



LOC	OBJ	LINE	SOURCE
07BA	????????	301	
07BE	(18	302	
	????????	303	;XX
	)	304	;VARIABLES-----
0806	(16	305	
	????????	306	
	)	307	
#		308	NOISE RECORD BOOGIE:1,EXTRA:1,IMPACT:1,DROP:1,EPUFF:1,PREFORM:1,
#		309	&ROUND:1,DEWDROP:1,PINGINIT:1,PING:1,WARBLE:1,SYNDROM:1,SYNUM:3
#		310	
#		311	NOISE_2 RECORD SCREAM:1,REV:1,REVUP:1,BERNARD:1,BERNING:1,MELTX:1,
#		312	&MELTV:1,SCREAM2:1
#		313	
#		314	OUT_STUFF RECORD LAMP_4:1,LAMP_23:1,LAMP_1:1,COIN_METER:1,
#		315	&COCKTAIL:3,DOM:1
#		316	
#		317	IN_STUFF RECORD TEST_GAME:1,SELECT_TEST:1,COIN_2:1,COIN_1:1,PANEL:4
0846	??	318	
0847	(5	319	OUT_BYTE_1 DB ?
	00	320	
	)	321	DIG_BUFF DB 5 DUP(0)
084C	????	322	
084E	??	323	MESS_ADD DW ?
084F	??	324	
0850	??	325	DROPNUM DB ?
0851	??	326	
0852	??	327	CONTROL_BYTE DB ?
0853	??	328	HOUSE_BUTTONS DB ?
0854	??	329	
0855	????	330	BOOGSTOP DB ?
0857	????	331	BACKBEAT DB ?
0859	??	332	THROB_COUNT DB ?
085A	????	333	RINGO DB ?
085C	??	334	
085D	??	335	F_INITIAL DW ?
085E	??	336	S_INITIAL DW ?
085F	????	337	INITIAL_COUNT DB ?
		338	INITIAL_TIMER DW ?
		339	INITIAL_BUTT DB ?
		340	
		341	EXTRA_TIME DB ?
		342	
		343	BACK_BYTE DB ?
		344	SOUND_WORD DW ?
		345	

8086/8087/8088 MACRO ASSEMBLER REACTOR

LOC	OBJ	LINE	SOURCE		
BFE6	C606610BF5	5360		MOV	FORE_OFF_X,FLIP_OFF_X
BFE8	C606620B0A	5361		MOV	FORE_OFF_Y,FLIP_OFF_Y
BFF0	EB19	5362		JMP	SHORT GET_READY
BFF2	803E3C0200	5364		CMF	PLAYER_1,SHIPS_LEFT,0
BFF7	74DE	5365	PREDOPE1:	JZ	SHORT DOPE2
BFF9	BEA1AE	5366		MOV	SI,OFFSET START_MESS_1
BFFC	8026460BF1	5367		AND	OUT_BYTE_1,NOT MASK COCKTAIL
C001	C606610BFC	5368		MOV	FORE_OFF_X,NORM_OFF_X
C006	C606620B06	5369		MOV	FORE_OFF_Y,NORM_OFF_Y
C00B	B90500	5370		MOV	CX,5
C00E	BFCB31	5371		MOV	DI,START_MESS
C011	FC	5372	DOPE1:	CLD	
C012	F3	5373		REP MOV	WORD_VAR,WORD_VAR
C013	A5	5374	GET_READY:	AND	GAME_FLAGS,NOT MASK INITIAL
C014	80267E08BF	5375		CMF	SCORE_PAUSE,0
C019	833E9A0B00	5376		JNZ	SHORT SHOWUP
C01E	750F	5377		DEC	FAUSE_WORD
C020	FF0E9808	5378		CMF	FAUSE_WORD,0
C024	833E980B00	5379		JNZ	SHORT GOAWAY
C029	7503	5380		JMP	BACK_2_WORK
C02B	E9AF01	5381		RET	
C02E	C3	5382	GOAWAY:	DEC	SCORE_PAUSE
C02F	FF0E9A08	5383		CMF	SCORE_PAUSE,0
C033	833E9A0B00	5384		JNZ	SHORT YASHOW
C038	7503	5385		JMP	NOSHOW
C03A	E91202	5386		MOV	FAUSE_WORD,FAUSE
C03D	C706980B7800	5387		MOV	AX,SCORE_PAUSE
C043	A19A08	5388		XCHG	AX,AL
C046	86E0	5389		SHR	AX,1
C048	DOEC	5390		AND	AX,15*256
C04A	25000F	5391		MOV	CX,3
C04D	B90300	5392		LEA	DI,COLOR_BUFFER,B_COLOR_2
C050	8D3EB006	5393		CLD	
C054	FC	5394		REP STOS	WORD_VAR
C055	F3	5395		CMF	SCORE_PAUSE,8*FAUSE
C056	AB	5396		JA	SHORT LOGOS
C057	813E9A08C003	5397			
C05D	7766	5398			

```

LOC OBJ          LINE
8448
8449
8450
8451
8452
8453
8454
8455
8456
8457
8458
8459
8460
8461
8462
8463
8464
8465
8466
8467
8468
8469
8470
8471
8472
8473
8474
8475
8476
8477
8478
8479
8480
8481
8482
8483
8484
8485
8486
8487
8488
8489
8490
8491
8492
8493
8494
8495
8496
8497
8498
8499
8500
8501

D6D1
D6D1 80BEE90076
D6D6 7240
D6D8 BE7A9C
D6D8 B1FD1401
D6DF 7403
D6E1 BE6AA0
D6E4 80BEDDE00
D6E8 B94A00
D6EB FC
D6EC F3
D6ED A4
D6EE C686E90000
D6F3 80A6DE00F7
D6F8 C606017000
D6FD F6067E0820
D702 7401
D704 C3
D705 FE8E2801
D709 8A862801
D70D BF1933
D710 E82F10
D713 89BE2901
D717 C3
D718 80BEE90058
D71D 7303

;P EXPLOSION;
;SAME AS EXPLOSION UPDATE EXCEPT THAT SI NEED NOT BE SET
;AND END COUNT=118
P_EXPLOSION PROC NEAR
CMP PLAYER.COUNTER,118
JB SHORT P_ALIVE
MOV SI,OFFSET INIT_TABLE_F
CMP BF,OFFSET SHIP_TABLE_1
JE SHORT NUMERO_UNDO
MOV SI,OFFSET INIT_TABLE_F2
NUMERO_UNDO: LEA DI,PLAYER
;NOTE: THIS SIZE VALUE MUST BE UPDATED BY HAND!!!!!!
MOV CX,SIZE PLAYER_1-23
;YES! THIS ONE!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
CLD
REP MOVSB BYTE_VAR, BYTE_VAR
MOV PLAYER.COUNTER,0
AND PLAYER.FLAGS,NOT MASK BLAST
MOV BALL_CLEAR,0
TEST GAME_FLAGS,MASK ATTRACT
JZ SHORT SOME_LOSS
RET
SOME_LOSS: DEC PLAYER.SHIPS_LEFT
MOV AL,PLAYER.SHIPS_LEFT
MOV DI,SHIPSADD
CALL BYTE_DUMP
MOV PLAYER.SHIPS_LOC,DI
RET
P_ALIVE: CMPF PLAYER.COUNTER,88
JNB SHORT F_SWIP

```