

LOCN B1 B2 B3

*
* KLINGON CAPTURE FOR 6800 V2.6
*
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* TECHNICAL SYSTEMS CONSULTANTS
* BOX 2574 W.LAFAYETTE IND. 47906
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*
* INSTRUCTIONS FOR PLAYING KLINGON CAPTURE
*
*
* YOUR MISSION AS COMMANDER OF A STARSHIP IS TO
* CAPTURE (NOT DESTROY) AN ALIEN KLINGON SPACESHIP.
* YOUR SCANNERS WILL FIND HIM IN A GALAXY, BUT IT
* IS YOUR JOB TO CAPTURE HIM! TO CAPTURE THE
* KLINGON, YOU MUST DESTROY ALL 8 SECTORS AROUND
* HIM, MAKING IT IMPOSSIBLE FOR HIM TO MOVE. (THE
* KLINGON CANNOT MOVE INTO A DESTROYED SECTOR). IF
* YOU DESTROY A SECTOR WHICH CONTAINS THE KLINGON,
* YOUR MISSION IS A FAILURE AND YOU LOSE THE GAME.
*
* TO START THE GAME, ENTER THE ADDRESS 0000 HEX INTO
* THE MIKBUG RAM LOCATIONS A048-A049. NEXT TYPE G
* TO GOTO USER PROGRAM. (SEE MIKBUG INSTRUCTIONS)
* AT THIS TIME YOU SHOULD GET SEVERAL MESSAGES BACK
* THE FIRST BEING: 'RATING(B/M)?'. THIS GIVES YOU THE
* CHOICE, BEGINNER(B) OR MASTER(M). TYPE YOUR CHOICE.
* THE LAST ONE WILL BE: 'BATTLE COMPUTER READY! X='
* AT THIS TIME YOU HAVE 4 OPTIONS:
* 1. TYPE THE X COORDINATE OF THE SECTOR YOU WISH TO
* FIRE YOUR PHASERS AT.
* 2. TYPE AN 'S'. THE BATTLE COMPUTER WILL THEN
* REPORT ON THE AMOUNT OF PHASER ENERGY LEFT (THE
* NUMBER OF SHOTS LEFT)
* 3. TYPE AN 'M'. AT THIS TIME A MAP OF THE GALAXY
* WILL BE PRINTED. AN '*' REPRESENTS A REMAINING
* SECTOR AND AN 'O' REPRESENTS A DESTROYED ONE.
* SINCE THE KLINGONS POSITION IS NEVER KNOWN, IT
* DOES NOT SHOW UP ON THE MAP.
* 4. TYPE AN 'L'. THIS IS A CONVENIENCE FEATURE WHICH
* WILL ALLOW THE KLINGONS LAST KNOWN POSITION TO BE
* TO BE REPORTED IF YOU FORGET WHAT IT WAS FROM THE
* LAST TIME IT WAS OUTPUT.
*
* IF THE X COORDINATE WAS ENTERED, YOU WILL THEN
* BE ASKED FOR Y. YOU SHOULD NOW ENTER THE Y
* COORDINATE OF THE SECTOR YOU WANT DESTROYED.
* IF ALL GOES WELL THE BATTLE COMPUTER WILL RESPOND
* WITH THE KLINGONS LAST KNOWN POSITION. THE FIRST
* NUMBER REPRESENTS THE X COORDINATE, THE SECOND
* IS Y. *NOTE: THE KLINGON CAN MOVE ONLY ONE
* POSITION AT A TIME IN ANY ONE OF 8 DIRECTIONS.
*
* THE ABOVE PROCEDURE WILL BE REPEATED OVER AND

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* OVER UNTIL ALL PHASER ENERGY IS GONE. WHEN YOUR
 * ENERGY GETS SO LOW THAT ONLY 1 MORE SHOT CAN BE
 * FIRED, "CONDITION RED" EXISTS. IF THIS IS THE
 * FIRST TIME THIS HAS OCCURED YOU HAVE THE CHOICE OF
 * RETURNING TO THE STARBASE (BY TYPING A Y) OR TO
 * FIRE YOUR LAST SHOT (BY TYPING AN N) AND HOPEFULLY
 * CAPTURING THE ENEMY! IF YOU ELECT TO RETURN, THE
 * KLINGON SHIP HAS TIME TO ESCAPE TO A NEW GALAXY
 * IN WHICH CASE YOU MUST DO IT ALL AGAIN.

*
 * THE TSC RANDOM NUMBER GENERATOR MUST BE ENTERED
 * AT LOCATION A04A HEX BEFORE STARTING.

*
 * IT WILL BE HELPFUL TO LOOK AT THE ATTACHED SAMPLE
 * GAME OUTPUT BEFORE STARTING.

*
 * *** BEWARE ***

*
 * MANY UNSUSPECTING THINGS CAN HAPPEN DURING YOUR
 * MISSION SO BE PREPARED!!

*
 * TSC 6800 KLINGON CAPTURE GAME *

* 10 NAM KLINGON
 * 20 OPT 0
 * 30 ORG \$0000
 * 40 BRA INITL

0000 20 3C

0002	LASTX 50RMB	1	GO START
0003	LASTY 60RMB	1	LAST POSITION
0004	NOWX 70RMB	1	CURRENT POSITION
0005	NOWY 80RMB	1	
0006	SHOTS 90RMB	1	SHOT COUNTER
0007	FIREX 100RMB	1	SHOT SECTOR
0008	FIREY 110RMB	1	
0009	FLAG 120RMB	1	
000A	LPCNT 130RMB	1	LOOP COUNTER
000B	TEMP 140RMB	2	TEMPORARY STORE
000C	TEMP2 150RMB	2	
000D	CNT2 160RMB	1	
0010	TRIALX 170RMB	1	TRIAL POSITION
0011	TRIALY 170RMB	1	
0012	QUDMAP 190RMB	8	QUADRANT MAP

001A 00	MOVTBL 200FCB	0,1,0,\$FF,1,0,\$FF,0,1,1,\$FF,\$FF,1,\$FF
0028 FF	ENDTBL 210FCB	\$FF,1
002A 01	FLAG1 220RMB	1
002B	FLAG2 230RMB	1
002C	FLAG3 240RMB	1
002D	XSAVE 250RMB	2

* EXTERNAL ROUTINE ADDRESSES

002F 7E E0 7E	PDATA 1260JMP	\$E07E
0032 7E E1 D1	OUTCH 270JMP	\$E1D1

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 0035 7E E1 AC INCH280 JMP \$E1AC
 0038 7E A0 4A RANDOM290 JMP \$A04A
 003B 7E E0 E3 MIKBUG300 JMP \$E0E3

MIKBUG, A MOTOROLA TRADEMARK

* INITIALIZATION

003E 8E A0 42	INITL310	LDS	#\$A042	
0041 7F 00 2B		CLR	FLAG2	
0044 CE 00 12	INITL0	LDX	#QUDMAP	SET QUADRANT
0047 86 FF		LDA A	#\$FF	MAP UP WITH
0049 C6 08		LDA B	#8	ALL ONES
004B A7 00	INITL1	STA A	0,X	
004D 08		INX		
004E 5A		DEC B		
004F 26 FA		BNE	INITL1	
0051 BD 00 38	INITL2	JSR	RANDOM	
0054 84 0F	410	AND A	#\$0F	SETUP SHOTS COUNT
0056 81 0B		CMP A	#11	
0058 23 F7		BLS	INITL2	
005A 8B 01		ADD A	#1	
005C 97 06		STA A	SHOTS	
005E 7D 00 2B		TST	FLAG2	
0061 26 13		BNE	NXTINI	
0063 CE 03 F2		LDX	#BOMSTR	
0066 BD 03 89		JSR	PSTRNG	
0069 BD 00 35	300	JSR	INCH	
006C 81 42		CMP A	#'B	
006E 27 06		BEQ	NXTINI	
0070 96 06		LDA A	SHOTS	
0072 80 02		SUB A	#2	
0074 97 06		STA A	SHOTS	
0076 CE 07 0B	NXTINI	LDX	#GALSTR	OUTPUT GALAXY LOC.
0079 BD 03 89		JSR	PSTRNG	
007C BD 00 38		JSR	RANDOM	
007F 84 0F		AND A	#\$0F	
0081 8B 41	600	ADD A	#\$41	
0083 BD 00 32		JSR	OUTCH	
0086 BD 00 38	INITL3	JSR	RANDOM	
0089 84 0F		AND A	#\$0F	
008B 81 09		CMP A	#9	
008D 22 F7		BHI	INITL3	
008F 8B 30		ADD A	#\$30	
0091 BD 00 32		JSR	OUTCH	
0094 CE 04 61		LDX	#RPTSTR	REPORT # OF SHOTS
0097 BD 03 89		JSR	PSTRNG	AVAILABLE
009A 96 06	700	LDA A	SHOTS	
009C 80 0A		SUB A	#10	
009E 8A 30		ORA A	#\$30	
00A0 BD 00 32		JSR	OUTCH	
00A3 CE 04 60		LDX	#INSTST	
00A6 BD 00 2F		JSR	PDATA1	
00A9 BD 00 38		JSR	RANDOM	
00AC 84 07		AND A	#7	SET UP INITIAL
00AE 97 04		STA A	NOWX	KLINGON LOCATION
00B0 BD 00 38	790	JSR	RANDOM	

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 00B3 84 07
 00B5 97 05

800 AND A #7
 810 STA A NOWY

* MAIN PROGRAM LOOP

00B7 BD 01 9A	LOOP 820 JSR	NEWPOS	GO FIND NEW POS.
00BA 7D 00 09	TST	FLAG	CHECK FOR ERROR
00BD 27 03	BEQ	PTLP1	
00BF 7E 01 5B	JMP	WIN	
00C2 7D 00 06	PTLP1 TST	SHOTS	ANY SHOTS LEFT?
00C5 26 03	BNE	PTLP2	
00C7 7E 01 53	JMP	SLOSE	
00CA 86 01	PTLP2 LDA A	#1	ONLY 1 SHOT LEFT?
00CC 91 06	900 CMP A	SHOTS	
00CE 26 33	BNE	LOOP0	
00D0 CE 07 32	LDX	#REDST	IF SO, REPORT
00D3 BD 03 89	JSR	PSTRNG	
00D6 7D 00 2B	TST	FLAG2	
00D9 26 28	BNE	LOOP0	
00DB 7C 00 2B	INC	FLAG2	
00DE CE 06 46	LDX	#BASEST	DOES HE WANT TO
00E1 BD 03 89	JSR	PSTRNG	RETURN TO BASE
00E4 BD 00 35	JSR	INCH	
00E7 81 59	1000 CMP A	#'Y	YES OR NO?
00E9 26 18	BNE	LOOP0	
00EB BD 00 38	JSR	RANDOM	
00EE 81 B0	CMP A	#\$B0	IF YES, CHECK
00F0 23 08	BLS	OKGO	IF ALLOWED
00F2 CE 06 C8	LDX	#CANTGO	NOT ALLOWED
00F5 BD 03 89	JSR	PSTRNG	
00F8 20 09	BRA	LOOP0	
00FA CE 06 57	OKGO LDX	#BASES2	OK TO RETURN TO
00FD BD 03 89	JSR	PSTRNG	BASE
0100 7E 00 44	1100 JMP	INITLO	
0103 BD 00 38	LOOP0 JSR	RANDOM	
0106 81 ED	CMP A	#\$ED	BEEN ATTACKED??
0108 23 0D	BLS	CONT	
010A CE 03 99	LDX	#HITSTR	IF SO, REPORT
010D BD 03 89	JSR	PSTRNG	
0110 7A 00 06	DEC	SHOTS	AND DEC. SHOTS
0113 27 3E	BEQ	SLOSE	
0115 20 10	BRA	CONT1	
0117 BD 00 38	CONT JSR	RANDOM	
011A 81 F8	1200 CMP A	#\$F8	TIME WARP??
011C 23 09	BLS	CONT1	
011E 7C 00 06	INC	SHOTS	IF SO, REPORT AND
0121 CE 04 01	LDX	#SHTINS	INC THE SHOTS
0124 BD 03 89	JSR	PSTRNG	
0127 CE 04 A0	CONT1 LDX	#LASTST	RPRT KLINGONS LAST POS.
012A BD 03 89	JSR	PSTRNG	
012D 96 02	LDA A	LASTX	
012F 8B 31	ADD A	#\$31	
0131 BD 00 32	JSR	OUTCH	
0134 86 2C	1300 LDA A	#'	
0136 BD 00 32	JSR	OUTCH	

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0139 96 03	1320	LDA A	LASTY
013B 8B 31		ADD A	#\$31
013D BD 00 32		JSR	OUTCH
0140 BD 02 14		JSR	GETSHT
0143 7D 00 2A		TST	FLAG1
0146 26 37		BNE	PLAYAG
0148 7D 00 09		TST	FLAG
014B 26 45		BNE	LOSE
014D 7A 00 06	NXT 1400	DEC	SHOTS
0150 7E 00 B7		JMP	LOOP
0153 CE 05 A8	SLOSE	LDX	#LOST1
0156 BD 03 89		JSR	PSTRNG
0159 20 24		BRA	PLAYAG
015B CE 05 ED	WIN	LDX	#WINSTR
015E BD 03 89		JSR	PSTRNG
0161 96 06		LDA A	SHOTS
0163 81 09		CMP A	#9
0165 22 07		BHI	WIN2
0167 8B 30	WIN1 1500	ADD A	#\$30
0169 BD 00 32		JSR	OUTCH
016C 20 08		BRA	WIN3
016E 86 31	WIN2	LDA A	#\$31
0170 BD 00 32		JSR	OUTCH
0173 96 06		LDA A	SHOTS
0175 80 0A		SUB A	#10
0177 20 EE		BRA	WIN1
0179 CE 06 15	WIN3	LDX	#WINST1
017C BD 00 2F		JSR	PDATA1
017F CE 06 24	PLAYAG1600	LDX	#AGAIN
0182 BD 03 89		JSR	PSTRNG
0185 BD 00 35		JSR	INCH
0188 81 4E		CMP A	#*N
018A 26 03		BNE	PLAYG1
018C 7E 00 3B		JMP	MIKBUG
018F 7E 00 3E	PLAYG1	JMP	INITL
0192 CE 05 3E	LOSE	LDX	#LOST2
0195 BD 03 89		JSR	PSTRNG
0198 20 E5		BRA	PLAYAG

GO GET SHOT
DID HE GOOF?

DECREMENT SHOTS
GO RPT MAIN LOOP
NO MORE SHOTS!
GO REPORT

HE WON!!!
GO REPORT IT

RPT SHOTS LEFT

CHECK TO SEE IF
WANTS TO PLAY
AGAIN

GO TO MONITOR

* NEW POSITION ROUTINE

019A 86 08	NEWPOS1700	LDA A	#8	SETUP LOOP COUNT
019C 97 0A		STA A	LPCNT	
019E 7F 00 09		CLR	FLAG	
01A1 BD 00 38		JSR	RANDOM	
01A4 84 07		AND A	#7	GET MOVE FROM
01A6 48		ASL A		THE TABLE
01A7 CE 00 1A		LDX	#MOVTL	
01AA DF 0B		STX	TEMP	
01AC 9B 0C		ADD A	TEMP+1	
01AE 97 0C		STA A	TEMP+1	
01B0 DE 0B	1800	LDX	TEMP	
01B2 A6 00	NEWPOS1	LDA A	0,X	

LOCN	B1	B2	B3					
01B4	E6	01		1820	LDA B	1,X		
01B6	9B	04			ADD A	NOWX		
01B8	DB	05			ADD B	NOWY		
01BA	97	10			STA A	TRIALX		
01BC	D7	11			STA B	TRIALY		CHECK TO SEE IF
01BE	81	07			CMP A	#7		MOVE IS OUT OF
01C0	22	27			BHI	TRYAGN		THE BOUNDARY LIMITS
01C2	C1	07			CMP B	#7		
01C4	22	23		1900	BHI	TRYAGN		
01C6	4D				TST A			
01C7	2B	20			BMI	TRYAGN		
01C9	5D				TST B			
01CA	2B	1D			BMI	TRYAGN		
01CC	CE	00	12		LDX	#QUDMAP		FIND THE LOCATION
01CF	DF	0D			STX	TEMP2		SELECTED IN THE
01D1	DB	0E			ADD B	TEMP2+1		QUADRANT MAP
01D3	D7	0E			STA B	TEMP2+1		
01D5	DE	0D			LDX	TEMP2		
01D7	E6	00		2000	LDA B	0,X		
01D9	56			LOOP2	ROR B			
01DA	85	FF			BIT A	#\$FF		
01DC	27	03			BEQ	FOUND		
01DE	4A				DEC A			
01DF	2D	F8			BRA	LOOP2		
01E1	25	20		FOUND	BCS	POSOK		SEE IF LOC. HAS
01E3	20	04			BRA	TRYAGN		BEEN DESTROYED
01E5	7C	00	09	NOGD1	INC	FLAG		IF TRIED 8 TIMES
01E8	39				RTS			GIVE UP!
01E9	7A	00	0A	TRYAGN	DEC	LPCNT		GO TRY ANOTHER
01EC	27	F7		2110	BEQ	NOGD1		MOVE
01EE	DE	0B			LDX	TEMP		
01F0	8C	00	28		CPX	#ENDTBL		
01F3	27	07			BEQ	TRYAG2		
01F5	08				INX			
01F6	08				INX			
01F7	DF	0B			STX	TEMP		
01F9	7E	01	B2	TRYAG1	JMP	NEWPO1		
01FC	CE	00	1A	TRYAG2	LDX	#MOVTBL		
01FF	DF	0B		2200	STX	TEMP		
0201	2D	F6			BRA	TRYAG1		
0203	96	04		POSOK	LDA A	NOWX		GOOD LOC. FOUND
0205	97	02			STA A	LASTX		SAVE IT & UPDATE
0207	96	05			LDA A	NOWY		LAST LOCATION
0209	97	03			STA A	LASTY		
020B	96	10			LDA A	TRIALX		
020D	97	04			STA A	NOWX		
020F	96	11			LDA A	TRIALY		
0211	97	05			STA A	NOWY		
0213	39			2300	RTS			

* GET SHOT ROUTINE

0214	7F	00	09	GETSHT	CLR	FLAG	CLEAR FLAGS
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LOCN	B1	B2	B3					
0217	7F	00	2A	2320	CLR	FLAG1		
021A	7F	00	2C		CLR	FLAG3		
021D	BD	00	38		JSR	RANDOM		
0220	81	FA			CMP A	#\$FA	A SUPERNOVA??	
0222	23	4F			BLS	GTSHOT	IF NOT, JUMP AHEAD	
0224	7C	00	2C		INC	FLAG3		
0227	BD	00	38		JSR	RANDOM	FIND ITS LOCATION	
022A	84	07			AND A	#7		
022C	97	07		2400	STA A	FIREX		
022E	BD	00	38		JSR	RANDOM		
0231	84	07			AND A	#7		
0233	97	08			STA A	FIREY		
0235	91	05			CMP A	NOWY		
0237	26	09			BNE	SUPNOV	IS IT SAME PLACE	
0239	96	07			LDA A	FIREX	AS KLINGON	
023B	91	04			CMP A	NOWX		
023D	26	03			BNE	SUPNOV	IF SO, SET FLAG	
023F	7C	00	2A		INC	FLAG1		
0242	CE	07	83	SUPNOV	LDX	#SUPSTR	RPRT THE SUPERNOVA	
0245	BD	03	89	2510	JSR	PSTRNG		
0248	96	07			LDA A	FIREX		
024A	8B	31			ADD A	#\$31		
024C	BD	00	32		JSR	OUTCH	AND ITS POSITION	
024F	86	2C			LDA A	#'		
0251	BD	00	32		JSR	OUTCH		
0254	96	08			LDA A	FIREY		
0256	8B	31			ADD A	#\$31		
0258	BD	00	32		JSR	OUTCH		
025B	CE	07	BB	2600	LDX	#SUPST1		
025E	BD	03	89		JSR	PSTRNG	GO DESTROY SECTOR	
0261	7D	00	2A		TST	FLAG1		
0264	27	5F			BEQ	GETSH4		
0266	CE	07	DD		LDX	#SUPST2	RPRT GAME LOST	
0269	BD	03	89		JSR	PSTRNG		
026C	CE	05	70		LDX	#LOST3		
026F	BD	03	89		JSR	PSTRNG		
0272	39				RTS			
0273	CE	04	BB	GTSHOT	LDX	#PROMPT	OUTPUT SHOT PROMPT	
0276	BD	03	89	2700	JSR	PSTRNG		
0279	BD	00	35		JSR	INCH	IF M GO PRINT MAP	
027C	81	4D			CMP A	#'M		
027E	26	03			BNE	ISITS		
0280	7E	03	1D		JMP	MAPRNT		
0283	81	53		ISITS	CMP A	#'S	IF S REPORT SHOTS	
0285	26	03			BNE	GETSH0		
0287	7E	03	6A		JMP	SHOTRP		
028A	81	4C		GETSH0	CMP A	#'L	IF L REPORT POS.	
028C	26	05			BNE	GETSHL		
028E	31			2800	INS			
028F	31				INS			
0290	7E	01	27		JMP	CONT1		
0293	8D	77		GETSHL	BSR	CHKASC	IS COORDINATE VALID?	
0295	5D				TST B			
0296	27	09			BEQ	GETSH2		
0298	CE	04	DF	GETSH1	LDX	#DUMB	IF NOT, REPORT IT	

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029B	BD	03	89		JSR	PSTRNG
029E	7E	02	14		JMP	GETSHT
02A1	97	07		GETSH2	STA A	FIREX
02A3	CE	04	DA	2900	LDX	#PROMP2
						GET 2ND COORDINATE
02A6	BD	00	2F		JSR	PDATA1
02A9	BD	00	35		JSR	INCH
02AC	8D	5E			BSR	CHKASC
						IS IT VALID??
02AE	5D				TST B	
02AF	26	E7			BNE	GETSH1
						IF NOT, REPORT IT
02B1	97	08			STA A	FIREY
02B3	91	05			CMP A	NOWY
02B5	27	4B			BEQ	TRBLE
02B7	BD	00	38	GETSH3	JSR	RANDOM
02BA	81	FC		3000	CMP A	#\$FC
						DID PHASER MISFIRE
02BC	23	07			BLS	GETSH4
02BE	CE	06	30		LDX	#MISFRD
02C1	BD	03	89		JSR	PSTRNG
02C4	39				RTS	
02C5	96	08		GETSH4	LDA A	FIREY
02C7	CE	00	12		LDX	#QUDMAP
02CA	DF	0D			STX	TEMP2
						FIND SECTOR IN THE
02CC	9B	0E			ADD A	TEMP2+1
						QUADRANT MAP
02CE	97	0E			STA A	TEMP2+1
02D0	DE	0D		300	LDX	TEMP2
02D2	E6	00			LDA B	0,X
02D4	96	07			LDA A	FIREX
02D6	56			LOOP3	RORB	
02D7	85	FF			BIT A	#\$FF
02D9	27	03			BEQ	DONE
02DB	4A				DEC A	
02DC	20	F8			BRA	LOOP3
02DE	24	0B		DONE	BCC	SCREWD
						IF ALREADY DESTROYED
02E0	0C				CLC	GO REPORT
02E1	96	07		3200	LDA A	FIREX
						OTHERWISE DESTROY IT
02E3	59			LOOP4	ROL B	
02E4	85	FF			BIT A	#\$FF
02E6	27	0F			BEQ	DONE2
						RESTORE THE QUADRANT
02E8	4A				DEC A	MAP
02E9	20	F8			BRA	LOOP4
02EB	7D	00	2C	SCREWD	TST	FLAG3
						SHOT SECTOR TWICE
02EE	26	0E			BNE	RPTGTS
02F0	CE	04	FF		LDX	#SHOT2T
02F3	BD	03	89		JSR	PSTRNG
02F6	39			SCRD13300	RTS	
02F7	E7	00		DONE2	STA B	0,X
02F9	7D	00	2C		TST	FLAG3
02FC	27	03			BEQ	RPTGT0
02FE	7E	02	14	RPTGTS	JMP	GETSHT
0301	39			RPTGT0	RTS	
0302	96	07		TRBLE	LDA A	FIREX
0304	91	04			CMP A	NOWX
0306	26	BD			BNE	GETSH4
0308	7C	00	09		INC	FLAG
030B	39			3400	RTS	
						ALL DONE, RETURN
						DID HE DESTROY THE
						KLINGON SECTOR??
						IF SO, FLAG ERROR

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* CHECK IF ASCII VALID

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030C 81 30      CHKASC  CMP A  #$30
030E 23 0A      3420  RLS    NOTVAL    IF LESS THAN 1
0310 81 38      CMP A  #$38          OR GREATER THAN 8
0312 22 06      BHI     NOTVAL      HE GOOFED!
0314 80 01      SUB A  #1
0316 84 07      AND A  #7
0318 5F         CLR B
0319 39         RTS
031A C6 01      NOTVAL  LDA B  #1
031C 39      3500  RTS

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* MAP PRINT ROUTINE

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031D BD 03 8E  MAPRNT  JSR      PCRLF
0320 86 0A      LDA A  #$A
0322 BD 00 32      JSR      OUTCH
0325 CE 00 19      LDX      #QUDMAP+7 SET UP LOOP COUNT
0328 C6 08      LDA B  #8
032A D7 0A      STA B  LPCNT
032C C6 08      MAPRN1  LDA B  #8
032E D7 0F      STA B  CNT2      CHECK EACH SECTOR
0330 96 0A      LDA A  LPCNT      OUT PROPER CHAR
0332 8B 30      ADD A  #$30
0334 BD 00 32      JSR      OUTCH
0337 86 20      LDA A  #'
0339 BD 00 32      JSR      OUTCH      OUTPUT A SPACE
033C E6 00      LDA B  0,X
033E 56      MAPRN2  ROR B
033F 24 25      BCC      MAPRN4
0341 86 2A      LDA A  #'*
0343 BD 00 32      MAPRN3  JSR      OUTCH      OUTPUT AN *
0346 86 20      LDA A  #'
0348 BD 00 32      JSR      OUTCH
034B 7A 00 0F      DEC      CNT2
034E 26 EE      BNE      MAPRN2
0350 DF 08      STX      TEMP
0352 BD 03 8E      JSR      PCRLF
0355 DE 08      LDX      TEMP
0357 09      DEX
0358 7A 00 0A      DEC      LPCNT
035B 26 CF      BNE      MAPRN1
035D CE 04 49      LDX      #NUMSTR      OUTPUT COORDINATE
0360 BD 00 2F      JSR      PDATA1      NUMBERS
0363 7E 02 14      JMP
0366 86 4F      MAPRN4  LDA A  #'0
0368 20 D9      3830  BRA      MAPRN3

```

* REPORT SHOTS REMAINING

```

036A CE 04 2D  SHOTRP  LDX      #SHTRST
036D BD 03 89      3840 JSR      PSTRNG

```

LOCN	B1	B2	B3				
0370	96	06		3350	LDA	A	SHOTS
0372	81	09			CMP	A	#9 GET SHOTS COUNT
0374	22	08			BHI		SHTRP2 OUTPUT IT
0376	88	30		SHTRP1	ADD	A	#\$30
0378	8D	00	32		JSR		OUTCH
037B	7E	02	14	3400	JMP		GETSHT
037E	86	31		SHTRP2	LDA	A	#\$31
0380	8D	00	32		JSR		OUTCH
0383	96	06			LDA	A	SHOTS
0385	80	0A		3440	SUB	A	#10
0387	20	ED			BRA		SHTRP1

* PRINT STRING ROUTINE

0389	8D	03		3470	PSTRNG	BSR	PCRLF	OUTPUT A CR & LF
038B	7E	00	2F			JMP	PDATA1	
038E	DF	2D			PCRLF	STX	XSAVE	SAVE POINTER
0390	CE	04	99			LDX	#CRLFST	
0393	BD	00	2F	4000	JSR		PDATA1	OUTPUT IT
0396	DE	2D				LDX	XSAVE	RESTORE
0398	39			4020	RTS			

* STRINGS *

OPT 0
026 0399

0399	52			4030	HITSTR	FCC	;REPORT: *** SHIP HAS BEEN;	
03B2	0D					FCB	\$D,\$A,0,0,0,0	
03B8	20					FCC	; ATTACKED. PHASER ENERGY USED;	
03D5	0D					FCB	\$D,\$A,0,0,0,0	
03DB	20					FCC	; TO REPLENISH SHIELDS.;	
03F1	04					FCB	4	
03F2	0A				BOMSTR	FCB	\$A	
03F3	52			4050		FCC	;RATING(B/M)? ;	
0400	04					FCB	4	
0401	07				SHTINS	FCB	7	
0402	21					FCC	;! TIME WARP !;	
040F	0D					FCB	\$D,\$A,0,0,0,0	
0415	50					FCC	;PHASER ENERGY INCREASED;	
042C	04					FCB	4	
042D	52				SHTRST	FCC	;REPORT: PHASER SHOTS LEFT= ;	
0448	04					FCB	4	
0449	20				NUMSTR	FCC	; 1 2 3 4 5 6 7 8;	
045A	0D			4200		FCB	\$D,\$A,0,0,0,0,4	
0461	59				RPTSTR	FCC	;YOU HAVE 1;	
046B	04					FCB	4	
046C	20				INSTST	FCC	; SHOTS TO CAPTURE;	
047D	0D					FCB	\$D,\$A,0,0,0,0	
0483	54					FCC	;THE KLINGON SPACESHIP.;	
0499	0D				CRLFST	FCB	\$D,\$A,0,0,0,0,4	
04A0	52				LASTST	FCC	;REPORT: LAST POSITION WAS ;	
04BA	04					FCB	4	
049B	42			4240	PROMPT	FCC	;BATTLE COMPUTER READY!;	

LOCN B1 B2 B3

```

04D1 0D          4300 FCB      $D,$A,0,0,0,0
04D7 58          FCC        ;X=;
04D9 04          FCB        4
04DA 2D          PROMP2 FCC    ; Y=;
04DE 04          FCB        4
04DF 53          DUMB   FCC    ;SUBGALAXY COORDINATE: NOT VALID;
04FE 04          FCB        4
04FF 4E          SHOT2T FCC    ;NICE GOING! YOU JUST SHOT A;
051A 0D          FCB        $D,$A,0,0,0,0
0520 50          FCC        ;PREVIOUSLY DESTROYED SECTOR!!;
053D 04          4400 FCB      4
053E 0A          LOST2   FCC    $A
053F 43          FCC        ;CONGRATULATIONS! YOU JUST FRIED;
055E 0D          FCB        $D,$A,0,0,0,0
0564 54          FCC        ;THE ENEMY!!!!;
0570 59          LOST3   FCC    ;YOUR MISSION WAS A FAILURE.;
058B 0D          FCB        $D,$A,0,0,0,0
0591 42          FCC        ;BETTER LUCK NEXT TIME!;
05A7 04          FCB        4
05A8 0A          LOST1   FCC    $A
05A9 43          4500 FCC    ;COMPUTER REPORT: PHASERS EMPTY;
05C7 0D          FCB        $D,$A,0,0,0,0
05CD 4B          FCC        ;KLINGON ATTACKS, DESTROYS SHIP.;
05EC 04          FCB        4
05ED 0A          WINSTR  FCC    $A
05EE 45          FCC        ;ENEMY CAPTURED !!!!!!!!!!!;
0605 0D          FCB        $D,$A,0,0,0,0
060B 59          FCC        ;YOU HAVE ;
0614 04          FCB        4
0615 2D          WINST1  FCC    ; SHOTS LEFT !!;
0623 04          4600 FCB      4
0624 54          AGAIN   FCC    ;TRY AGAIN? ;
062F 04          FCB        4
0630 2A          MISFRD  FCC    ;** PHASER MISFIRES **;
0645 04          FCB        4
0646 52          BASEST  FCC    ;RETURN TO BASE? ;
0656 04          FCB        4
0657 0A          BASES2  FCC    $A
0658 52          FCC        ;REPORT: DOCKED AT STARBASE;
0672 0D          FCB        $D,$A,0,0,0,0
0678 2D          4700 FCC    ; ALL ENERGY LEVELS RESTORED.;
0694 0D          FCB        $D,$A,0,0,0,0
069A 2D          FCC        ; KLINGON HAS MOVED INTO;
06B1 0D          FCB        $D,$A,0,0,0,0
06B7 2D          FCC        ; ANOTHER GALAXY.;
06C7 04          FCB        4
06C8 2A          CANTGO  FCC    ;***WARP ENGINES WONT FIRE***;
06E4 0D          FCB        $D,$A,0,0,0,0
06EA 53          FCC        ;SHIP REMAINS AT PRESENT LOCATION;
070A 04          FCB        4
070B 0A          GALSTR  4800 FCB $A
070C 53          FCC        ;SCANNERS DETECT ENEMY IN;
0724 0D          FCB        $D,$A,0,0,0,0
072A 47          FCC        ;GALAXY ;
0731 04          4840 FCB      4

```

```

LOCN B1 B2 B3
0732 07 REDST450 FCB 7
0733 52 FCC ;REPORT: **CONDITION RED**;
074C 0D FCB $D,$A,0,0,0,0
0752 20 FCC ; PHASER ENERGY LOW!;
0765 0D FCB $D,$A,0,0,0,0
076B 20 4900 FCC ; ONLY 1 SHOT REMAINING.;
0782 04 FCB 4
0783 07 SUPSTR FCB 7
0784 52 FCC ;REPORT: SCANNERS DETECT NEW;
079F 0D FCB $D,$A,0,0,0,0
07A5 20 FCC ; SUPERNOVA IN SECTOR ;
07BA 04 FCB 4
07BB 20 SUPST1 FCC ; * SECTOR DESTROYED!;
07CF 04 FCB 4
07D0 07 SUPST2 FCB 7
07D1 20 5000 FCC ; *** KLINGON WAS IN SECTOR!;
07EC 04 FCB 4
5020 END

```

SYMBOL TABLE:

AGAIN 0624	BASEST 0646	BASES2 0657	BOMSTR 03F2	CANTGO 06C8
CHKASC 030C	CNT2 000F	CONT 0117	CONT1 0127	CRLFST 0499
DONE 02DE	DONE2 02F7	DUMB 04DF	ENDTBL 0028	FIREX 0007
FIREY 0008	FLAG 0009	FLAG1 002A	FLAG2 002B	FLAG3 002C
FOUND 01E1	GALSTR 070B	GETSHL 0293	GETSHT 0214	GETSHO 028A
GETSH1 0298	GETSH2 02A1	GETSH3 02B7	GETSH4 02C5	GTSHOT 0273
HITSTR 0399	INCH 0035	INITL 003E	INITLO 0044	INITL1 004B
INITL2 0051	INITL3 0086	INSTST 046C	ISITS 0283	LASTST 04A0
LASTX 0002	LASTY 0003	LOOP 00B7	LOOP0 0103	LOOP2 01D9
LOOP3 02D6	LOOP4 02E3	LOSE 0192	LOST1 05A8	LOST2 053E
LOST3 0570	LPCNT 000A	MAPRNT 031D	MAPRN1 032C	MAPRN2 033E
MAPRN3 0343	MAPRN4 0366	MIKBUG 003B	MISFRD 0630	MOVTLB 001A
NEWPOS 019A	NEWPO1 01B2	NOGD1 01E5	NOTVAL 031A	NOWX 0004
NOWY 0005	NUMSTR 0449	NXT 014D	NXTINI 0076	OKGO 00FA
OUTCH 0032	PCRLF 038E	PDATA1 002F	PLAYAG 017F	PLAYG1 018F
POSOK 0203	PROMPT 04BB	PROMP2 04DA	PSTRNG 0389	PTLP1 00C2
PTLP2 00CA	QUDMAP 0012	RANDOM 0038	REDST 0732	RPTGTS 02FE
RPTGT0 0301	RPTSTR 0461	SCRD1 02F6	SCREWD 02EB	SHOTRP 036A
SHOTS 0006	SHOT2T 04FF	SHTINS 0401	SHTRP1 0376	SHTRP2 037E
SHTRST 042D	SLOSE 0153	SUPNOV 0242	SUPSTR 0783	SUPST1 07BB
SUPST2 07D0	TEMP 000B	TEMP2 000D	TRBLE 0302	TRIALX 0010
TRIALY 0011	TRYAGN 01E9	TRYAG1 01F9	TRYAG2 01FC	WIN 015B
WINSTR 05ED	WINST1 0615	WIN1 0167	WIN2 016E	WIN3 0179
XSAVE 002D				

596

2000

2020

2076

2276

S1050000203C9E
 S113001A000100FF0100FF000101FFFF01FFFF01D2
 S113002F7EE07E7EE1D17EE1AC7EA04A7EE0E38E6F
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0233

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S9030000Fc

*G

RATING(B/M)? B

SCANNERS DETECT ENEMY IN
GALAXY M3
YOU HAVE 14 SHOTS TO CAPTURE
THE KLINGON SPACESHIP.

REPORT: LAST POSITION WAS 7,6
BATTLE COMPUTER READY!
X=5 Y=6
REPORT: *** SHIP HAS BEEN
ATTACKED. PHASER ENERGY USED
TO REPLENISH SHIELDS.
REPORT: LAST POSITION WAS 6,6
BATTLE COMPUTER READY!
X=M

```

8 * * * * *
7 * * * * *
6 * * * * 0 * *
5 * * * * *
4 * * * * *
3 * * * * *
2 * * * * *
1 * * * * *
  1 2 3 4 5 6 7 8

```

BATTLE COMPUTER READY!
X=6 Y=6
REPORT: LAST POSITION WAS 6,5
BATTLE COMPUTER READY!
X=6 Y=5
REPORT: LAST POSITION WAS 6,4
BATTLE COMPUTER READY!
X=5
REPORT: PHASER SHOTS LEFT= 10
BATTLE COMPUTER READY!
X=6 Y=4
REPORT: LAST POSITION WAS 5,3
BATTLE COMPUTER READY!
X=3 Y=3
REPORT: *** SHIP HAS BEEN
ATTACKED. PHASER ENERGY USED
TO REPLENISH SHIELDS.
REPORT: LAST POSITION WAS 6,3
BATTLE COMPUTER READY!
X=6 Y=3
REPORT: LAST POSITION WAS 5,4
BATTLE COMPUTER READY!
X=M

```

8 * * * * *
7 * * * * *
6 * * * * 0 0 *
5 * * * * * 0 *
4 * * * * * 0 *
3 * * 0 * * 0 *
2 * * * * *
1 * * * * *
  1 2 3 4 5 6 7 8

```

BATTLE COMPUTER READY!
X=4 Y=6
REPORT: LAST POSITION WAS 5,5
BATTLE COMPUTER READY!
X=4 Y=5
! TIME WARP !
PHASER ENERGY INCREASED
REPORT: LAST POSITION WAS 4,4
BATTLE COMPUTER READY!
X=4 Y=4
REPORT: LAST POSITION WAS 4,3
BATTLE COMPUTER READY!
X=M

```

8 * * * * *
7 * * * * *
6 * * * * 0 0 0 *
5 * * * * 0 * 0 *
4 * * * * 0 * 0 *
3 * * 0 * * 0 *
2 * * * * *
1 * * * * *
  1 2 3 4 5 6 7 8

```

BATTLE COMPUTER READY!
X=5
REPORT: PHASER SHOTS LEFT= 4
BATTLE COMPUTER READY!
X=4 Y=3
REPORT: LAST POSITION WAS 5,2
BATTLE COMPUTER READY!
X=5 Y=2
REPORT: LAST POSITION WAS 5,1
BATTLE COMPUTER READY!
X=5 Y=1
REPORT: **CONDITION RED**
PHASER ENERGY LOW!
ONLY 1 SHOT REMAINING.
RETURN TO BASE? Y
WARP ENGINES WONT FIRE
SHIP REMAINS AT PRESENT LOCATION
REPORT: *** SHIP HAS BEEN
ATTACKED. PHASER ENERGY USED
TO REPLENISH SHIELDS.

COMPUTER REPORT: PHASERS EMPTY
KLINGON ATTACKS, DESTROYS SHIP.
TRY AGAIN? N

*