:JSR+MDL:+WA4 JSR+WAND
2155 AND#2:BEQ+WA5:JSR+MDR:+WA5 JSR+WAND:AND#4:BEQ+WA6:JSR+MDU:+WA6 JSR+WAND
2156 AND#8:BEQ+WA7:JSR+MDD
2157 +WA7 LDX+MONSTER:DEC+DRAGT,X:LDA+DRAGT,X:BNE+WAEND
2158 LDA54299:AND#7:STA+DRAGD,X:LDA54299:OR#64:STA+DRAGT,X
2159 +WAEND INC+MONSTER:LDA+MONSTER:CMP#3:BNE+WA1:RTS
2160 :
2161 +WAND LDA+TEMP:LDX+MONSTER:RTS
2162 :
2163 +DRAGD BUF3,0:+DRAGT BUF3,0:+TEMP BYT0:+DDATA BYT4,6,2,10,8,9,1,5
2164 :-----
2165 +RANDOMIZE
2166 LDA#0:STA+OBJECT:+RAN1 LDX+OBJECT:LDA+NOTRD,X:STA+NOTR:JSR+RANR
2167 JSR+PLACEOBJECT:INC+OBJECT:LDA+OBJECT:CMP#7:BNE+RAN1:LDA#0:STA+NOTR
2168 LDA#0:STA+MONSTER:+RAN2 JSR+RANR:JSR+PLACEMONSTER:INC+MONSTER:LDA+MONSTER
2169 CMP#4:BNE+RAN2:RTS
2170 :
2171 +NOTRD BYT0,4,5,6,0,0,5
2172 :
2173 +RANR LDA54299:AND#15:BEQ+RANR:CMP#14:BEQ+RANR:CMP#15:BEQ+RANR:CMP+NOTR
2174 BEQ+RANR:STA+R:TAX:LDA+ROOMTYPE,X:TAX:LDA+NXD,X:STA7:LDA+HYD,X:STA8
2175 +RANR1 LDA54299:AND#63:STA5:SEC:SBC7:BCS+RANR1:+RANR2 LDA54299:AND#63

2223 STA6 : SEC : SBC8 : BCS ← RANR2 : LDA ← MAPSTARTLD, X : STA3 : LDA ← MAPSTARTHD, X : STA4 : LDY6
2224 CPYH0 : BEQ ← RANR4 : ← RANR3 LDA3 : CLC : ADC7 : STA3 : LDA4 : ADC#0 : STA4 : DEY : CPYH0
2225 BNE ← RANR3 : ← RANR4 SEI : LDY#53 : STY1 : LDY5 : LDA(3), Y : LDY#55 : STY1 : CLI : CMP#32
2226 BNE ← RANR1 : LDA5 : STA ← OXH : LDA6 : STA ← OYH : ← RANRS LDA54299 : AND#7 : STA ← OXL
2227 SEC : SBC ← SXD, X : BCS ← RANR5 : ← RANR6 LDA54299 : AND#7 : STA ← OYL : SEC : SBC ← SYD, X
2228 BCS ← RANR6 : RTS
2229 :
2230 ← NOTR BYT0
2231 :
2232 ← PLACEOBJECT LDX ← OBJECT : LDA ← OXL : STA ← OBJXL, X : LDA ← OXH : STA ← OBJXH, X : LDA ← OYL
2233 STA ← OBJYL, X : LDA ← OYH : STA ← OBJYH, X : LDA ← R : STA ← OBJR, X : JSR ← ARRANGEOBJECT : RTS
2234 :
2235 ← PLACEMONSTER LDX ← MONSTER : LDA ← OXL : STA ← MONXL, X : LDA ← OXH : STA ← MONXH, X : LDA ← OYL
2236 STA ← MONYL, X : LDA ← OYH : STA ← MONYH, X : LDA ← R : STA ← MONR, X : RTS
2237 :
2238 -----
2239 ← MOVEBAT LDA ← BATOBJECT : CMP#255 : BEQ ← MBAT : CMP ← INVENTORY : BNE ← MBAT : RTS
2240 ← MBAT LDA#3 : STA ← MONSTER : LDA ← TAKETIMER : BEQ ← MBAT1 : DEC ← TAKETIMER : JMP ← MB1
2241 ← MBAT1 LDA ← BATOBJECT : CMP#255 : BEQ ← MBAT2 : LDA54299 : ORA#128 : STA ← TAKETIMER
2242 LDA#255 : STA ← BATOBJECT : JSR ← CHANGEBDIR : JMP ← MB1
2243 :
2244 ← MBAT2 LDX#3 : JSR ← MROUT : LDA ← OX : STA ← POSX : LDA ← OY : STA ← POSY : LDA#0 : STA ← NUM
2245 ← MB0 LDX ← NUM : LDA ← PRIORITY X : STA ← OBJECT : LDX#3 : LDA ← MONR X : LDX ← OBJECT
2246 CMP ← OBJR, X : BNE ← MB0B : JSR ← OROUT : LDA3 : STA ← DESX : LDA4 : STA ← DESY : JSR ← BATTAKE
2247 LDA ← FLAG : BEQ ← MB0B : CMP#3 : BNE ← MB0A : LDA ← OBJECT : STA ← BATOBJECT : LDA54299
2248 ORA#128 : STA ← TAKETIMER : JSR ← CHANGEBDIR : ← MB0A RTS : ← MB0B INC ← NUM : LDA ← NUM : CMP#7
2249 BNE ← MB0
2250 :
2251 ← MB1 LDA ← BATDIR : TAX : LDA ← DDATA, X : STA ← TEMP : AND#1 : BEQ ← MB2 : JSR ← MML : ← MB2
2252 LDA ← TEMP : AND#2 : BEQ ← MB3 : JSR ← MMR : ← MB3 LDA ← TEMP : AND#4 : BEQ ← MB4 : JSR ← MMU : ← MB4
2253 LDA ← TEMP : AND#8 : BEQ ← MB5 : JSR ← MMD : ← MB5 DEC ← BATTIMER : LDA ← BATTIMER : BNE ← MBEND
2254 JSR ← CHANGEBDIR
2255 :
2256 ← MBEND LDA ← BATOBJECT : CMP#255 : BNE ← MBEND1 : RTS : ← MBEND1 STA ← OBJECT : TAX
2257 LDA ← MONXL+3 : STA ← OBJXL, X : LDA ← MONXH+3 : STA ← OBJXH, X : LDA ← MONYL+3 : STA ← OBJYL, X
2258 LDA ← MONYH+3 : STA ← OBJYH, X : LDA ← MONR+3 : STA ← OBJR, X : JSR ← ARRANGEOBJECT : RTS
2259 :
2260 ← BATDIR BYT0 : ← BATTIMER BYT0 : ← BATOBJECT BYT0 : ← TAKETIMER BYT0
2261 ← PRIORITY BYT6, 2, 4, 1, 3, 5, 0 : ← NUM BYT0
2262 :
2263 ← BATTAKE
2264 LDA ← POSX : CLC : ADC ← WX : SEC : SBC ← DESX : BCC ← BEND : LDA ← DESX : CLC : ADC ← WX : SEC : SBC ← POSX
2265 BCC ← BEND : LDA ← POSY : CLC : ADC ← WY : SEC : SBC ← DESY : BCC ← BEND : LDA ← DESY : CLC : ADC ← WY : SEC
2266 SBC ← POSY : BCC ← BEND : LDA#1 : STA ← FLAG : LDA ← DESX : SEC : SBC ← POSX : BNE ← B1 : INC ← FLAG
2267 JMP ← B3 : ← B1 BCS ← B2 : JSR ← MML : JMP ← B3 : ← B2 JSR ← MMR : ← B3 LDA ← DESY : SEC : SBC ← POSY

2335 BNE \leftarrow B4:INC \leftarrow FLAG:JMP \leftarrow B6: \leftarrow B4 BCS \leftarrow B5:JSR \leftarrow MMU:JMP \leftarrow B6: \leftarrow B5 JSR \leftarrow MMD: \leftarrow B6 RTS
2336 \leftarrow BEND LDA#0:STA \leftarrow FLAG:RTS
2997 $\sim\sim\sim\sim\sim\sim$
2998 PASS2:END