



The program to drive the game replaces the code using the keyboard exactly, apart from the delay routine which follows the end of the original coding.

The program executes from D00H, starting with PIO initialisation and then jumping to the original program.

| LOCATIONS              | ROUTINE | DESCRIPTION   |
|------------------------|---------|---|
| CA9-CC0                | MLOOP   | Scans the switches, will allow firing of a missile whilst moving left or right. |
| CC2-CD2                | FIRW    | Fires a missile as per original program.  |
| CD5-CE4                | T12     | Prevents more than one missile being fired for each key depression.             |
| CE6-CFC )<br>D0D-D20 ) | LEW     | Move left, as per original program.   |
| D00-D0A                | START   | Initialises PIO; Starts program.  |
| D22-D4A                | REW     | Move right, as per original program.  |
| FD2-FDE                | SLOW    | Controls speed of movement, by value at FD4                                     |

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0CA9 DB 04 CB 47 28 13 CB 4F 28 6F CB 57 28 2F CD 76
0CB9 0D CD F0 0E CD 7A 0F 18 E7 DD 7E 01 FE 19 20 0C
0CC9 DD 77 C1 DD 36 01 20 3E 04 32 52 0C DB 04 CB 57
0CD9 20 CE CD 76 0D CD F0 0E CD 7A 0F 18 EF CD D2 0F
0CE9 3A 50 0C FE 00 28 B9 DD 7E 00 DD 77 FF DD 7E 01
0CF9 DD 77 00 18 0F
0D00 3E FF D3 06 3E 07 D3 06 D3 06 C3 24 0F DD 7E 02
0D10 DD 77 01 DD 36 02 20 DD 2B 3A 50 0C 3D 32 50 0C
0D20 18 87 CD D2 0F 3A 50 0C FE 2C 28 F4 DD 7E 02 DD
0D30 77 03 DD 7E 01 DD 77 02 DD 7E 00 DD 77 01 DD 36
0D40 00 20 DD 23 3A 50 0C 3C 18 D3 00 00 3A C6 0D FE
0D50 09 F0 F1 C3 97 0F
0FD2 C5 06 09 CD 35 00 10 FB C1 CD 76 0D C9

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In principle, the ideas given above can be adapted to suit many games. The unit makes Space Invasion much easier to play and saves wear and tear on the keyboard when hitting the keys in the excitement of the game.