

MODEL FDG - \$95.00

Price Includes Diskette

CROMEMCO DAZZLER GAMES

CROMEMCO INCORPORATED

2400 Charleston Road, Mountain View, California 94043

Copyright 1977

TABLE OF CONTENTS

	<u>Page</u>
Introduction	1
Chase	4
Dazzle Doodle	5
Dazzlemation	8
Magenta Martini	8
Dogfight	10
4D Tic Tac Toe	11
Gotcha!	18
Kaleidoscope	32
Life	33
XLife	34
Spacewar	35
Tankwar	40
Track	41
Appendix A	42

COPYRIGHT NOTICE: This manual and the accompanying diskette software are copyright 1977 by CROMEMCO INCORPORATED. You may make back-up copies of the diskette for your own personal use, but you may not make copies for others or for commercial purposes.

CROMEMCO DAZZLER GAMES

Cromemco offers the following computer games on either a 5" diskette (model FDG-S) or 8" diskette (model FDG-L):

CHASE

DAZZLE-DOODLE

DAZZLE-MATION

FOUR-DIMENSIONAL TIC TAC TOE

DOGFIGHT

GOTCHA

KALEIDOSCOPE

LIFE

MAGENTA MARTINI

SPACEWAR

TANKWAR

TRACK

XLIFE

All of these games use the Cromemco Dazzler* interface for your color TV display. The diskettes are designed to be used with Cromemco disk computer systems configured with Z-80 CPU running at 4MHz and with 16K of RAM memory. Several of the games also make use of joystick controls (Cromemco model JS-1)

*Registered trademark of Cromemco

interfaced to the computer using the Cromemco model D+7A analog interface.

After loading the game diskette, you will receive the following response on your display console:

CROMEMCO DAZZLER GAMES

A.

In response to the CDOS prompt "A." you can type "DIR" to get a complete directory of the Dazzler games on your diskette. You can begin execution of any of these games by simply typing the name of the game exactly as it appears in the directory followed by a carriage return. Since directory names are limited to a maximum of eight characters, several of the names are abbreviated, as can be seen in the directory listing. For example, to run Kaleidoscope you will type:

A. KALEIDO

To terminate any game simply depress the computer reset switch then depress the carriage return key on your terminal three or four times until you again receive the prompt to select another game:

CROMEMCO DAZZLER GAMES

A.

This manual contains operating instructions for each of the Dazzler games on your diskette. In addition, source code listings for two of the games (GOTCHA and DAZZLE-DOODLE) are given here as illustrative examples of Dazzler programming technique. The source code for GOTCHA was assembled using

the Cromemco CDOS Z-80 assembler while the source code for DAZZLE-DOODLE was assembled by hand.

Please also note that Appendix A details engineering modifications required for REV B and REV C series Dazzlers to assure compatibility with subsequent Cromemco products.

CHASE!

CHASE! is a two-person competitive game using two Cromemco JS-1 joystick consoles. The game display is generated on a color TV using the Cromemco Dazzler TV interface.

The game begins with a cross and a circle in opposite corners of the playing field. One joystick controls the cross, the other the circle. The object is for the cross to catch the circle. The game score is automatically kept as is the time remaining. The player controlling the cross gains a point every time he catches the circle. When the time for the first half of the game is exhausted, the second half can be entered by depressing button number two on the joystick console. During the second half of the game, the second player now controls the cross and gains points as he catches the circle (now controlled by the first player). At the end of the game, the score of both players is displayed on the screen.

The game is begun by pushing switch number one on the joystick console. The game can be restarted at any time by pushing button number four on the joystick console.

DAZZLE DOODLE

The Cromemco Dazzle-Doodle software is designed to allow the user to draw full-color pictures on the screen of an ordinary color TV under joystick control. The hardware required is a Cromemco JS-1 joystick console, a Cromemco D+7A interface for the joystick console, and a Cromemco TV Dazzler for the TV display interface. When using the Cromemco Dazzler games diskette, simply type "DOODLE" to begin execution of this program.

To use the Dazzle-Doodle program simply depress either button 2, 3, or 4 on the joystick console and begin "drawing" with the joystick. Button 2 is for red, 3 gives green, and button 4 is for blue. More than one of these buttons may be depressed for a combination of colors. Button 1 is used to erase the picture. The screen may also be filled with color by depressing button 1 while at the same time depressing one or more of buttons 2, 3, or 4. A source listing of the program is given below:

Address	Contents	Comments
000 000	303 JMP	Jump to main program (optional instruction for execution to begin at zero in memory).
000 001	000	
000 002	002	
002 000	076 MVI , A	Main program begins here.
001	204	
002	323 OUT	
003	016	Out to Dazzler to display picture from 2K to 4K in memory.
004	076 MVI , A	
005	060	
006	323 OUT	Out to Dazzler for 64X64 mode full color.
007	017	
010	333 IN	
011	030	Input from JS-1 console switches.
012	057 CMA	
013	366 ORI	
014	020	
015	037 RAR	
016	107 MOV B , A	
017	332 JC	Save in B register state of switches. Jump if switch #1 is depressed.

Address	Contents	Comments
002 020	146	
021	002	
022	333 IN	Input joystick x-axis.
023	031	
024	306 ADI	
025	100	
026	362 JP	Jump if voltage within range.
027	033	
030	002	
031	006 MVI B	Otherwise put zeros in B register
032	000	to prevent screen write.
033	037 RAR	
034	137 MOV E , A	Put X displacement in E.
035	333 IN	Input joystick y-axis.
036	032	
037	306 ADI	
040	100	
041	362 JP	Jump if voltage within range.
042	046	
043	002	
044	006 MVI B	Otherwise put zeros in B register
045	000	to prevent screen write.
046	037 RAR	
047	057 CMA	
050	127 MOV D , A	Put Y displacement in D register.
051	000 NOP	
052	000 NOP	
053	000 NOP	
054	346 ANI	The following instructions are used to generate a 64X64 Dazzler address in HL given that the X,Y coordinates are in DE.
055	077	
056	147 MOV H , A	
057	346 ANI	
060	040	
061	204 ADD H	
062	147 MOV H , A	
063	173 MOV A , E	
064	346 ANI	
065	040	
066	264 ORA H	
067	017 RRC	
070	017 RRC	
071	017 RRC	
072	017 RRC	
073	147 MOV H , A	
074	173 MOV A , E	
075	017 RRC	
076	346 ANI	
077	017	
100	157 MOV L , A	
101	174 MOV A , H	
102	346 ANI	
103	360	
104	265 ORA L	
105	157 MOV L , A	
106	174 MOV A , H	

Address	Contents	Comments
002 107	346 ANI	
110	007	
111	366 ORI	This sets the addresses of picture
112	010	between 2K and 4K in memory.
113	147 MOV H , A	
114	116 MOV C , M	Fetch data byte from memory.
115	173 MOV A , E	
116	017 RRC	Put LSB of X in carry.
117	332 JC	Jump to write in upper nybble
120	132	of data byte.
121	002	
122	076 MVI A	
123	017	
124	240 ANA B	Strip color information from B.
125	261 ORA C	OR with present memory data.
126	167 MOV M , A	Replace with new memory data.
127	303 JMP	Jump back to the beginning.
130	004	
131	002	
132	076 MVI A	
133	017	
134	240 ANA B	Strip color information from B.
135	007 RLC	Shift into upper half of byte.
136	007 RLC	
137	007 RLC	
140	007 RLC	
141	261 ORA C	OR with present memory data.
142	167 MOV M , A	Replace with new memory data.
143	303 JMP	Jump back to the beginning.
144	004	
145	002	
146	041 LXI H	Start of memory clear routine.
147	000	Address of first byte
150	010	of Dazzler picture.
151	076 MVI A	
152	017	
153	240 ANA B	Strip color from B.
154	117 MOV C , A	
155	007 RLC	Copy in upper half of byte.
156	007 RLC	
157	007 RLC	
160	007 RLC	
161	261 ORA C	
162	117 MOV C , A	
163	161 MOV M , C	Store new data in memory.
164	043 INX H	Increment memory location.
165	174 MOV A , H	
166	376 CPI	Check to see if at 4K.
167	020	
170	322 JNC	Jump if through.
171	004	
172	002	
173	303 JMP	Otherwise loop for new location.
174	163	
175	002	

DAZZLE-MATION

General Description

The Dazzlemation program, written by Steve Dompier, is designed as an aid in the production of animated DAZZLER displays. The "Magenta Martini" animation is provided as one example of the type of animation possible using the Dazzlemation program.

Once the Dazzlemation program is entered into your computer, the animation sequence can be entered from your keyboard or paper tape reader. CONTROL R on your keyboard is the command to begin the display of the animated sequence.

Composing an Animation Sequence

Animation sequences are composed using your keyboard. First you should be familiar with these Dazzlemation Executive Commands:

- CONTROL Q - Begin a new sequence.
- CONTROL B - Stop cursor from flashing.
- CONTROL C - Delete cursor.
- CONTROL R - Run.
- CONTROL X - Stop and return to executive.

After depressing CONTROL Q on your keyboard to begin a new sequence, the sequence is drawn on your TV screen using keyboard entries. As you deposit the sequence, the direction of cursor motion is first set by these commands:

- N - Up
- M - Down
- COMMA - Left
- PERIOD - Right

For diagonal moves, hold down the SHIFT key while depressing N or M and then COMMA or PERIOD.

To set the intensity of each point as you deposit it in sequence use one of these two commands:

- H - High intensity
- L - Low intensity

Now you are ready to enter the animation sequence. The color of each point entered in the sequence is determined by which key is used to deposit that element:

R - Red
 G - Green
 Y - Yellow
 W - White
 B - Blue
 P - Purple
 C - Cyan
 RUBOUT - Black
 + - Pause

The following commands may be inserted in a program sequence:

CONTROL Z Clear screen, maintain trace memory when the screen is rewritten.

ESCAPE Clear screen, inhibit trace memory.

CONTROL S Programmed stop point.

For teletypes CONTROL - SHIFT K provides the ESCAPE function. For most other terminals, it is CONTROL SEMI - COLON.

After the Dazzlemation sequence is deposited from the keyboard, the cursor should be positioned at the point relative to the original drawing where the original sequence should be redrawn in the animation. To start the animation depress CONTROL R. As long as there is no CONTROL S in the sequence, the sequence will be redrawn on the screen again and again, the speed of execution being set by the sense switches. Each subsequent drawing in the animation will be displaced from the previous one precisely by the same amount the cursor was displaced from the original drawing at the time of execution. Note that CONTROL R clears CONTROL S, so should you want just a single execution of your sequence, CONTROL S must be set for each execution.

Once you have composed a Dazzlemation animation you may wish to save the animation on paper tape. The special Dazzlemation command SHIFT P can be used to punch your Dazzlemation sequence on paper tape. When using the SHIFT P command, be sure that a CONTROL S is used to terminate your sequence.

DOGFIGHT

The game of "Dogfight" is a two-player game using two Cromemco JS-1 joystick modules. Each player uses a joystick and four joystick pushbuttons to control his fighter plane on the Dazzler display.

The airplane's throttle is controlled by buttons 3 and 4 on the joystick console. Push both buttons 3 and 4 for maximum thrust. The joystick is the airplane's elevator control. Once flying speed is attained (by holding down buttons 3 and 4) pull back on the joystick to become airborne. An aeleron roll can be achieved by depressing buttons 2 on the joystick console. Machine gun fire is initiated by pressing button number 1.

The purpose of the game is to shoot the opponent out of the sky. You gain a point every time that a hit is scored. The dynamics of flight are carefully simulated in this game so that you must maintain flying speed to stay aloft.

The first player to gain 21 points is the winner of the game. At this point the game can be restarted by pressing all four buttons on each joystick console.

FOUR DIMENSIONAL TIC-TAC-TOE

Four dimensional tic-tac-toe is a logical extension of the familiar two dimensional tic-tac-toe. Once the basic concept of converting four dimensions into two is grasped, the game is easy to play.

Imagine first a four square by four square (16 squares) playing board. Stack three identical boards on top of the first such that each square on a board is the bottom of a cube. This is a three dimensional tic-tac-toe board, a cube composed of 64 small cubes. Any sequence of four cubes that spans the cube from one surface to another in a straight line is a winning combination. To visualize these combinations more easily, imagine that instead of four horizontal boards, there were four vertical boards, or two boards (slightly stretched) placed between the edges of the cube, forming an "X". All sequences of squares that are winning combinations on the boards in two dimensions are also winning combinations in three dimensions. There are no other winning combinations in three dimensional tic-tac-toe. The same can be tried in two dimensions using a one dimensional board to find the winning combination.

Before proceeding to four dimensions, the three dimensional playing board must be represented in two dimensions. This is simple to do by unstacking the four two dimensional boards which compose the three dimensional board, and lying them top to bottom in a column. Instead of trying to visualize a four dimensional tic-tac-toe board, it is much easier to convert it into three dimensions. A four dimensional board becomes four three dimensional boards side by side in a row. The three dimensional

representation can be compressed into two dimensions by unstacking the four two dimensional boards each three dimensional board is composed of, and placing them in columns. That leaves sixteen boards arranged four by four, each of which contains sixteen squares arranged four by four.

To find all the combinations use the two dimensional representation of a three dimensional board (four two dimensional boards in a column). Superimpose it on the four rows, four columns, and (with each board turned 45°) the two diagonals of two dimensional boards which make up the four dimensional board. Each sequence of four squares that corresponds to a winning combination on the superimposed three dimensional board is also a winning combination in four dimensional tic-tac-toe. There are no other winning combinations.

The four dimensional board represented in two dimensions looks like a big two dimensional board whose squares are smaller two dimensional boards. The similarity is very useful. Each small board has ten winning combinations. Each combination can be represented by a sequence of four squares. The sequence can be given in two different directions. The same combinations can be used to specify a sequence of small boards within the big board. Two sequences, specifying a board and a square within that board are combined to specify a sequence of four squares in four dimensions.

Using the winning combinations of two dimensional tic-tac-toe, specified by sequences of squares in both directions, any two sequences may be combined to give a winning combination in four dimensional tic-tac-toe. In addition to these combinations, each board is a tic-tac-toe game in itself, and the square's position can remain constant while the boards follow some winning sequence.

How to Play the Game

The four dimensional tic-tac-toe program is a game in which one person plays against the computer. The player makes his move by selecting the number which corresponds to the square he wishes to occupy. The computer will show this move on a color television display controlled by a Cromemco Dazzler. The computer then makes its move, which is shown on the television display.

The first 1.75K of memory contains the program. The next .25K of memory is reserved for the program stack. The display is located from 2K to 2.5K (this must be static RAM). A .5K workspace fills the rest of the 3K. All of the non-program memory must be RAM.

The program starts from location 0000. When started, it disables the interrupt system, and turns on the Dazzler display. It then asks if it can play first. If a "Y" is typed, the computer will make the first move. If any other character is typed, then the player may make the first move. A playing board is then constructed on the display, and the computer is ready to accept the player's move. If the computer made the first move, that move will be displayed. The computer will then accept the player's move.

The player enters his move by entering from a ASCII keyboard the number of the square he wishes to take (see Figure 1). The computer will make sure the square has not been taken. The computer is then ready to accept another input. If the square is unoccupied, the square's number is output to the lights and is marked in yellow on the display. If the player is unsatisfied with his move, he may type a space. The computer will extinguish the yellow square, and wait for another move to be input. If the player is satisfied with his move, he may type a return and the

computer will change the yellow square to the player's color. The computer will then make its move. When that move appears on the screen and on the lights, the computer is ready to accept the player's next move. If the move appears in white, the game is a tie, and the program jumps to the beginning.

If the computer discovers that the player has four squares in a row, it will turn the winning squares green and jump to the beginning of the program. If the computer finds that it will have four in a row after it makes its move, it turns the possible winning squares yellow. If the player does not also have four squares in a row, the computer will turn the yellow squares white, output the winning square's number to the lights, and jump to the beginning of the program. If the player does have four in a row, the computer will turn those squares green and jump to the beginning of the program.

How the Program Operates

The computer makes its moves by examining each winning combination of four squares. The computer determines which of nine categories each combination fits into. The nine categories are: all the squares empty; one, two, three, or four squares occupied by the player and the rest empty; one, two, or three squares occupied by the player and the rest empty; or some squares occupied by the player and some by the computer. In the later case, the computer does nothing and continues on to the next combination. In the cases where zero, one, or two squares are occupied, the computer uses two words of memory corresponding to each square. This forms a sixteen bit word for each square. If all the squares are empty, then, for each square, the computer adds one to the

least significant word in memory corresponding to the empty square. If the computer or the player occupies one square, and the rest are empty, then for each square the computer adds one to the most significant word in memory which corresponds to the empty square. If the player has two squares, the computer adds 10H to the most significant words in memory corresponding to the two empty squares. The computer will not add more than 30H to any one square. If the computer has two squares, it adds 40H to the most significant words corresponding to the two empty squares. The computer will not add more than 0COH to any one square.

In the cases where three squares are occupied, the computer remembers which square was empty. If the player has three squares, then the computer must block him by taking the empty square. If the computer has three squares, then it will remember the empty square it needs to win, and forget about blocking. It will turn all four squares yellow, and continue on to see if the player has won.

If the player has four squares in a row, then the computer stops looking at winning combinations. It will turn the winning squares green and jump to the beginning of the program.

After all winning combinations have been looked at, the computer must decide which square it wants to take. If the player has won, the computer will not reach this point. It first checks to see if it has already chosen a winning square. If it has, it will output that square on the lights, change the yellow squares to red, and jump to the beginning of the program. If it has chosen a blocking square, it will output that square to the lights and display and wait for the player's next move.

If no square has already been chosen, the computer must look at the words of memory which correspond to the squares. The computer will pick the square whose two words of memory contain the greatest sixteen bit value. The selected square is output on the lights and display, and the computer waits for the player's move. If the game turns out to be a tie, the computer will output its move in red and jump to the beginning of the program.

Note- In addition to a Cromemco Dazzler to generate the color TV display, a CRT terminal or Teletype is required to play 4D TIC TAC TOE. Messages from the computer appear on the teletype or CRT display while the keyboard is used for input.

THE BOARD

00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
10	11	12	13	14	15	16	17	18	19	1A	1B	1C	1D	1E	1F
20	21	22	23	24	25	26	27	28	29	2A	2B	2C	2D	2E	2F
30	31	32	33	34	35	36	37	38	39	3A	3B	3C	3D	3E	3F
40	41	42	43	44	45	46	47	48	49	4A	4B	4C	4D	4E	4F
50	51	52	53	54	55	56	57	58	59	5A	5B	5C	5D	5E	5F
60	61	62	63	64	65	66	67	68	69	6A	6B	6C	6D	6E	6F
70	71	72	73	74	75	76	77	78	79	7A	7B	7C	7D	7E	7F
80	81	82	83	84	85	86	87	88	89	8A	8B	8C	8D	8E	8F
90	91	92	93	94	95	96	97	98	99	9A	9B	9C	9D	9E	9F
A0	A1	A2	A3	A4	A5	A6	A7	A8	A9	AA	AB	AC	AD	AE	AF
B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	BA	BB	BC	BD	BE	BF
C0	C1	C2	C3	C4	C5	C6	C7	C8	C9	CA	CB	CC	CD	CE	CF
D0	D1	D2	D3	D4	D5	D6	D7	D8	D9	DA	DB	DC	DD	DE	DF
E0	E1	E2	E3	E4	E5	E6	E7	E8	E9	EA	EB	EC	ED	EE	EF
F0	F1	F2	F3	F4	F5	F6	F7	F8	F9	FA	FB	FC	FD	FE	FF

Fig. 1

GOTCHA!

GOTCHA! pits you against your opponent on a colorful game in which you try to occupy the playing field while blocking your opponent's access.

RED starts in the upper left hand corner of the board; BLUE in the lower right. At START, RED begins travelling downward, leaving a solid red line, and BLUE travels upward, leaving a blue line. Direction is altered by the Cromemco Joystick controls. If a player hits a boundary, himself, or the other player's line, his opponent scores a point. The game continues until nine points have been scored by one player. Pushbutton 1 starts the game and pushbutton 3 resets it to zero.

Pushbutton 2 speeds up the progress of the lines and can be used strategically against your opponent.

A source listing of the GOTCHA! program is given on the following pages.

CROMEMCO CDOS Z80 ASSEMBLER V.1.4A
 GOTCHA, GOTCHA, GOTCHA !!!!!!!!!!!!!!!

```

0000      0002 ;
0000 F3      0003 ; THIS IS THE EXCITING GAME OF GOTCHA !!!!!!!
0001 315B03   0004 ;
0004 CDBE00   0005      ORG      0
0007 CDFB02   0006 START:  DI
000A 2A1403   0007      LD      SP, STACK
000D EB      0008      CALL     INIT          ; INIT PROGRAM
000E 3E09     0009      CALL     WONE         ; WAIT FOR BUTTON ONE
0010 321A03   0010 MAIN:  LD      HL, (POS1)    ; POSITION, PLAYER 1
0013 3A1803   0011      EX       DE, HL        ; PUT IN DE
0016 CD1602   0012      LD      A, P1COLR     ; COLOR, PLAYER 1
0019 EB      0013      LD      (NCOLOR), A
001A 221403   0014      LD      A, (DIR1)      ; DIRECTION, PLAYER 1
001D EB      0015      CALL     MOVDOT       ; MAKE MOVE
001E 010000   0016      EX       DE, HL
0021 CA2D00   0017      LD      (POS1), HL     ; STORE NEW XY
0024 C5      0018      EX       DE, HL
0025 3E0F     0019      LD      BC, 0          ; INIT FLAGS
0027 CDCB01   0020      JP       Z, MAN300      ; CAN MOVE
002A C1      0021      PUSH     BC            ; SAVE BC
002B 0601     0022      LD      A, 15         ; PAINT DOT WHITE
002D C5      0023      CALL     PUTCOL
002E 2A1603   0024      POP      BC           ; RESTORE BC
0031 EB      0025      LD      B, 1          ; SAY CAN'T MOVE
0032 3E0C     0026 MAN300: PUSH     BC        ; SAVE FLAGS
0034 321A03   0027      LD      HL, (POS2)    ; POSITION, PLAYER 2
0037 3A1903   0028      EX       DE, HL        ; PUT IN DE
003A CD1602   0029      LD      A, P2COLR     ; COLOR, PLAYER 2
003D EB      0030      LD      (NCOLOR), A
003E 221603   0031      LD      A, (DIR2)      ; DIRECTION, PLAYER 2
0041 EB      0032      CALL     MOVDOT       ; MAKE MOVE
0042 C1      0033      EX       DE, HL
0043 CA4F00   0034      LD      (POS2), HL     ; SAVE NEW XY
0046 C5      0035      EX       DE, HL
0047 3E0F     0036      POP      BC           ; RESTORE BC
0049 CDCB01   0037      JP       Z, MAN320      ; CAN MOVE
004C C1      0038      PUSH     BC            ; SAVE BC
004D 0E01     0039      LD      A, 15         ; PAINT DOT WHITE
004F 7B      0040      CALL     PUTCOL
0050 A7      0041      POP      BC           ; RESTORE BC
0051 C26900   0042      LD      C, 1          ; SAY CAN'T MOVE
0054 79      0043 MAN320: LD      A, B        ; GET 1ST FLAG
0055 A7      0044      AND      A
0056 CA9A00   0045      JP       NZ, MAN400     ; PLAYER 1 HIT
0059 CDA600   0046      LD      A, C
005C CA7B00   0047      AND      A
005F 211203   0048      JP       Z, MAN600      ; NOBODY HIT
0062 34      0049      CALL     CPOS         ; CHECK IF RAN INTO EACH
0063 CD0401   0050      JP       Z, MAN450      ; YES
0064      0051      LD      HL, NUM1         ; PT TO SCORE 1
0065      0052      INC      (HL)
0066      0053      CALL     DPLAY1         ; DISPLAY NEW SCORE

```

CROMEMCO CDDS Z80 ASSEMBLER V. 1. 4A
 GOTCHA, GOTCHA, GOTCHA !!!!!!!!!!!!!!!

0066 C37B00	0054	JP	MAN450	
	0055 ;			
0069 79	0056 MAN400:	LD	A, C	; GET 2ND FLAG
006A A7	0057	AND	A	
006B C27B00	0058	JP	NZ, MAN450	; BOTH HIT
006E CDA600	0059	CALL	CPOS	; G, RAN INTO EACH OTHER
0071 CA7B00	0060	JP	Z, MAN450	; YES
0074 211303	0061	LD	HL, NUM2	; PT TO SCORE 2
0077 34	0062	INC	(HL)	
0078 CDF600	0063	CALL	DPLAY2	; DISPLAY NEW SCORE
007B CDB300	0064 MAN450:	CALL	SONG	; PLAY A SONG
007E 3A1203	0065 MAN500:	LD	A, (NUM1)	; GET SCORE 1
0081 FE09	0066	CP	9	
0083 C8E00	0067	JP	Z, ENDRND	; END OF ROUND
0086 3A1303	0068	LD	A, (NUM2)	; GET SCORE 2
0089 FE09	0069	CP	9	
008B C29400	0070	JP	NZ, MAN550	; NOT END OF ROUND
008E CDFB02	0071 ENDRND:	CALL	WBONE	; WAIT FOR BUTTON 1
0091 CDBE00	0072	CALL	INIT	; RE-INIT PROGRAM
0094 CDD100	0073 MAN550:	CALL	DAZWRT	; REWRITE SCREEN
0097 C30A00	0074	JP	MAIN	; LOOP
	0075 ;			
009A CDD202	0076 MAN600:	CALL	WAIT	; WAIT A WHILE
009D CD3C02	0077	CALL	GNEW1	; GET NEW DIRECTIONS
00A0 CD5502	0078	CALL	GNEW2	
00A3 C30A00	0079	JP	MAIN	
	0080 ;			
	0081 ; COMPARE BOTH POSITIONS			
	0082 ; OUTPUT - Z SET IF EQUAL			
	0083 ;			
00A6 2A1403	0084 CPOS:	LD	HL, (POS1)	; POSITION, PLAYER 1
00A9 EB	0085	EX	DE, HL	
00AA 2A1603	0086	LD	HL, (POS2)	; POSITION, PLAYER 2
00AD 7A	0087	LD	A, D	
00AE BC	0088	CP	H	
00AF C0	0089	RET	NZ	; NOT EQUAL
00B0 7B	0090	LD	A, E	
00B1 BD	0091	CP	L	
00B2 C9	0092	RET		
	0093 ;			
	0094 ; PLAY A SONG			
	0095 ;			
00B3 21B900	0096 SONG:	LD	HL, SON090	
00B6 C3AE02	0097	JP	NOTES	
	0098 ;			
00B9 40	0099 SON090:	DB	40H	; VOLUME
00BA 7B	0100	DB	120	; FREQ. PARM
00BB F401	0101	DW	500	; DURATION
00BD 00	0102	DB	0	; END OF TABLE
	0103 ;			
	0104 ; INITIALIZE PROGRAM			
	0105 ;			

```

00BE 3E90          0106 INIT:   LD      A,090H
00C0 D30F          0107          OUT     15,A
00C2 3E82          0108          LD      A,[DISPLY SHR 9]+80H
00C4 D30E          0109          OUT     14,A
00C6 3E00          0110          LD      A,0
00CB 321203        0111          LD      (NUM1),A      ; INIT SCORE
00CB 321303        0112          LD      (NUM2),A
00CE CDFD01        0113          CALL    INTJOY      ; INIT JOY STICKS
                   0114 ;
                   0115 ;WRITE DAZZLER DISPLAY
                   0116 ;
00D1 210903        0117 DAZWRT: LD      HL,309H
00D4 221403        0118          LD      (POS1),HL      ; INIT POSITION FOR PLAYER
00D7 211C1C        0119          LD      HL,1C1CH
00DA 221603        0120          LD      (POS2),HL      ; INIT POSITION FOR PLAYER
00DD 3E02          0121          LD      A,2            ; DIRECTION 1 = DOWN
00DF 321803        0122          LD      (DIR1),A
00E2 3E01          0123          LD      A,1            ; DIRECTION 2 = UP
00E4 321903        0124          LD      (DIR2),A
00E7 210004        0125          LD      HL,DISPLY      ; PT TO DISPLAY
00EA 010002        0126          LD      BC,200H        ; LENGTH
00ED CDEE01        0127          CALL    CLEAR         ; CLEAR DISPLAY AREA
00F0 CD6D01        0128          CALL    BOARD        ; DISPLAY BOARDER
00F3 CD0401        0129          CALL    DPLAY1        ; DISPLAY 1ST SCORE
                   0130 ;
                   0131 ; DISPLAY 2ND SCORE
                   0132 ;
00F6 11001C        0133 DPLAY2: LD      DE,28*256      ; PT TO POSITION
00F9 3E0C          0134          LD      A,P2COLR      ; GET COLOR
00FB 321A03        0135          LD      (NCOLOR),A
00FE 3A1303        0136          LD      A,(NUM2)      ; GET SCORE
0101 C30F01        0137          JP      DSPNUM        ; DISPLAY NUMBER
                   0138 ;
                   0139 ; DISPLAY 1ST SCORE
                   0140 ;
0104 110001        0141 DPLAY1: LD      DE,100H        ; PT TO POSITION
0107 3E09          0142          LD      A,P1COLR      ; GET COLOR
0109 321A03        0143          LD      (NCOLOR),A
010C 3A1203        0144          LD      A,(NUM1)      ; GET SCORE
                   0145 ;
                   0146 ; DISPLAY 3X5 DIGIT ON DAZZLER
0147 ; INPUT - DE CONTAINS TOP,LEFT X,Y FOR NUMBER
0148 ;             A CONTAINS NUMBER
0149 ;
010F 213D01        0150 DSPNUM: LD      HL,DNMTAB      ; PT TO DIGIT TABLE
0112 E60F          0151          AND     15
0114 47            0152          LD      B,A
0115 87            0153          ADD     A
0116 80            0154          ADD     B
0117 CDF801        0155          CALL    ADDAHL        ; PT TO CORRECT NUMBER
011A 0E03          0156          LD      C,3            ; COUNTER
011C 0605          0157 DNM300: LD      B,5            ; COUNTER

```

011E 7E	0158	LD	A, (HL)	; GET BYTE FROM TABLE
011F 17	0159 DNM320:	RLA		; GET 1ST BIT
0120 F5	0160	PUSH	AF	; SAVE AF
0121 3A1A03	0161	LD	A, (NCOLOR)	; GET COLOR FOR NUMBER
0124 DA2801	0162	JP	C, DNM350	; DO PUT COLOR THERE
0127 97	0163	SUB	A	; DO NOT PUT COLOR THERE
0128 CDCB01	0164 DNM350:	CALL	PUTCOL	; PUT COLOR
012B F1	0165	POP	AF	; RESTORE AF
012C 1C	0166	INC	E	; INC Y POSITION
012D 05	0167	DEC	B	; COUNT DOWN
012E C21F01	0168	JP	NZ, DNM320	; LOOP
0131 1D	0169	DEC	E	
0132 1D	0170	DEC	E	
0133 1D	0171	DEC	E	
0134 1D	0172	DEC	E	
0135 1D	0173	DEC	E	
0136 14	0174	INC	D	; INC X POSITION
0137 23	0175	INC	HL	; PT TO NEXT BYTE
0138 0D	0176	DEC	C	; COUNT DOWN
0139 C21C01	0177	JP	NZ, DNM300	; LOOP
013C C9	0178	RET		
	0179 ;			
013D F888F8	0180 DNMTAB:	DB	0F8H, 088H, 0F8H	; ZERO
0140 0000F8	0181	DB	000H, 000H, 0F8H	; ONE
0143 B8A8E8	0182	DB	088H, 0A8H, 0E8H	; TWO
0146 A8A8F8	0183	DB	0A8H, 0A8H, 0F8H	; THREE
0149 E020F8	0184	DB	0E0H, 020H, 0F8H	; FOUR
014C E8A8B8	0185	DB	0E8H, 0A8H, 088H	; FIVE
014F F8A8B8	0186	DB	0F8H, 0A8H, 088H	; SIX
0152 B080F8	0187	DB	080H, 080H, 0F8H	; SEVEN
0155 F8A8F8	0188	DB	0F8H, 0A8H, 0F8H	; EIGHT
0158 E0A0F8	0189	DB	0E0H, 0A0H, 0F8H	; NINE
015B F8A0F8	0190	DB	0F8H, 0A0H, 0F8H	; A
015E F82838	0191	DB	0F8H, 028H, 038H	; B
0161 F88888	0192	DB	0F8H, 088H, 088H	; C
0164 3828F8	0193	DB	038H, 028H, 0F8H	; D
0167 F8A8A8	0194	DB	0F8H, 0A8H, 0A8H	; E
016A F8A0A0	0195	DB	0F8H, 0A0H, 0A0H	; F
	0196 ;			
	0197 ;			
	0197 ;			
	0197 ;			
	0197 ;			
016D 110600	0199 BOARD:	LD	DE, 6	; START OF BOARDER
0170 0620	0200	LD	B, 32	; LENGTH OF BOARDER
0172 3E0A	0201 BRD300:	LD	A, BCOLOR	; COLOR OF BOARDER
0174 CDCB01	0202	CALL	PUTCOL	; PUT COLOR
0177 14	0203	INC	D	; INC X PTR
0178 05	0204	DEC	B	; COUNT DOWN
0179 C27201	0205	JP	NZ, BRD300	; LOOP UNTIL DONE
017C 111F00	0206	LD	DE, 31	
017F 0620	0207	LD	B, 32	; LENGTH
0181 3E0A	0208 BRD320:	LD	A, BCOLOR	; COLOR OF BOARDER
0183 CDCB01	0209	CALL	PUTCOL	; PUT COLOR

0186 14	0210	INC	D	; INC X PTR
0187 05	0211	DEC	B	; COUNT DOWN
0188 C28101	0212	JP	NZ, BRD320	; LOOP UNTIL DONE
0188 110700	0213	LD	DE, 7	
018E 061B	0214	LD	B, 24	; LENGTH
0190 3E0A	0215 BRD340:	LD	A, BCOLOR	; COLOR OF BOARDER
0192 CDCB01	0216	CALL	PUTCOL	; PUT COLOR
0195 1C	0217	INC	E	; INC Y PTR
0196 05	0218	DEC	B	; COUNT DOWN
0197 C29001	0219	JP	NZ, BRD340	; LOOP UNTIL THRU
019A 11071F	0220	LD	DE, 1F07H	
019D 061B	0221	LD	B, 24	; LENGTH
019F 3E0A	0222 BRD360:	LD	A, BCOLOR	; COLOR OF BOARDER
01A1 CDCB01	0223	CALL	PUTCOL	; PUT COLOR
01A4 1C	0224	INC	E	; INC Y PTR
01A5 05	0225	DEC	B	; COUNT DOWN
01A6 C29F01	0226	JP	NZ, BRD360	; LOOP
01A9 C9	0227	RET		
	0228 ;			
	0229 ; POINT TO DOT			
	0230 ; INPUT - DE CONTAINS XY			
	0231 ; OUTPUT - HL PTS TO NIBBLE			
	0232 ;			
	0233 ;			
01AA 6B	0234 DOTPTR:	LD	L, E	; GET Y POSITION
01AB 2600	0235	LD	H, 0	
01AD 29	0236	ADD	HL, HL	; MULTIPLY BY 16
01AE 29	0237	ADD	HL, HL	
01AF 29	0238	ADD	HL, HL	
01B0 29	0239	ADD	HL, HL	
01B1 7A	0240	LD	A, D	; GET X POSITION
01B2 1F	0241	RRA		; DIVIDE BY 2
01B3 F5	0242	PUSH	AF	; SAVE CARRY
01B4 CDFB01	0243	CALL	ADDAHL	; ADD TO HL
01B7 010004	0244	LD	BC, DISPLY	; PT TO DISPLAY
01BA 09	0245	ADD	HL, BC	; PT TO CORRECT DOT
01BB F1	0246	POP	AF	; RESTORE CARRY
01BC C9	0247	RET		
	0248 ;			
	0249 ; GET DOT			
	0250 ; INPUT - DE CONTAINS XY			
	0251 ; OUTPUT - A CONTAINS COLOR			
	0252 ;			
01BD CDAA01	0253 GETCOL:	CALL	DOTPTR	; PT TO NIBBLE
01C0 7E	0254	LD	A, (HL)	; GET BYTE
01C1 D2CB01	0255	JP	NC, GCL300	; BOTTOM NIBBLE
01C4 1F	0256	RRA		; GET TOP NIBBLE
01C5 1F	0257	RRA		
01C6 1F	0258	RRA		
01C7 1F	0259	RRA		
01C8 E60F	0260 GCL300:	AND	15	
01CA C9	0261	RET		

CROMEMCO CDOS Z80 ASSEMBLER V. 1. 4A
 GOTCHA, GOTCHA, GOTCHA !!!!!!!!!!!!!!!

```

                                0262 ;
                                0263 ;PUT COLOR
                                0264 ;INPUT - A CONTAINS COLOR
                                0265 ;      DE CONTAINS X,Y POSITION
                                0266 ;
01CB E5      0267 PUTCOL: PUSH    HL                ; SAVE REGISTERS
01CC C5      0268          PUSH    BC
01CD F5      0269          PUSH    AF                ; SAVE COLOR
01CE CDAA01  0270          CALL    DOTPTR            ; PT TO NIBBLE
01D1 C1      0271          POP     BC                ; GET COLOR
01D2 78      0272          LD      A,B              ; MOVE COLOR TO A
01D3 D2E301  0273          JP      NC,PTC400         ; BOTTOM NIBBLE
01D6 17      0274          RLA                     ; TOP NIBBLE
01D7 17      0275          RLA
01D8 17      0276          RLA
01D9 17      0277          RLA
01DA E6F0    0278          AND     OFOH              ; AND OFF BOTTOM NIBBLE
01DC 47      0279          LD      B,A              ; SAVE
01DD 7E      0280          LD      A,(HL)           ; GET DAZZLER BYTE
01DE E60F    0281          AND     15               ; AND OFF TOP NIBBLE
01E0 C3E901  0282          JP      PTC900
                                0283 ;
01E3 E60F    0284 PTC400: AND     15               ; AND OFF TOP NIBBLE
01E5 47      0285          LD      B,A              ; SAVE
01E6 7E      0286          LD      A,(HL)           ; GET DAZZLER BYTE
01E7 E6F0    0287          AND     OFOH              ; AND OFF BOTTOM NIBBLE
01E9 B0      0288 PTC900: OR      B                ; COMBINE NIBBLES
01EA 77      0289          LD      (HL),A           ; PUT IN DISPLAY
01EB C1      0290          POP     BC              ; RESTORE REGISTERS
01EC E1      0291          POP     HL
01ED C9      0292          RET
                                0293 ;
                                0294 ;CLEAR AREA WITH ZERO'S
                                0295 ;INPUT - HL PT TO AREA
                                0296 ;      BC CONTAIN LENGTH
                                0297 ;
01EE 78      0298 CLEAR:  LD      A,B
01EF B1      0299          OR      C
01F0 C8      0300          RET      Z              ; LENGTH = 0
01F1 97      0301          SUB     A              ; CLEAR A
01F2 77      0302          LD      (HL),A           ; CLEAR BYTE
01F3 23      0303          INC     HL              ; PT TO NEXT BYTE
01F4 0B      0304          DEC     BC              ; COUNT DOWN
01F5 C3EE01  0305          JP      CLEAR            ; LOOP
                                0306 ;
                                0307 ;ADD A TO HL
                                0308 ;
01F8 85      0309 ADDAHL:  ADD     L
01F9 6F      0310          LD      L,A
01FA D0      0311          RET      NC
01FB 24      0312          INC     H
01FC C9      0313          RET

```

```

                                0314 ;
                                0315 ; INITIALIZE JOY STICKS
                                0316 ;
01FD DB1A                      0317 INTJOY: IN      A, JOY1UD      ; GET UP/DOWN JOY STICK 1
01FF 2F                        0318                CPL
0200 320E03                    0319                LD      (AJ1UD), A      ; ADJUSTMENT
0203 DB19                      0320                IN      A, JOY1RL      ; GET RIGHT/LEFT JOY STICK
0205 2F                        0321                CPL
0206 320F03                    0322                LD      (AJ1RL), A      ; ADJUSTMENT
0209 DB1C                      0323                IN      A, JOY2UD      ; GET UP/DOWN JOY STICK 2
020B 2F                        0324                CPL
020C 321003                    0325                LD      (AJ2UD), A      ; ADJUSTMENT
020F DB1B                      0326                IN      A, JOY2RL      ; GET RIGHT/LEFT JOY STICK
0211 2F                        0327                CPL
0212 321103                    0328                LD      (AJ2RL), A      ; ADJUSTMENT
0215 C9                        0329                RET
                                0330 ;
                                0331 ; MOVE DOT FOR PLAYER
                                0332 ; INPUT - DE CONTAINS XY FOR CURRENT POSITION
                                0333 ;          A CONTAINS DIRECTION TO MOVE
                                0334 ;          NCOLOR CONTAINS PLAYER'S COLOR
                                0335 ; OUTPUT - DE CONTAINS NEW XY
                                0336 ;          Z SET IF CAN MOVE
                                0337 ;
0216 3D                        0338 MOVDOT: DEC      A
0217 CA2602                    0339                JP      Z, MDT300      ; MOVE UP
021A 3D                        0340                DEC      A
021B CA2A02                    0341                JP      Z, MDT320      ; MOVE DOWN
021E 3D                        0342                DEC      A
021F CA2E02                    0343                JP      Z, MDT340      ; MOVE RIGHT
0222                                0344                                ; MOVE LEFT
0222 15                        0345                DEC      D      ; MOVE X POSITION LEFT
0223 C32F02                    0346                JP      MDT400
                                0347 ;
0226 1D                        0348 MDT300: DEC      E      ; MOVE Y POSITION UP
0227 C32F02                    0349                JP      MDT400
                                0350 ;
022A 1C                        0351 MDT320: INC      E      ; MOVE Y POSITION DOWN
022B C32F02                    0352                JP      MDT400
                                0353 ;
022E 14                        0354 MDT340: INC      D      ; MOVE X POSITION RIGHT
022F CDBD01                    0355 MDT400: CALL    GETCOL      ; GET COLOR
0232 A7                        0356                AND      A
0233 C0                        0357                RET      NZ      ; CAN'T MOVE
0234 3A1A03                    0358                LD      A, (NCOLOR)      ; GET COLOR
0237 CDCB01                    0359                CALL    PUTCOL      ; PUT COLOR
023A 97                        0360                SUB      A      ; SAY MOVED
023B C9                        0361                RET
                                0362 ;
                                0363 ; GET NEW DIRECTION FOR PLAYER 1
                                0364 ;
023C 3A0E03                    0365 GNEW1: LD      A, (AJ1UD)      ; GET ADJUSTMENT

```

CROMEMCO CDOS Z80 ASSEMBLER V. 1. 4A
 GOTCHA, GOTCHA, GOTCHA !!!!!!!!!!!!!!!

```

023F 47          0366          LD      B, A
0240 DB1A        0367          IN      A, JOY1UD      ; READ JOY STICK UP/DOWN
0242 80          0368          ADD     B              ; ADJUST
0243 47          0369          LD      B, A
0244 3A0F03      0370          LD      A, (AJ1RL)      ; GET ADJUSTMENT
0247 4F          0371          LD      C, A
0248 DB19        0372          IN      A, JOY1RL      ; READ RIGHT/LEFT
024A 81          0373          ADD     C              ; ADJUST
024B 4F          0374          LD      C, A
024C CD6E02      0375          CALL    FNDDIR          ; FIND DIRECTION
024F A7          0376          AND     A
0250 C8          0377          RET      Z              ; NO CHANGE
0251 321803      0378          LD      (DIR1), A      ; CHANGE DIRECTION
0254 C9          0379          RET

0380 ;
0381 ; GET NEW DIRECTION FOR PLAYER 2
0382 ;
0255 3A1003      0383 GNEW2: LD      A, (AJ2UD)      ; GET ADJUSTMENT
0258 47          0384          LD      B, A
0259 DB1C        0385          IN      A, JOY2UD      ; READ UP/DOWN
025B 80          0386          ADD     B              ; ADJUST
025C 47          0387          LD      B, A
025D 3A1103      0388          LD      A, (AJ2RL)      ; GET ADJUSTMENT
0260 4F          0389          LD      C, A
0261 DB1B        0390          IN      A, JOY2RL      ; READ RIGHT/LEFT
0263 81          0391          ADD     C              ; ADJUST
0264 4F          0392          LD      C, A
0265 CD6E02      0393          CALL    FNDDIR          ; FIND DIRECTION
0268 A7          0394          AND     A
0269 C8          0395          RET      Z              ; NO CHANGE
026A 321903      0396          LD      (DIR2), A      ; CHANGE DIRECTION
026D C9          0397          RET

0398 ;
0399 ; FIND DIRECTION
0400 ; INPUT - B CONTAINS UP/DOWN
0401 ;          C CONTAINS RIGHT/LEFT
0402 ; OUTPUT - A CONTAINS DIRECTION
0403 ;
026E 78          0404 FNDDIR: LD      A, B              ; GET UP/DOWN
026F A7          0405          AND     A
0270 FA7802      0406          JP      M, FDR300      ; DOWN
0273 1601        0407          LD      D, 1              ; UPWARD
0275 C37C02      0408          JP      FDR320
0409 ;
0278 1602        0410 FDR300: LD      D, 2              ; DOWNWARD
027A 2F          0411          CPL              ; COMPLIMENT
027B 47          0412          LD      B, A              ; SAVE COMPLIMENT
027C FE40        0413 FDR320: CP      40H
027E D28302      0414          JP      NC, FDR330      ; LARGE MOVEMENT
0281 1600        0415          LD      D, 0              ; NO CHANGE
0283 79          0416 FDR330: LD      A, C              ; GET RIGHT/LEFT
0284 A7          0417          AND     A

```

CROMEMCO CDOS Z80 ASSEMBLER V.1.4A
 GOTCHA, GOTCHA, GOTCHA !!!!!!!!!!!!!!!

0285 FA8D02	0418	JP	M, FDR400	; LEFT
0288 1E03	0419	LD	E, 3	; RIGHT
028A C39102	0420	JP	FDR420	
	0421	;		
028D 1E04	0422 FDR400:	LD	E, 4	; LEFT
028F 2F	0423	CPL		; COMPLIMENT
0290 4F	0424	LD	C, A	; SAVE COMPLIMENT
0291 FE40	0425 FDR420:	CP	40H	
0293 D29802	0426	JP	NC, FDR430	; LARGE MOVEMENT
0296 1E00	0427	LD	E, 0	; NO CHANGE
0298 7A	0428 FDR430:	LD	A, D	
0299 93	0429	SUB	E	
029A C8	0430	RET	Z	; NO CHANGE
029B 7A	0431	LD	A, D	
029C A7	0432	AND	A	
029D CAAA02	0433	JP	Z, FDR500	; MUST BE RIGHT/LEFT
02A0 7B	0434	LD	A, E	
02A1 A7	0435	AND	A	
02A2 CAAC02	0436	JP	Z, FDR550	; MUST BE UP/DOWN
02A5 7B	0437	LD	A, B	
02A6 B9	0438	CP	C	
02A7 DAAA02	0439	JP	C, FDR500	; MUST BE RIGHT/LEFT
02AA 7B	0440 FDR500:	LD	A, E	
02AB C9	0441	RET		
	0442	;		
02AC 7A	0443 FDR550:	LD	A, D	
02AD C9	0444	RET		
	0445	;		
	0446	;	NOTES	
	0447	;	THIS ROUTINE PLAYS THE NOTES POINTED TO BY HL.	
	0448	;	1ST BYTE = VOLUME	
	0449	;	2ND BYTE = FREQ. PARM	
	0450	;	3RD BYTE = LOW BYTE OF DURATION	
	0451	;	4TH BYTE = HIGH BYTE OF DURATION	
	0452	;		
02AE 7E	0453 NOTES:	LD	A, (HL)	; GET VOLUME
02AF A7	0454	AND	A	
02B0 C8	0455	RET	Z	; END OF NOTES
02B1 47	0456	LD	B, A	; MOVE VOLUME TO B
02B2 23	0457	INC	HL	
02B3 4E	0458	LD	C, (HL)	; GET FREQ. PARM
02B4 23	0459	INC	HL	
02B5 5E	0460	LD	E, (HL)	; GET DURATION LOW
02B6 23	0461	INC	HL	
02B7 56	0462	LD	D, (HL)	; GET DURATION HIGH
02B8 23	0463	INC	HL	
02B9 CDBF02	0464	CALL	TONE	; OUTPUT TONE
02BC C3AE02	0465	JP	NOTES	
	0466	;		
	0467	;	TONE ROUTINE	
	0468	;	INPUT - B CONTAINS VOLUME	
	0469	;	C CONTAINS FREQ. PARM	

CROMEMCO CDOS Z80 ASSEMBLER V. 1. 4A
 GOTCHA, GOTCHA, GOTCHA !!!!!!!!!!!!!!!

```

                                0470 ;          DE CONTAINS DURATION
                                0471 ;
02BF 0472 TONE:
02BF 78 0473 TON200: LD      A, B          ; GET VOLUME
02C0 2F 0474          CPL              ; COMPLIMENT
02C1 47 0475          LD      B, A        ; SAVE VOLUME
02C2 D319 0476          OUT     SPEEK1, A  ; OUTPUT TO SPEEKERS
02C4 D31B 0477          OUT     SPEEK2, A
02C6 79 0478          LD      A, C        ; GET FREQ. PARM
02C7 3D 0479 TON300: DEC     A            ; DEC COUNTER
02C8 C2C702 0480          JP      NZ, TON300 ; WAIT LOOP
02CB 1B 0481          DEC     DE          ; COUNT DOWN
02CC 7A 0482          LD      A, D
02CD B3 0483          OR      E
02CE C2BF02 0484          JP      NZ, TON200 ; NOT THRU
02D1 C9 0485          RET
                                0486 ;
                                0487 ; WAIT A WHILE
                                0488 ;
02D2 DB18 0489 WAIT:   IN      A, 18H      ; READ BUTTONS
02D4 E622 0490          AND     22H        ; LOOK AT BOTH 2'S
02D6 FE22 0491          CP      22H        ; Q, IS EITHER PUSHED
02D8 061E 0492          LD      B, 30      ; SLOW TIME
02DA CADF02 0493          JP      Z, DELAY   ; NONE PUSHED, SLOW TIME
02DD 060F 0494          LD      B, 15      ; FAST TIME
                                0495 ;
                                0496 ; DELAY
                                0497 ; INPUT - B CONTAINS TIME
                                0498 ;
02DF DB0E 0499 DELAY:  IN      A, 14        ; READ DAZZLER
02E1 FE3F 0500          CP      3FH
02E3 C2DF02 0501          JP      NZ, DELAY   ; WAIT FOR END OF FRAME
02E6 DB0E 0502 DLY300: IN      A, 14        ; READ DAZZLER
02E8 FE3F 0503          CP      3FH
02EA CAE602 0504          JP      Z, DLY300   ; WAIT FOR START OF FRAME
02ED 05 0505          DEC     B
02EE C2DF02 0506          JP      NZ, DELAY   ; DO IT AGAIN
02F1 DB18 0507          IN      A, 18H      ; READ BUTTONS
02F3 E644 0508          AND     44H
02F5 FE44 0509          CP      44H
02F7 C20B03 0510          JP      NZ, ABORT
02FA C9 0511          RET
                                0512 ;
                                0513 ; WAIT FOR BUTTON 1
                                0514 ; *** ABORT IF BUTTON 3 ****
                                0515 ;
02FB DB18 0516 WBONE:  IN      A, 18H      ; READ BUTTON
02FD E611 0517          AND     11H
02FF FE11 0518          CP      11H
0301 C0 0519          RET      NZ          ; BUTTON HIT
0302 DB18 0520          IN      A, 18H      ; READ BUTTONS
0304 E644 0521          AND     44H

```

CROMEMCO CDOS Z80 ASSEMBLER V. 1. 4A
 GOTCHA, GOTCHA, GOTCHA !!!!!!!!!!!!!!!

0306 FE44	0522	CP	44H	
0308 CAFB02	0523	JP	Z, WBONE	
030B C30000	0524 ABORT:	JP	0	; *** ABORT ***
	0525 ;			
(001A)	0526 JOY1UD:	EQU	1AH	; JOY STICK 1 UP/DOWN
(0019)	0527 JOY1RL:	EQU	19H	; JOY STICK 1 RIGHT/LEFT
(001C)	0528 JOY2UD:	EQU	1CH	; JOY STICK 2 UP/DOWN
(001B)	0529 JOY2RL:	EQU	1BH	; JOY STICK 2 RIGHT/LEFT
(0019)	0530 SPEEK1:	EQU	19H	; SPEEKER 1
(001B)	0531 SPEEK2:	EQU	1BH	; SPEEKER 2
	0532 ;			
030E (0001)	0533 AJ1UD:	DEFS	1	; ADJUSTMENT FOR JOY1UD
030F (0001)	0534 AJ1RL:	DEFS	1	; ADJUSTMENT FOR JOY1RL
0310 (0001)	0535 AJ2UD:	DEFS	1	; ADJUSTMENT FOR JOY2UD
0311 (0001)	0536 AJ2RL:	DEFS	1	; ADJUSTMENT FOR JOY2RL
	0537 ;			
0312 (0001)	0538 NUM1:	DEFS	1	; PLAYER 1 SCORE
0313 (0001)	0539 NUM2:	DEFS	1	; PLAYER 2 SCORE
0314 (0002)	0540 POS1:	DEFS	2	; PLAYER 1 POSITION
0316 (0002)	0541 POS2:	DEFS	2	; PLAYER 2 POSITION
0318 (0001)	0542 DIR1:	DEFS	1	; PLAYER 1 DIRECTION
0319 (0001)	0543 DIR2:	DEFS	1	; PLAYER 2 DIRECTION
	0544 ;			
(000A)	0545 BCOLOR:	EQU	0AH	; GREEN FOR BOARDER
031A (0001)	0546 NCOLOR:	DEFS	1	; COLOR FOR NUMBER
(0009)	0547 P1COLR:	EQU	09H	; PLAYER 1 COLOR = RED
(000C)	0548 P2COLR:	EQU	0CH	; PLAYER 2 COLOR = BLUE
	0549 ;			
031B (0040)	0550	DEFS	64	
(035B)	0551 STACK:	EQU	\$; STACK
	0552 ;			
(0400)	0553 DISPLY:	EQU	[\$-1]/512*512+512	
	0554 ;			
035B	0555	END		

0000 ERRORS

CROMEMCO CROSS REFERENCE LISTING V. 1.0 FOR FILE GOTCHA

ABORT	0525	0511		
ADDAHL	0308	0154	0242	
AJ1RL	0535	0321	0369	
AJ1UD	0534	0318	0364	
AJ2RL	0537	0327	0387	
AJ2UD	0536	0324	0382	
BCOLOR	0546	0200	0207	0214 0221
BOARD	0198	0127		
BRD300	0200	0204		
BRD320	0207	0211		
BRD340	0214	0218		
BRD360	0221	0225		
CLEAR	0297	0126	0304	
CPOS	0083	0048	0058	
DAZWRT	0116	0072		
DELAY	0500	0494	0502	0507
DIR1	0543	0013	0121	0377
DIR2	0544	0030	0123	0395
DISPLY	0554	0107	0124	0243
DLY300	0503	0505		
DNM300	0156	0176		
DNM320	0158	0167		
DNM350	0163	0161		
DNMTAB	0179	0149		
DOTPTR	0233	0252	0269	
DPLAY1	0140	0052	0128	
DPLAY2	0132	0062		
DSPNUM	0149	0136		
ENDRND	0070	0066		
FDR300	0409	0405		
FDR320	0412	0407		
FDR330	0415	0413		
FDR400	0421	0417		
FDR420	0424	0419		
FDR430	0427	0425		
FDR500	0439	0432	0438	
FDR550	0442	0435		
FNDDIR	0403	0374	0392	
GCL300	0259	0254		
GETCOL	0252	0354		
GNEW1	0364	0076		
GNEW2	0382	0077		
INIT	0105	0007	0071	
INTJOY	0316	0112		
JOY1RL	0528	0319	0371	
JOY1UD	0527	0316	0366	
JOY2RL	0530	0325	0389	
JOY2UD	0529	0322	0384	
MAIN	0009	0073	0078	
MAN300	0025	0019		
MAN320	0042	0036		
MAN400	0055	0044		
MAN450	0063	0049	0053	0057 0059

MAN500	0064
MAN550	0072 0069
MAN600	0075 0047
MDT300	0347 0338
MDT320	0350 0340
MDT340	0353 0342
MDT400	0354 0345 0348 0351
MOVDDOT	0337 0014 0031
NOLOR	0547 0012 0029 0134 0142 0160 0357
NOTES	0452 0096 0464
NUM1	0539 0050 0064 0110 0143
NUM2	0540 0060 0067 0111 0135
P1COLR	0548 0011 0141
P2COLR	0549 0028 0133
PDS1	0541 0009 0016 0083 0117
PDS2	0542 0026 0033 0085 0119
PTC400	0283 0272
PTC900	0287 0281
PUTCOL	0266 0022 0039 0163 0201 0208 0215 0222 0358
SNOO90	0098 0095
SONG	0095 0063
SPEEK1	0531 0477
SPEEK2	0532 0478
STACK	0552 0006
START	0005
TON200	0474 0485
TON300	0480 0481
TONE	0473 0463
WAIT	0490 0075
WBONE	0517 0008 0070 0524

KALEIDOSCOPE

KALEIDOSCOPE, written by Li-Chen Wang, is surely one of the most colorful Dazzler programs. No keyboard is required, and there are no controls to operate. Just sit back and marvel at what a program only 127 bytes long can do.

KALEIDOSCOPE uses the first 2.5K of memory space. The upper 2K of this area is reserved for the Dazzler picture. The lower 127 bytes are used for the program.

When using KALEIDOSCOPE from the Cromemco Dazzler games diskette, simply type "KALEIDO" to begin program execution.

LIFE

The game of LIFE was first introduced in the October 1970 issue of Scientific American magazine. The game is described in the following issues of Scientific American: October 1970, p. 120; February 1971, p. 112; April 1971, p. 116. The Dazzler-Life program is a truly spectacular full-color interpretation of the interesting and varied game of LIFE.

Operation

Once the LIFE program is loaded into the computer, an initial colony of cells can be drawn on the TV screen using keyboard controls.

C	move cursor
D	deposit data and move cursor
E	erase data and move cursor

The motion of the cursor in the above functions continues in a given direction until that direction is changed by one of the following:

W	move cursor up
Z	move cursor down
A	move cursor to the left
S	move cursor to the right
RETURN	move cursor to the left edge
Q	move cursor home

Note that W, Z, A and S form a diamond-shaped pattern on the keyboard.

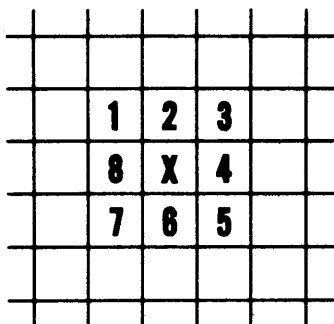
The cursor can be made to move diagonally by using the control key in conjunction with W, Z, A and S. For example, if control-W is pushed followed by control-S, the cursor will then move diagonally up to the right until changed by further keystrokes.

Once the initial colony is complete, the following keys can be used to control the evolution of the cells.

G	go (starts the evolution)
F	freeze (halts the evolution until the space-bar is pushed)
CONTROL-X	kill the entire colony and start over.

The Game of LIFE

Once the initial colony of cells is drawn on the TV screen using the keyboard commands described above, the keyboard command "G" begins the evolution of the life simulation. The evolution then proceeds according to a fixed set of rules. Each cell in the colony has 8 possible neighbors as shown below:



Each cell has 8 possible neighbors.

The evolution of the cells proceeds in a sequence of distinct generations. Every cell with two or three neighbors will survive to the next generation. Every cell with four or more neighbors dies from overpopulation. Every empty cell with exactly three neighbors is a birth cell - a new cell is born here in the subsequent generation.

In the Dazzler display of Life, blue cells are used to represent life itself. The birth of a new cell is shown in green, while the death of a cell is shown in red.

There are many surprises to be found in the game. Some colonies survive and prosper; others reach a stable state - neither growing nor lessening. Other colonies are doomed to extinction. Still other colonies, known as "gliders" sail across the screen and can be devoured by other colonies in the process.

XLIFE is a particularly attractive LIFE display that is supplied on your Dazzler game diskette.

SPACEWAR

SPACEWAR is a simulation game for two players. The simulation is performed by a Z-80 or 8080 microprocessor equipped with at least the following:

1. 16K RAM Memory
2. A CROMEMCO DAZZLER TV interface (including a TV)
3. A CROMEMCO D+7A analog/digital board
4. A pair of CROMEMCO JS-1 joysticks

The program simulates a portion of an imaginary universe. Within this portion of space, the two combatants' spaceships travel around a central sun and are attracted to it by gravity. The spaceships have distinct profiles so that they can be distinguished.

Each joystick console controls one ship. The object of the game is to blow up your opponent's ship with a torpedo, while your ship remains intact.

The joystick controls the acceleration and the aspect of the ship. Move the stick slightly forward to activate the ship's thruster. The ship will accelerate in the direction it is pointed as long as the stick is held forward (and as long as there is fuel remaining). Acceleration is indicated by exhaust leaving the rear of the ship.

The ship will rotate clockwise while the joystick is held to the right of center, and counter-clockwise while held to

the left of center. Ships can be rotated as much as desired without using up any resources.

The actions may be combined. For example, holding the stick forward and to the right will cause the ship to accelerate while rotating clockwise.

Note that it only takes a small motion forward or to the side to control the ship. Pushing the stick all the way forward or to the side produces no additional effect.

Pulling the stick to the rear will cause the ship to enter HYPERSPACE (see next page). It is necessary to pull the stick at least 3/4 of the way back in order to accomplish this (unlike the comparatively subtle motions required for thruster and rotator control).

Pushing switch 1 on the console causes a torpedo to be fired from the torpedo tube located in the nose of the ship. The torpedo leaves the ship with a fixed forward velocity relative to the ship's velocity. To aim the torpedo you must aim the entire ship. A torpedo will destroy any ship or other torpedo which it may come very close to. Each ship has a limited number of torpedoes.

Torpedoes self-destruct after a short period. Their range is thus limited by their speed. Torpedoes are not affected by gravity so if they are fired in a forward direction by a ship near the sun (and thus going fast) they will fly away at great speed. If switch 1 is held down, torpedoes will be fired in a machine-gun-like fashion at the rate of about 2 per second at 2MHz CPU speed (or 4 per second at 4MHz).

When a player's ship is about to be blown up by a torpedo which can't be shot down, it is wise to enter HYPERSPACE as a last resort. This is done by pulling the joystick sharply to the rear. The ship will disappear, to reappear shortly thereafter in some random location disguised as a star. While in this state, it is vulnerable to torpedoes but cannot be controlled. Another second or two and it reappears as a spaceship, with a random velocity and attitude imparted to it by hyperspace. There is a small (1/8) chance that it will explode upon emergence from hyperspace - so hyperspace is indeed a last resort.

Special Environmental Details:

1. First one should note that space curves back upon itself in such a manner that the upper and lower boundaries of space coincide. Consequently, if a ship or a torpedo drifts off the top of the screen, it reappears on the bottom, and vice-versa. The same is true of the left and right boundaries. Experts will use this fact to "shoot around the screen" and a novice will find a torpedo attacking him from out of nowhere.
2. Since each opposite edge is identical in the simulated environment, all four corners are in reality one single spot in space (in fact, the spot furthest from the sun). If the sun attracts a ship too closely, rather than swallow it up, the ship is dumped "in the four corners". This spatial singularity adds interest to the game but a physics purist may suppress it (see OPERATING INSTRUCTIONS).

3. The stars in the background are part of a large star field which circulates about once per hour. These stars have no effect on the game, except for aesthetics and helping the players see the edges of the screen.

SCORING:

1. If both players run out of torpedoes, the game is counted as a tie.
2. When either ship explodes, the simulation continues for a few seconds (to make sure the survivor evades any remaining torpedoes) and then the survivor (if any) is credited with a win.
3. If your microprocessor has an IMSAI or CROMEMCO front panel with 8 programmed output lights, the score is kept there. The rightmost 4 bits for the player on the right and the leftmost 4 bits for the player on the left, naturally.
4. It is customary to play until one player achieves a certain score (usually 16- overflowing his 4 bit counter) and then he plays the next opponent. Shorter series, such as best 5 out of 9, are quite rewarding. To reset the score, restart the program (see below).

OPERATING INSTRUCTIONS

The starting address of the program is 0. The game may be restarted by simultaneously depressing switches 2 and 3 on either console. (However, if either ship has exploded, the program will not respond to a restart request for several seconds).

OPTIONS

Several options may be selected when the game is restarted. Hold down the switches corresponding to the desired options on one console and depress and release switches 2 and 3 on the other console.

<u>Switch</u>	<u>Option</u>
2	Eliminate the sun (and its gravity).
3	Cause the sun to be lethal.
4	Eliminate the starfield.

(Combinations of options which do not involve both switches 2 and 3 are allowed).

TANK WAR

Tank War is a two-player computer game using two Cromemco JS-1 joystick consoles and the Cromemco Dazzler TV interface. The Tank War program itself requires 3K bytes of memory (beginning at location zero in memory space). An additional 3K bytes of RAM memory (from 3K to 6K in memory space) are required for picture storage and stack area.

The game begins with the words "TANK WAR" boldly displayed in color on the TV screen. To start playing, depress button 4 on both joystick consoles. Each player can then control his tank using his joystick. Missiles can be fired from the tank by depressing button 1 on the joystick console. Two points are scored when the opponent's tank is successfully hit by a missile. The opponent gains a point if a mine is contacted in the mine field. Score is kept automatically for each player in the upper corners of the playing screen.

The game continues until one of the players wins by reaching the score of 90. To start the game again depress buttons 2 and 3 on both joystick consoles.

TRACK

TRACK is a full-color TV game designed to be used with the Cromemco TV DAZZLER interface. Track is a game of skill and coordination. The object is to manipulate a cursor, under joystick control, through a spiral path toward the center goal. If, however, the player contacts the sides of the spiral in the process, the game is over and must start again.

TRACK begins with a white spiral track displayed on a bright green background. A joystick (Cromemco model JS-1) is used to control the yellow cursor on this track. Towards the center of the spiral the track narrows, requiring increasingly precise control of the cursor to avoid contacting the sides of the spiral. If the side of the spiral is hit, an alarm (in the JS-1 console) sounds, and the point of contact is turned bright red.

APPENDIX A

DAZZLER ENGINEERING CHANGES

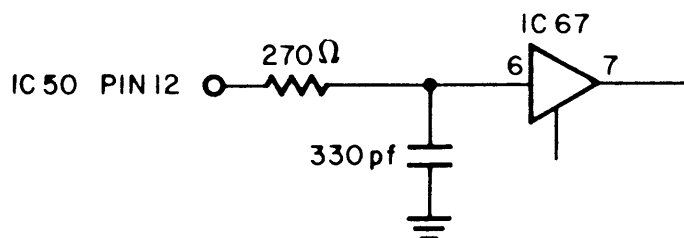
In order for your REV B or REV C series Dazzler to operate properly with the Cromemco games diskette, the following engineering changes must be made:

REV B DAZZLER ONLY

- 1) Remove (or bend out) pin 10 of Dazzler IC 29 (A 7400 IC).
- 2) Remove (or bend out) pin 12 of Dazzler IC 66 (A 7405 IC).

REV B AND REV C DAZZLERS

- 1) Add a 270 ohm resistor and 330 picofarad capacitor to the Dazzler as shown below:



- 2) On Dazzler board 2 connect a jumper wire from finger 54 of the S-100 bus connection (EXT. CLEAR) to finger 75 of the S-100 bus (RESET).
- 3) There are 4 pads on board 2 just above IC57 in a triangle. Cut the trace on the component side which runs between the two leftmost pads. This trace connects IC57P12 to IC49P1. Put a wire jumper so that IC49P1 connects to IC57P11 instead. This eliminates the bus float state at DMA transfer.