

ROM alloc

8000 → 9FFF
 A000 → A3FF
 A400 → BEFF
 BF00 → BF87
 BF88 → BFE4
 BFE5 → BFFF

code + tables
 Charset
 Charmap.
 ⌀
 unused
 RgdCont stuff

REVIOUS

3
4
5
6
7
8

RAM alloc

0-18
 19 → FF
 100 → 1FF
 200 → 21F
 220 → FFF
 1000 → 1397
 1398 → 1FFF
 2000 → 2...
 222 → 22FF
 2300 → 27FF
 2800 → 3FFF

OS.Z.P.
 Z.P.
 Stack
 O.S. RAM
 RAM
 CHRRAM
 RAM
 DLIST
 RAM.
 P/M.
 RAM

23
 40
 920
 919
 312
 407
 256
 151
 128
 23
 16
 7

1110010111
 397

ACFSetSeq: $A \leftarrow (\text{DIPSWCH1})$

$A \leftarrow \bar{A}$

ROT LFT A

ROT LFT A

ROT LFT A

AND #3F

HL $\leftarrow$ addr ACFSETTAB

~~Restart?~~ HL $\leftarrow$ HL + A ?

set
HL ptr to
ACFSETTAB + $\begin{cases} 00 \\ 01 \\ 10 \\ 11 \end{cases}$
 $\Rightarrow 2, 0, 6, 10$

(16 bits)

$A \leftarrow @(\text{HL})$

? 16 bits $\rightarrow$ 8 bits?

L $\leftarrow$ A

2, 0, 6 or 10

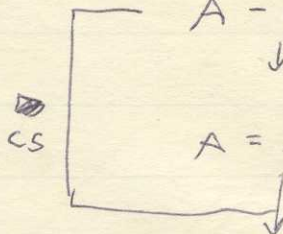
$A \leftarrow @(\text{Master} + \text{Diff})$

$A \leftarrow A + L$

$A - 80_H$?

$\downarrow$ CC

$A = A - 40_H$



~~15~~
10001010
8 A

$(\text{Master} + \text{Diff}) \leftarrow A$

set index

PC = PC + ACFSET

HL = addr of DiffTAB

~~Restart?~~ HL = ~~2(HL + A)~~ ? HL + 2(A) DiffTAB + (index * 2)

$A \leftarrow @(\text{HL})$

~~16 bits $\rightarrow$ 8 bits?~~

contents of DiffTAB

(condition) $\leftarrow$ A

HL = HL + 1

$A \leftarrow @(\text{HL})$

(condition + 1) $\leftarrow$ A

(Master + TabTOP) $\leftarrow$ BC ?

Return

Condition, +1
= contents of
DiffTAB



NEW XEVIUS COLORS

	REGISTER	COLOR	LUM
PFO	1	10	15
PF1	2	15	8
PF2	3	0	5
BK	0	13	6

Patt. M.
5374

TOROID No Money
Money

TORKAN Iron

ZOSHI Part 1 Random
Part 2 Chase
Part 3 Backward Chase

GIDDO SPARIO Long Rang Zapper

ZAKATO

Type 1

Random

Type 2

Type 3

Type 4



Position

JARA

NoTIE

No fire

TIE

fire

KAPI

Falcon

TERRAZI

Riders

BRAG ZAKATO

Type 5 Random

Type 6 Position

GARU ZAKATO

Gandrowa

SHEONITE

Thio Knight

BACULA

Board

ANDOR GENESIS

Fortress

BARRA

Small

SPECIAL

Special

GARU BARRA

Large

17	ZOLBAK	Eye	
18	LOGRAM	Dome Memory	
19	DEROTA	House	
20	GARU DEROTA	Cyro	
21	DOMOGRAM	Hopper	
22	GROBDA	Act 1 2 Act 13	Stop
23	BOZA LOGRAM	GoldRef.	
24	Sol	Tower	

Tanks (GROBDA)

★ Part 1~3

P1



P2 (ミシッポに向かってくる)



P3 (後方から来る)



★ Act 1~13

PTS

A 1	S	•		200
2	G	→		400
3	SG	→		600
4	SGS	→		800
5	GSQ	→ • →		1000
6	SRS	← •		1500
7	GFG	→ ⇒ →		2000
8	GRG	→ • →		2500
9	SFS	→ • (くり返し) RPT		10000
10	(1の水上機) on SEA.			200
11	(2 ") "			400
12	(3 ") "			600
13	(8 ") "			2500

switch on site