

00000000	a2	08	bc	5c	02	bd	65	02	99	00	fc	ca	10	f4	e6	00
00000010	e6	01	ad	0a	fd	8d	a2	fd	d0	f8	a9	6d	8d	10	fc	a9
00000020	02	8d	11	fc	a9	01	8d	91	fc	9c	90	fd	9c	91	fd	18
00000030	a5	00	6d	74	02	8d	74	02	f0	04	c9	9f	d0	07	a5	00
00000040	49	ff	1a	85	00	a5	01	6d	76	02	8d	76	02	f0	04	c9
00000050	65	d0	bf	a5	01	49	ff	1a	85	01	80	b6	09	08	04	06
00000060	28	2a	83	92	90	20	00	00	00	7f	7f	f3	00	01	90	00
00000070	00	00	7c	02	50	00	33	00	00	01	00	01	02	2c	00	00

initcode

VBL loop

Calculation

Init data

Sprite data and drawing