

# Disassembly of Matt Gray's "Driller"

```
; da65 V2.12.9 - (C) Copyright 2000-2005, Ullrich von Bassewitz
; Created:      2009-04-01 09:43:40
; Input file:  Matt_Gray-Driller.prg
```

```
track_ptr    = $FB
pattern_ptr  = $FD
```

```
play_voice:
    lda     tune_ctrl            ; 0900
    bne     is_playing          ; 0903
    sta     $D418                ; 0905
    rts                                ; 0908
```

```
is_playing:
    cmp     #$AB                ; 0909 +
    beq     continue_playing    ; 090B
    jmp     change_tune         ; 090D
```

```
reset_voices:
    lda     #$00                ; 0910 .
    sta     $D404                ; 0912
    sta     $D40B                ; 0915
    sta     $D412                ; 0918
    lda     #$0F                ; 091B 0
    sta     $D418                ; 091D
    ldy     #$00                ; 0920 .
    sty     voice1_track_index   ; 0922
    sty     voice2_track_index   ; 0925
    sty     voice3_track_index   ; 0928
    sty     voice1_ctrl2         ; 092B
    sty     voice2_ctrl2         ; 092E
    sty     voice3_ctrl2         ; 0931
    sty     voice1_pattern_index ; 0934
    sty     voice2_pattern_index ; 0937
    sty     voice3_pattern_index ; 093A
    iny                                ; 093D
    sty     tempo_ctr           ; 093E
    jmp     voice_done          ; 0941
```

```
continue_playing:
    ldy     voice1_instrument_index,x ; 0944
    lda     possibly_instrument_a0+7,y ; 0947
    and     #$04                ; 094A D
    beq     L0964                ; 094C
    lda     voice1_two_ctr,x     ; 094E
```

```
    beq    L095E                ; 0951
    dec    voice1_two_ctr,x      ; 0953
    lda    possibly_instrument_a1+2,y ; 0956
    sta    $D404,x              ; 0959
    bne    L0964                ; 095C
L095E:
    lda    possibly_instrument_a0+1,y ; 095E
    sta    $D404,x              ; 0961
L0964:
    lda    tempo_ctr            ; 0964
    bne    L096E                ; 0967
    dec    voice1_ctrl2,x        ; 0969
    bmi    L09B6                ; 096C
L096E:
    jmp    L0B33                ; 096E

change_tune:
    ldy    tune_ctrl            ; 0971
    lda    voice1_tune_trackptr_lo,y ; 0974
    sta    voice1_trackptr      ; 0977
    lda    voice1_tune_trackptr_hi,y ; 097A
    sta    voice1_trackptr+1    ; 097D
    lda    voice2_tune_trackptr_lo,y ; 0980
    sta    voice2_trackptr      ; 0983
    lda    voice2_tune_trackptr_hi,y ; 0986
    sta    voice2_trackptr+1    ; 0989
    lda    voice3_tune_trackptr_lo,y ; 098C
    sta    voice3_trackptr      ; 098F
    lda    voice3_tune_trackptr_hi,y ; 0992
    sta    voice3_trackptr+1    ; 0995
    lda    tune_tempo,y          ; 0998
    sta    tempo                 ; 099B
    jmp    reset_voices          ; 099E

voice_done:
    cpx    #$0E                 ; 09A1  N
    bne    @done                ; 09A3
    dec    tempo_ctr            ; 09A5
    bpl    @done                ; 09A8
    lda    tempo                 ; 09AA
    sta    tempo_ctr            ; 09AD
@done:
    lda    #$AB                 ; 09B0  +
    sta    tune_ctrl            ; 09B2
    rts                          ; 09B5

L09B6:
    lda    voice1_trackptr,x     ; 09B6
    sta    track_ptr            ; 09B9
    lda    voice1_trackptr+1,x   ; 09BB
    sta    track_ptr+1          ; 09BE
```

```
    ldy    voice1_track_index,x      ; 09C0
    lda    (track_ptr),y            ; 09C3
    tay                                ; 09C5
    lda    pattern_lobytes,y        ; 09C6
    sta    pattern_ptr              ; 09C9
    lda    pattern_hibytes,y        ; 09CB
    sta    pattern_ptr+1            ; 09CE
    lda    #$FF                      ; 09D0 .
    sta    control3                 ; 09D2
    lda    #$00                      ; 09D5 .
    sta    voice1_whatever+2,x      ; 09D7
    sta    voice1_whatever+1,x     ; 09DA
    sta    voice1_whatever,x        ; 09DD
read_note_or_ctrl:
    ldy    voice1_pattern_index,x    ; 09E0
    lda    (pattern_ptr),y          ; 09E3
    cmp    #$FD                      ; 09E5 }
    bcc    check_effect_fb_or_fc    ; 09E7
    iny                                ; 09E9
    inc    voice1_pattern_index,x    ; 09EA
    lda    (pattern_ptr),y          ; 09ED
    sta    voice1_something+2,x     ; 09EF
next_note_or_ctrl:
    inc    voice1_pattern_index,x    ; 09F2
    bne    read_note_or_ctrl        ; 09F5
check_effect_fb_or_fc:
    cmp    #$FB                      ; 09F7 {
    bcc    @check_effect_fa         ; 09F9
    cmp    #$FB                      ; 09FB {
    bne    @effect_fc_2             ; 09FD
@effect_fb_1:
    lda    #$01                      ; 09FF A
@do_effect_fb_or_fc:
    sta    voice1_whatever+2,x      ; 0A01
    iny                                ; 0A04
    inc    voice1_pattern_index,x    ; 0A05
    lda    (pattern_ptr),y          ; 0A08
    sta    voice1_something,x        ; 0A0A
    lda    #$00                      ; 0A0D .
    sta    voice1_whatever+1,x     ; 0A0F
    sta    voice1_whatever,x        ; 0A12
    beq    next_note_or_ctrl        ; 0A15
@effect_fc_2:
    lda    #$02                      ; 0A17 B
    bne    @do_effect_fb_or_fc      ; 0A19
@check_effect_fa:
    cmp    #$FA                      ; 0A1B z
    bcc    @plain_note              ; 0A1D
    iny                                ; 0A1F
    inc    voice1_pattern_index,x    ; 0A20
    lda    (pattern_ptr),y          ; 0A23
```

```

asl    a            ; 0A25
asl    a            ; 0A26
asl    a            ; 0A27
sta    voice1_instrument_index,x    ; 0A28
tay                    ; 0A2B
lda    possibly_instrument_a0,y    ; 0A2C
pha                    ; 0A2F
and    #$0F         ; 0A30  0
sta    voice1_something_else+2,x    ; 0A32
sta    voice1_ctrl0,x              ; 0A35
pla                    ; 0A38
and    #$F0         ; 0A39  p
sta    voice1_something_else,x      ; 0A3B
sta    voice1_something_else+1,x    ; 0A3E
jmp    next_note_or_ctrl           ; 0A41

```

@plain\_note:

```

sta    voice1_stuff+3,x            ; 0A44
lda    voice1_something+2,x        ; 0A47
sta    voice1_ctrl2,x             ; 0A4A
lda    #$00                       ; 0A4D  .
sta    voice1_whatever+3,x         ; 0A4F
sta    voice1_whatever+4,x         ; 0A52
lda    #$02                       ; 0A55  B
sta    voice1_two_ctr,x            ; 0A57
ldy    voice1_instrument_index,x   ; 0A5A
lda    possibly_instrument_a0+7,y  ; 0A5D
and    #$02                       ; 0A60  B
beq    L0A70                      ; 0A62
lda    voice1_something_else+1,x    ; 0A64
sta    voice1_something_else,x      ; 0A67
lda    voice1_ctrl0,x              ; 0A6A
sta    voice1_something_else+2,x    ; 0A6D

```

L0A70:

```

lda    voice1_stuff+3,x            ; 0A70
bne    L0A88                      ; 0A73
lda    voice1_things+6,x           ; 0A75
sta    voice1_stuff+3,x            ; 0A78
lda    #$00                       ; 0A7B  .
sta    voice1_things+6,x           ; 0A7D
ldy    voice1_instrument_index,x   ; 0A80
dec    control3                   ; 0A83
bne    L0AAD                      ; 0A86

```

L0A88:

```

sta    voice1_things+6,x           ; 0A88
tay                    ; 0A8B
lda    frq_hi,y                 ; 0A8C
sta    $D401,x                 ; 0A8F
sta    voice1_stuff+2,x          ; 0A92
sta    voice1_stuff+4,x          ; 0A95
lda    frq_lo,y                 ; 0A98

```

```

    sta    $D400,x          ; 0A9B
    sta    voice1_stuff+1,x ; 0A9E
    sta    voice1_stuff,x   ; 0AA1
    ldy    voice1_instrument_index,x ; 0AA4
    lda    possibly_instrument_a0+6,y ; 0AA7
    sta    $D404,x          ; 0AAA
L0AAD:
    lda    possibly_instrument_a0+1,y ; 0AAD
    and    control3         ; 0AB0
    sta    $D404,x          ; 0AB3
    lda    possibly_instrument_a0+2,y ; 0AB6
    sta    $D405,x          ; 0AB9
    lda    possibly_instrument_a0+3,y ; 0ABC
    sta    $D406,x          ; 0ABF
    lda    voice1_something_else,x    ; 0AC2
    sta    $D402,x          ; 0AC5
    lda    voice1_something_else+2,x  ; 0AC8
    sta    $D403,x          ; 0ACB
    inc    voice1_pattern_index,x     ; 0ACE
    ldy    voice1_pattern_index,x     ; 0AD1
    lda    (pattern_ptr),y           ; 0AD4
    cmp    #$FF                      ; 0AD6 .
    bne    L0AFC                      ; 0AD8
    lda    #$00                       ; 0ADA .
    sta    voice1_pattern_index,x     ; 0ADC
    inc    voice1_track_index,x       ; 0ADF
    ldy    voice1_track_index,x       ; 0AE2
    lda    (track_ptr),y             ; 0AE5
    cmp    #$FF                      ; 0AE7 .
    bne    L0AF2                      ; 0AE9
    lda    #$00                       ; 0AEB .
    sta    voice1_track_index,x       ; 0AED
    beq    L0AFC                      ; 0AF0
L0AF2:
    cmp    #$FE                      ; 0AF2 ~
    bne    L0AFC                      ; 0AF4
    lda    #$00                       ; 0AF6 .
    sta    tune_ctrl                  ; 0AF8
    rts                                ; 0AFB

L0AFC:
    lda    voice1_things+6,x          ; 0AFC
    beq    L0B33                      ; 0AFF
    ldy    voice1_instrument_index,x  ; 0B01
    lda    voice1_whatever+2,x        ; 0B04
    bne    L0B17                      ; 0B07
    lda    possibly_instrument_a1+4,y ; 0B09
    beq    L0B1A                      ; 0B0C
    sta    voice1_whatever+2,x        ; 0B0E
    lda    possibly_instrument_a1+3,y ; 0B11
    sta    voice1_something,x         ; 0B14

```

```
L0B17:
  jmp    L0C5A                ; 0B17

L0B1A:
  lda    possibly_instrument_a0+5,y    ; 0B1A
  beq    L0B22                ; 0B1D
  jmp    L0E67                ; 0B1F

L0B22:
  sta    voice1_whatever+1,x          ; 0B22
  lda    possibly_instrument_a1,y    ; 0B25
  beq    L0B2D                ; 0B28
  jmp    L0E89                ; 0B2A

L0B2D:
  sta    voice1_whatever,x           ; 0B2D
  jmp    voice_done              ; 0B30

L0B33:
  lda    possibly_instrument_a0+4,y    ; 0B33
  sta    controll1              ; 0B36
  beq    L0B82                ; 0B39
  lda    voice1_whatever2,x         ; 0B3B
  bne    L0B62                ; 0B3E
  clc                                ; 0B40
  lda    voice1_something_else,x      ; 0B41
  adc    controll1              ; 0B44
  sta    voice1_something_else,x      ; 0B47
  sta    $D402,x                ; 0B4A
  lda    voice1_something_else+2,x    ; 0B4D
  adc    #$00                   ; 0B50 .
  sta    voice1_something_else+2,x    ; 0B52
  sta    $D403,x                ; 0B55
  clc                                ; 0B58
  cmp    #$0E                   ; 0B59 N
  bcc    L0B82                ; 0B5B
  inc    voice1_whatever2,x         ; 0B5D
  bne    L0B82                ; 0B60

L0B62:
  lda    voice1_something_else,x      ; 0B62
  sec                                ; 0B65
  sbc    controll1              ; 0B66
  sta    voice1_something_else,x      ; 0B69
  sta    $D402,x                ; 0B6C
  lda    voice1_something_else+2,x    ; 0B6F
  sbc    #$00                   ; 0B72 .
  sta    voice1_something_else+2,x    ; 0B74
  sta    $D403,x                ; 0B77
  clc                                ; 0B7A
  cmp    #$08                   ; 0B7B H
  bcs    L0B82                ; 0B7D
```

```

    dec    voice1_whatever2,x      ; 0B7F
L0B82:
    lda    voice1_whatever+1,x     ; 0B82
    beq    L0BC0                   ; 0B85
    lda    voice1_ctrl1,x         ; 0B87
    asl    a                       ; 0B8A
    tay                    ; 0B8B
    lda    arpeggio_table,y       ; 0B8C
    sta    arp_ptr                ; 0B8F
    lda    arpeggio_table+1,y     ; 0B92
    sta    arp_ptr+1              ; 0B95
    lda    voice1_stuff+6,x       ; 0B98
    cmp    voice1_stuff+5,x       ; 0B9B
    bne    L0BA5                   ; 0B9E
    lda    #$00                   ; 0BA0 .
    sta    voice1_stuff+6,x       ; 0BA2
L0BA5:
    tay                    ; 0BA5
    lda    voice1_stuff+3,x       ; 0BA6
    clc                    ; 0BA9
arp_ptr := * + 1
    adc    arpeggio_0,y           ; 0BAA
    tay                    ; 0BAD
    lda    frq_lo,y              ; 0BAE
    sta    $D400,x               ; 0BB1
    lda    frq_hi,y              ; 0BB4
    sta    $D401,x               ; 0BB7
    inc    voice1_stuff+6,x       ; 0BBA
    jmp    voice_done            ; 0BBD

L0BC0:
    lda    voice1_whatever,x      ; 0BC0
    bne    L0BC8                   ; 0BC3
    jmp    L0C5A                   ; 0BC5

L0BC8:
    lda    voice1_things,x        ; 0BC8
    beq    L0C06                   ; 0BCB
    cmp    #$03                   ; 0BCD C
    bcc    L0C2F                   ; 0BCF
    sec                    ; 0BD1
    lda    voice1_stuff,x         ; 0BD2
    sbc    voice1_things+1,x      ; 0BD5
    sta    voice1_stuff,x         ; 0BD8
    sta    $D400,x                ; 0BDB
    lda    voice1_stuff+4,x       ; 0BDE
    sbc    #$00                   ; 0BE1 .
    sta    voice1_stuff+4,x       ; 0BE3
    sta    $D401,x                ; 0BE6
    dec    voice1_things+3,x      ; 0BE9
    bne    L0C03                   ; 0BEC

```

```
    lda    voice1_things+2,x      ; 0BEE
    sta    voice1_things+3,x      ; 0BF1
    inc    voice1_things,x        ; 0BF4
    lda    voice1_things,x        ; 0BF7
    cmp    #$05                   ; 0BFA E
    bcc    L0C03                  ; 0BFC
    lda    #$01                   ; 0BFE A
    sta    voice1_things,x        ; 0C00
L0C03:
    jmp    voice_done             ; 0C03

L0C06:
    sec                                ; 0C06
    lda    voice1_stuff,x         ; 0C07
    sbc    voice1_things+1,x      ; 0C0A
    sta    voice1_stuff,x         ; 0C0D
    sta    $D400,x               ; 0C10
    lda    voice1_stuff+4,x       ; 0C13
    sbc    #$00                   ; 0C16 .
    sta    voice1_stuff+4,x       ; 0C18
    sta    $D401,x               ; 0C1B
    dec    voice1_things+3,x      ; 0C1E
    bne    L0C2C                  ; 0C21
    lda    voice1_things+2,x      ; 0C23
    sta    voice1_things+3,x      ; 0C26
    inc    voice1_things,x        ; 0C29
L0C2C:
    jmp    voice_done             ; 0C2C

L0C2F:
    clc                                ; 0C2F
    lda    voice1_stuff,x         ; 0C30
    adc    voice1_things+1,x      ; 0C33
    sta    voice1_stuff,x         ; 0C36
    sta    $D400,x               ; 0C39
    lda    voice1_stuff+4,x       ; 0C3C
    adc    #$00                   ; 0C3F .
    sta    voice1_stuff+4,x       ; 0C41
    sta    $D401,x               ; 0C44
    dec    voice1_things+3,x      ; 0C47
    bne    L0CCB                  ; 0C4A
    lda    voice1_things+2,x      ; 0C4C
    sta    voice1_things+3,x      ; 0C4F
    inc    voice1_things,x        ; 0C52
    bne    L0CCB                  ; 0C55
    jmp    voice_done             ; 0C57

L0C5A:
    lda    voice1_whatever+2,x    ; 0C5A
    beq    L0CBE                  ; 0C5D
    cmp    #$01                   ; 0C5F A
```



```
beq    L0C7B                ; 0C61
cmp    #$02                ; 0C63 B
beq    L0CA6                ; 0C65
cmp    #$03                ; 0C67 C
beq    L0C96                ; 0C69
clc                    ; 0C6B
lda    voice1_stuff+4,x    ; 0C6C
adc    voice1_something,x  ; 0C6F
sta    voice1_stuff+4,x    ; 0C72
sta    $D401,x            ; 0C75
jmp    L0CBE                ; 0C78
```

## L0C7B:

```
clc                    ; 0C7B
lda    voice1_stuff,x     ; 0C7C
sbc    voice1_something,x ; 0C7F
sta    voice1_stuff,x     ; 0C82
sta    $D400,x           ; 0C85
lda    voice1_stuff+4,x   ; 0C88
sbc    #$00              ; 0C8B .
sta    voice1_stuff+4,x   ; 0C8D
sta    $D401,x           ; 0C90
jmp    L0CBE                ; 0C93
```

## L0C96:

```
sec                    ; 0C96
lda    voice1_stuff+4,x   ; 0C97
sbc    voice1_something,x ; 0C9A
sta    voice1_stuff+4,x   ; 0C9D
sta    $D401,x           ; 0CA0
jmp    L0CBE                ; 0CA3
```

## L0CA6:

```
clc                    ; 0CA6
lda    voice1_stuff,x     ; 0CA7
adc    voice1_something,x ; 0CAA
sta    voice1_stuff,x     ; 0CAD
sta    $D400,x           ; 0CB0
lda    voice1_stuff+4,x   ; 0CB3
adc    #$00              ; 0CB6 .
sta    voice1_stuff+4,x   ; 0CB8
sta    $D401,x           ; 0CBB
```

## L0CBE:

```
ldy    voice1_instrument_index,x ; 0CBE
lda    possibly_instrument_a0+7,y ; 0CC1
and    #$01              ; 0CC4 A
beq    L0CCB                ; 0CC6
jmp    L1005                ; 0CC8
```

## L0CCB:

```
jmp    voice_done          ; 0CCB
```

```
voicel_whatever:
    .byte    $00,$00,$00,$00,$00    ; 0CCE  ....
voicel_pattern_index:
    .byte    $06                    ; 0CD3  F
voicel_whatever2:
    .byte    $00                    ; 0CD4  .
voice2_whatever:
    .byte    $00,$00,$00,$00,$00    ; 0CD5  ....
voice2_pattern_index:
    .byte    $06                    ; 0CDA  F
voice2_whatever2:
    .byte    $00                    ; 0CDB  .
voice3_whatever:
    .byte    $00,$00,$00,$00,$00    ; 0CDC  ....
voice3_pattern_index:
    .byte    $00                    ; 0CE1  .
voice3_whatever2:
    .byte    $01                    ; 0CE2  A
voicel_something:
    .byte    $00,$00,$3F            ; 0CE3  ..?
voicel_instrument_index:
    .byte    $08                    ; 0CE6  H
voicel_something_else:
    .byte    $BB,$90,$02            ; 0CE7  ;PB
@voice2_something:
    .byte    $00,$00,$3F            ; 0CEA  ..?
@voice2_instrument_index:
    .byte    $08                    ; 0CED  H
@voice2_something_else:
    .byte    $BB,$90,$02            ; 0CEE  ;PB
@voice3_something:
    .byte    $00,$00,$3F            ; 0CF1  ..?
@voice3_instrument_index:
    .byte    $20                    ; 0CF4
@voice3_something_else:
    .byte    $F0,$90,$0C            ; 0CF5  pPL
voicel_ctrl0:
    .byte    $00                    ; 0CF8  .
voicel_ctrl1:
    .byte    $00                    ; 0CF9  .

voicel_trackptr:
    .addr    voicel_track            ; 0CFA

voicel_track_index:
    .byte    $00,$00                ; 0CFC  ..
voicel_ctrl2:
    .byte    $3C                    ; 0CFE  <
voice2_ctrl0:
    .byte    $00                    ; 0CFF  .
voice2_ctrl1:
```

```

    .byte    $00                ; 0D00  .

voice2_trackptr:
    .addr    voice2_track      ; 0D01

voice2_track_index:
    .byte    $00,$00          ; 0D03  ..

voice2_ctrl2:
    .byte    $3C              ; 0D05  <

voice3_ctrl0:
    .byte    $06              ; 0D06  F

voice3_ctrl1:
    .byte    $00              ; 0D07  .

voice3_trackptr:
    .addr    voice3_track     ; 0D08

voice3_track_index:
    .byte    $02,$00          ; 0D0A  B.

voice3_ctrl2:
    .byte    $3C,$00,$00     ; 0D0C  <..

tune_ctrl:
    .byte    $AB              ; 0D0F  +

tempo:
    .byte    $03              ; 0D10  C

control1:
    .byte    $A0              ; 0D11

tempo_ctr:
    .byte    $00              ; 0D12  .

control3:
    .byte    $FE              ; 0D13  ~

voicel_stuff:
    .byte    $47,$47,$06,$1F,$06,$00,$00 ; 0D14  GGF_F..

@voice2_stuff:
    .byte    $23,$23,$03,$13,$03,$00,$00 ; 0D1B  ##CSC..

@voice3_stuff:
    .byte    $00,$00,$00,$00,$00,$00,$00 ; 0D22  .....

voicel_things:
    .byte    $00,$00,$00,$00,$00,$00,$1F ; 0D29  ....._

@voice2_things:
    .byte    $00,$00,$00,$00,$00,$00,$13 ; 0D30  .....S

@voice3_things:
    .byte    $00,$00,$00,$00,$00,$00,$00 ; 0D37  .....

voicel_two_ctr:
    .byte    $02,$00,$00,$00,$00,$00,$00 ; 0D3E  B.....

@voice2_two_ctr:
    .byte    $02,$00,$00,$00,$00,$00,$00 ; 0D45  B.....

@voice3_two_ctr:
    .byte    $02,$00,$00,$00,$00,$00,$00 ; 0D4C  B.....

frq_lo:
    .byte    $0C,$1C,$2D,$3E,$51,$66,$7B,$91 ; 0D53  L\->Qf{Q

```

```

.byte   $A9,$C3,$DD,$FA,$18,$38,$5A,$7D   ; 0D5B  )C]zX8Z}
.byte   $A3,$CC,$F6,$23,$53,$86,$BB,$F4   ; 0D63  #Lv#SF;t
.byte   $30,$70,$B4,$FB,$47,$98,$ED,$47   ; 0D6B  0p4{GXmG
.byte   $A7,$0C,$77,$E9,$61,$E1,$68,$F7   ; 0D73  'Lwiaahw
.byte   $8F,$30,$DA,$8F,$4E,$18,$EF,$D2   ; 0D7B  00ZONXoR
.byte   $C3,$C3,$D1,$EF,$1F,$60,$B5,$1E   ; 0D83  CCQo_`5^
.byte   $9C,$31,$DF,$A5,$87,$86,$A2,$DF   ; 0D8B  \1_%GF\"_
.byte   $3E,$C1,$6B,$3C,$39,$63,$BE,$4B   ; 0D93  >Ak<9c>K
.byte   $0F,$0C,$45,$BF,$7D,$83,$D6,$79   ; 0D9B  0LE?}CVy
.byte   $73,$C7,$7C,$97,$1E,$18,$8B,$7E   ; 0DA3  sG|W^XK~
.byte   $FA,$06,$AC,$F3,$E6,$8F,$F8,$2E   ; 0DAB  zF,sf0x.

```

frq\_hi:

```

.byte   $01,$01,$01,$01,$01,$01,$01,$01   ; 0DB3  AAAAAAAAA
.byte   $01,$01,$01,$01,$02,$02,$02,$02   ; 0DBB  AAAABBBBB
.byte   $02,$02,$02,$03,$03,$03,$03,$03   ; 0DC3  BBBCCCCC
.byte   $04,$04,$04,$04,$05,$05,$05,$06   ; 0DCB  DDDDEEEF
.byte   $06,$07,$07,$07,$08,$08,$09,$09   ; 0DD3  FGGGHHII
.byte   $0A,$0B,$0B,$0C,$0D,$0E,$0E,$0F   ; 0ddb  JKKLMNNO
.byte   $10,$11,$12,$13,$15,$16,$17,$19   ; 0DE3  PQRSTUWVY
.byte   $1A,$1C,$1D,$1F,$21,$23,$25,$27   ; 0DEB  Z\]_!#%'
.byte   $2A,$2C,$2F,$32,$35,$38,$3B,$3F   ; 0DF3  *,/258;?
.byte   $43,$47,$4B,$4F,$54,$59,$5E,$64   ; 0DFB  CGKOTY^d
.byte   $6A,$70,$77,$7E,$86,$8E,$96,$9F   ; 0E03  jpw~FNV_
.byte   $A8,$B3,$BD,$C8,$D4,$E1,$EE,$FD   ; 0E0B  (3=HTan)

```

setup\_irq:

```

sei           ; 0E13
lda   #$29           ; 0E14  )
sta   $0314         ; 0E16
lda   #$0E           ; 0E19  N
sta   $0315         ; 0E1B
ldx   #$00           ; 0E1E  .
stx   $DC0E         ; 0E20
inx           ; 0E23
stx   $D01A        ; 0E24
cli           ; 0E27
rts           ; 0E28

```

play\_irq:

```

lda   #$01           ; 0E29  A
sta   $D019         ; 0E2B
lda   #$82           ; 0E2E  B
sta   $D012         ; 0E30
lda   #$1B           ; 0E33  [
sta   $D011         ; 0E35
lda   #$01           ; 0E38  A
sta   $D020         ; 0E3A
jsr   music_play    ; 0E3D
dec   $D020         ; 0E40
jmp   $EA31         ; 0E43

```

```

music_play:
    ldx    #$00                ; 0E46  .
    jsr    play_voice          ; 0E48
    ldx    #$07                ; 0E4B  G
    jsr    play_voice          ; 0E4D
    ldx    #$0E                ; 0E50  N
    jsr    play_voice          ; 0E52
    rts     ; 0E55

@copyright:
    .byte  $28,$43,$29,$31,$39,$38,$37,$20    ; 0E56  (C)1987
    .byte  $4D,$41,$54,$54,$20,$47,$52,$41    ; 0E5E  MATT GRA
    .byte  $59                                ; 0E66  Y

L0E67:
    pha                    ; 0E67
    and    #$0F            ; 0E68  0
    sta    voice1_ctrl1,x  ; 0E6A
    pla                    ; 0E6D
    and    #$F0            ; 0E6E  p
    lsr    a                ; 0E70
    lsr    a                ; 0E71
    lsr    a                ; 0E72
    lsr    a                ; 0E73
    sta    voice1_stuff+5,x ; 0E74
    lda    #$00            ; 0E77  .
    sta    voice1_stuff+6,x ; 0E79
    lda    #$01            ; 0E7C  A
    sta    voice1_whatever+1,x ; 0E7E
    lda    #$00            ; 0E81  .
    sta    voice1_whatever,x ; 0E83
    jmp    voice_done      ; 0E86

L0E89:
    sta    voice1_things+1,x ; 0E89
    lda    possibly_instrument_a1+1,y ; 0E8C
    sta    voice1_things+2,x ; 0E8F
    sta    voice1_things+3,x ; 0E92
    lda    #$00            ; 0E95  .
    sta    voice1_whatever+1,x ; 0E97
    sta    voice1_things,x  ; 0E9A
    lda    #$01            ; 0E9D  A
    sta    voice1_whatever,x ; 0E9F
    jmp    voice_done      ; 0EA2

possibly_instrument_a0:
    .byte  $00,$81,$0A,$00,$00,$00,$80,$01    ; 0EA5  .AJ....A
@possibly_instrument_b0:
    .byte  $90,$41,$FE,$0D,$25,$00,$40,$02    ; 0EAD  PA~M%.@B
@possibly_instrument_c0:
    .byte  $00,$81,$FD,$00,$00,$00,$80,$00    ; 0EB5  .A}.....

```

```
@possibly_instrument_d0:
    .byte    $30,$41,$0E,$00,$30,$00,$40,$02    ; 0EBD 0AN.0.@B
@possibly_instrument_e0:
    .byte    $96,$41,$0E,$00,$A0,$00,$40,$02    ; 0EC5 VAN. .@B
@possibly_instrument_f0:
    .byte    $00,$00,$00,$00,$00,$00,$00,$00    ; 0ECD .....
@possibly_instrument_g0:
    .byte    $32,$41,$00,$40,$F0,$00,$40,$02    ; 0ED5 2A.@p.@B
@possibly_instrument_h0:
    .byte    $00,$81,$08,$00,$00,$00,$80,$01    ; 0EDD .AH....A
@possibly_instrument_i0:
    .byte    $00,$11,$0D,$00,$00,$00,$10,$00    ; 0EE5 .QM...P.
@possibly_instrument_j0:
    .byte    $90,$41,$0E,$00,$25,$00,$40,$02    ; 0EED PAN.%.@B
@possibly_instrument_k0:
    .byte    $2E,$43,$00,$60,$F5,$00,$40,$04    ; 0EF5 .C.`u.@D
@possibly_instrument_l0:
    .byte    $70,$41,$0A,$00,$40,$00,$40,$02    ; 0EFD pAJ.@.@B
@possibly_instrument_m0:
    .byte    $00,$15,$03,$00,$00,$20,$14,$04    ; 0F05 .UC.. TD
@possibly_instrument_n0:
    .byte    $40,$41,$00,$90,$01,$00,$40,$00    ; 0F0D @A.PA.@.
@possibly_instrument_o0:
    .byte    $00,$15,$EE,$00,$00,$00,$14,$00    ; 0F15 .Un...T.
@possibly_instrument_p0:
    .byte    $98,$41,$09,$00,$00,$00,$40,$01    ; 0F1D XAI...@A
@possibly_instrument_q0:
    .byte    $21,$41,$0A,$00,$30,$00,$40,$06    ; 0F25 !AJ.0.@F
@possibly_instrument_r0:
    .byte    $21,$41,$0A,$00,$30,$00,$40,$06    ; 0F2D !AJ.0.@F
@possibly_instrument_s0:
    .byte    $31,$41,$0E,$00,$10,$00,$40,$02    ; 0F35 1AN.P.@B
@possibly_instrument_t0:
    .byte    $23,$41,$00,$A0,$50,$00,$40,$00    ; 0F3D #A. P.@.
@possibly_instrument_u0:
    .byte    $91,$41,$0A,$00,$30,$00,$40,$06    ; 0F45 QAJ.0.@F
@possibly_instrument_v0:
    .byte    $F1,$41,$0C,$00,$40,$00,$40,$06    ; 0F4D qAL.@.@F
possibly_instrument_al:
    .byte    $00,$00,$11,$00,$00,$03,$00,$00    ; 0F55 ..Q..C..
@possibly_instrument_b1:
    .byte    $00,$00,$81,$00,$00,$00,$00,$00    ; 0F5D ..A.....
@possibly_instrument_c1:
    .byte    $06,$50,$00,$00,$00,$00,$00,$00    ; 0F65 FP.....
@possibly_instrument_d1:
    .byte    $30,$02,$81,$00,$00,$00,$00,$00    ; 0F6D 0BA.....
@possibly_instrument_e1:
    .byte    $40,$02,$00,$00,$00,$00,$00,$00    ; 0F75 @B.....
@possibly_instrument_f1:
    .byte    $00,$00,$00,$00,$00,$00,$00,$00    ; 0F7D .....
@possibly_instrument_g1:
```

```

    .byte    $00,$00,$81,$00,$00,$00,$00,$00    ; 0F85  ..A.....
@possibly_instrument_h1:
    .byte    $00,$00,$11,$41,$01,$01,$00,$00    ; 0F8D  ..QAAA..
@possibly_instrument_i1:
    .byte    $50,$02,$00,$00,$00,$00,$00,$00    ; 0F95  PB.....
@possibly_instrument_j1:
    .byte    $00,$00,$81,$00,$00,$00,$00,$00    ; 0F9D  ..A.....
@possibly_instrument_k1:
    .byte    $20,$02,$00,$00,$00,$00,$00,$00    ; 0FA5  B.....
@possibly_instrument_l1:
    .byte    $00,$00,$00,$00,$00,$00,$00,$00    ; 0FAD  .....
@possibly_instrument_m1:
    .byte    $00,$00,$81,$00,$00,$00,$00,$00    ; 0FB5  ..A.....
@possibly_instrument_n1:
    .byte    $40,$02,$00,$00,$00,$00,$00,$00    ; 0FBD  @B.....
@possibly_instrument_o1:
    .byte    $00,$00,$00,$00,$00,$00,$00,$00    ; 0FC5  .....
@possibly_instrument_p1:
    .byte    $00,$00,$41,$F0,$01,$01,$00,$00    ; 0FCD  ..ApAA..
@possibly_instrument_q1:
    .byte    $10,$02,$43,$00,$00,$00,$00,$00    ; 0FD5  PBC.....
@possibly_instrument_r1:
    .byte    $00,$00,$00,$00,$00,$00,$00,$00    ; 0FDD  .....
@possibly_instrument_s1:
    .byte    $A0,$02,$00,$00,$00,$00,$00,$00    ; 0FE5  B.....
@possibly_instrument_t1:
    .byte    $60,$02,$00,$00,$00,$00,$00,$00    ; 0FED  `B.....
@possibly_instrument_u1:
    .byte    $00,$00,$43,$00,$00,$00,$00,$00    ; 0FF5  ..C.....
@possibly_instrument_v1:
    .byte    $0A,$02,$43,$00,$00,$00,$00,$00    ; 0FFD  JBC.....

```

L1005:

```

    lda     voice1_stuff+2,x      ; 1005
    beq     L100D                 ; 1008
    dec     voice1_stuff+2,x      ; 100A

```

L100D:

```

    lda     voice1_whatever+3,x   ; 100D
    beq     L1025                 ; 1010
    dec     voice1_whatever+3,x   ; 1012
    lda     #$81                  ; 1015  A
    sta     $D404,x              ; 1017
    lda     voice1_stuff+2,x      ; 101A
    eor     #$23                  ; 101D  #
    sta     $D401,x              ; 101F
    jmp     voice_done            ; 1022

```

L1025:

```

    jmp     L103A                 ; 1025

```

L1028:

```

lda    voice1_stuff+4,x      ; 1028
sta    $D401,x              ; 102B
sta    voice1_stuff+2,x     ; 102E
lda    possibly_instrument_a1+2,y ; 1031
sta    $D404,x              ; 1034
jmp    voice_done           ; 1037

```

L103A:

```

lda    voice1_whatever+4,x   ; 103A
cmp    possibly_instrument_a1+5,y ; 103D
beq    L104A                 ; 1040
inc    voice1_whatever+3,x   ; 1042
inc    voice1_whatever+4,x   ; 1045
bne    L1028                 ; 1048

```

L104A:

```

lda    #$00                 ; 104A .
sta    voice1_whatever+4,x   ; 104C
sta    voice1_whatever+3,x   ; 104F
beq    L1028                 ; 1052

```

tune\_tempo:

```

.byte  $00,$03,$03         ; 1054 .CC

```

voice1\_track:

```

.byte  $01,$01,$07,$09,$09,$09,$01,$07 ; 1057 AAGIIIAG
.byte  $07,$0F,$0F,$0F,$0F,$0F,$0F,$03 ; 105F G000000C
.byte  $03,$0F,$0F,$13,$13,$0F,$13,$0F ; 1067 C00SS0S0
.byte  $13,$0F,$13,$0F,$13,$0F,$0F,$0F ; 106F S0S0S000
.byte  $0F,$0F,$0F,$0F,$0F,$0F,$0F,$0F ; 1077 00000000
.byte  $0F,$0F,$0F,$0F,$0F,$0F,$0F,$0F ; 107F 00000000
.byte  $0F,$0F,$0F,$0F,$0F,$0F,$1B,$1D ; 1087 000000[]
.byte  $1E,$0F,$1B,$1D,$1E,$0F,$1B,$1D ; 108F ^0[]^0[]
.byte  $1E,$12,$12,$12,$12,$24,$24,$21 ; 1097 ^RRRR$$!
.byte  $21,$24,$24,$21,$21,$24,$24,$21 ; 109F !$$!$$!
.byte  $21,$24,$24,$21,$21,$24,$24,$21 ; 10A7 !$$!$$!
.byte  $21,$24,$24,$21,$21,$24,$24,$21 ; 10AF !$$!$$!
.byte  $21,$24,$24,$21,$21,$24,$24,$21 ; 10B7 !$$!$$!
.byte  $21,$24,$24,$21,$21,$08,$08,$28 ; 10BF !$$!HH(
.byte  $00,$00,$00,$00,$FF           ; 10C7 .....

```

voice2\_track:

```

.byte  $03,$03,$08,$0A,$0D,$0D,$0D,$0D ; 10CC CCHJMMMM
.byte  $08,$07,$0E,$0E,$0E,$0E,$0E,$0E ; 10D4 HGNNNNNN
.byte  $0E,$0E,$05,$12,$12,$12,$12,$14 ; 10DC NNERRRRRT
.byte  $15,$14,$15,$14,$15,$14,$15,$08 ; 10E4 UTUTUTUH
.byte  $17,$17,$17,$17,$17,$17,$17,$17 ; 10EC WWWWWWW
.byte  $17,$17,$17,$17,$07,$07,$1F,$1F ; 10F4 WWWWGG__
.byte  $1F,$1F,$07,$07,$00,$00,$25,$25 ; 10FC __GG..%%
.byte  $26,$25,$27,$27,$27,$27,$27,$27 ; 1104 &%' '' ''
.byte  $27,$27,$06,$06,$06,$06,$06,$06 ; 110C ' ' FFFFFF
.byte  $06,$06,$06,$06,$28,$00,$00,$00 ; 1114 FFFF(...)
.byte  $00,$FF                 ; 111C ..

```

voice3\_track:

```

.byte  $00,$00,$00,$00,$04,$06,$06,$0C ; 111E ....DFFL

```



```

.byte $0B,$0C,$0B,$0C,$0B,$06,$06,$06 ; 1126 KLKLFKFFF
.byte $06,$06,$06,$06,$06,$06,$06,$06 ; 112E FFFFFFFF
.byte $06,$06,$06,$0F,$0F,$10,$11,$0E ; 1136 FFFOOPQN
.byte $0E,$0E,$0E,$0E,$0E,$0E,$0E,$0E ; 113E NNNNNNNN
.byte $0E,$0E,$0E,$16,$07,$07,$07,$18 ; 1146 NNNVGGGX
.byte $19,$19,$1A,$1A,$08,$08,$1C,$08 ; 114E YYZZHH\H
.byte $08,$23,$23,$22,$22,$23,$23,$22 ; 1156 H##\"\"##\"
.byte $22,$23,$23,$22,$22,$23,$23,$22 ; 115E \"##\"\"##\"
.byte $22,$23,$23,$22,$22,$23,$23,$22 ; 1166 \"##\"\"##\"
.byte $22,$23,$23,$22,$22,$23,$23,$22 ; 116E \"##\"\"##\"
.byte $22,$23,$23,$22,$22,$23,$23,$22 ; 1176 \"##\"\"##\"
.byte $22,$07,$07,$0F,$0F,$0F,$0F,$29 ; 117E \"GG0000)
.byte $00,$00,$00,$00,$FF ; 1186 .....

pattern_00:
.byte $FD,$3F,$FA,$04,$00,$FF ; 118B }?zD..

pattern_01:
.byte $FA,$01,$FD,$3F,$23,$1F,$22,$1E ; 1191 zA}?#\_\"^
.byte $FF ; 1199 .

pattern_03:
.byte $FA,$01,$FD,$3F,$17,$13,$16,$12 ; 119A zA}?WSVR
.byte $FF ; 11A2 .

pattern_02:
.byte $FD,$0F,$FA,$04,$00,$FF ; 11A3 }0zD..

pattern_04:
.byte $FA,$02,$FD,$7F,$25,$25,$FF ; 11A9 zB}.%%.

pattern_05:
.byte $FA,$0E,$FD,$3F,$2F,$2B,$2E,$FC ; 11B0 zN}?/+.|
.byte $20,$2A,$FF ; 11B8 *.

pattern_06:
.byte $FA,$06,$FD,$01,$42,$3B,$3B,$42 ; 11BB zF}AB;;B
.byte $3B,$3B,$43,$3B,$42,$3B,$3B,$42 ; 11C3 ;;C;B;;B
.byte $3B,$3B,$43,$3B,$42,$3B,$3B,$42 ; 11CB ;;C;B;;B
.byte $3B,$3B,$43,$3B,$42,$3B,$3B,$42 ; 11D3 ;;C;B;;B
.byte $3B,$3B,$43,$3B,$FF ; 11DB ;;C;.

pattern_07:
.byte $FA,$01,$FD,$7F,$23,$FF ; 11E0 zA}#.

pattern_08:
.byte $FA,$01,$FD,$7F,$17,$00,$FF ; 11E6 zA}.W..

pattern_09:
.byte $FA,$09,$FD,$1F,$17,$13,$12,$0F ; 11ED zI}_WSRO
.byte $FF ; 11F5 .

pattern_10:
.byte $FA,$08,$FD,$0F,$3E,$39,$FD,$1F ; 11F6 zH}0>9}_
.byte $3B,$FD,$0F,$3D,$3B,$FD,$1F,$3A ; 11FE ;}0=;}_:
.byte $FD,$7F,$FB,$01,$2F,$FF ; 1206 }.{A/.

pattern_11:
.byte $FA,$06,$FD,$01,$3D,$36,$36,$3D ; 120C zF}A=66=
.byte $36,$36,$3E,$36,$3D,$36,$36,$3D ; 1214 66>6=66=
.byte $36,$36,$3E,$36,$3A,$33,$33,$3A ; 121C 66>6:33:
.byte $33,$33,$3B,$33,$3A,$33,$33,$3A ; 1224 33;3:33:
.byte $33,$33,$3B,$33,$FF ; 122C 33;3.

```

```

pattern_12:
  .byte $FA,$06,$FD,$01,$42,$3B,$3B,$42 ; 1231 zF}AB;;B
  .byte $3B,$3B,$43,$3B,$42,$3B,$3B,$42 ; 1239 ;;C;B;;B
  .byte $3B,$3B,$43,$3B,$3E,$37,$37,$3E ; 1241 ;;C;>77>
  .byte $37,$37,$3F,$37,$3E,$37,$37,$3E ; 1249 77?7>77>
  .byte $37,$37,$3F,$37,$FF ; 1251 77?7.

pattern_13:
  .byte $FA,$0A,$FD,$01,$3B,$3A,$39,$38 ; 1256 zJ}A;:98
  .byte $39,$3A,$3B,$3A,$39,$38,$39,$3A ; 125E 9:;;989:
  .byte $3B,$3A,$39,$38,$39,$3A,$3B,$3A ; 1266 ;;989:;;
  .byte $39,$38,$39,$3A,$3B,$3A,$39,$38 ; 126E 989:;;98
  .byte $39,$3A,$3B,$3A,$FF ; 1276 9:;:.

pattern_14:
  .byte $FA,$07,$FD,$01,$2D,$FD,$03,$2D ; 127B zG}A-}C-
  .byte $FD,$0D,$2D,$FD,$03,$2D,$FD,$07 ; 1283 }M-}C-}G
  .byte $FA,$00,$2D,$FA,$07,$FD,$01,$2D ; 128B z.-zG}A-
  .byte $FD,$03,$2D,$FD,$0D,$2D,$FD,$03 ; 1293 }C-}M-}C
  .byte $2D,$FD,$07,$FA,$00,$2D,$FF ; 129B -}Gz.-.

pattern_15:
  .byte $FA,$0B,$FD,$01,$23,$23,$23,$23 ; 12A2 zK}A####
  .byte $23,$23,$23,$23,$23,$23,$23,$23 ; 12AA #####
  .byte $23,$23,$23,$23,$23,$23,$23,$23 ; 12B2 #####
  .byte $23,$23,$23,$23,$23,$23,$23,$23 ; 12BA #####
  .byte $23,$23,$23,$23,$FF ; 12C2 ####.

pattern_16:
  .byte $FA,$0B,$FD,$01,$22,$22,$22,$22 ; 12C7 zK}A\\"\\"\\\"
  .byte $22,$22,$22,$22,$22,$22,$22,$22 ; 12CF \\\\"\\\"\\\"\\\"\\\"\\\"
  .byte $22,$22,$22,$22,$22,$22,$22,$22 ; 12D7 \\\\"\\\"\\\"\\\"\\\"\\\"\\\"
  .byte $22,$22,$22,$22,$22,$22,$22,$22 ; 12DF \\\\"\\\"\\\"\\\"\\\"\\\"\\\"
  .byte $22,$22,$22,$22,$FF ; 12E7 \\\\"\\\"\\\"\\\".

pattern_17:
  .byte $FA,$0B,$FD,$01,$25,$25,$25,$25 ; 12EC zK}A%%%%
  .byte $25,$25,$25,$25,$25,$25,$25,$25 ; 12F4 %%%
  .byte $25,$25,$25,$25,$25,$25,$25,$25 ; 12FC %%%
  .byte $25,$25,$25,$25,$25,$25,$25,$25 ; 1304 %%%
  .byte $25,$25,$25,$25,$FF ; 130C %%%.

pattern_18:
  .byte $FA,$0A,$FD,$01,$3B,$37,$36,$34 ; 1311 zJ}A;764
  .byte $3B,$37,$36,$34,$3B,$37,$36,$34 ; 1319 ;764;764
  .byte $3B,$37,$36,$34,$3B,$37,$36,$34 ; 1321 ;764;764
  .byte $3B,$37,$36,$34,$3B,$37,$36,$34 ; 1329 ;764;764
  .byte $3B,$37,$36,$34,$FF ; 1331 ;764.

pattern_19:
  .byte $FA,$0B,$FD,$01,$1F,$1F,$1F,$1F ; 1336 zK}A_____
  .byte $1F,$1F,$1F,$1F,$1F,$1F,$1F,$1F ; 133E _____
  .byte $1F,$1F,$1F,$1F,$1F,$1F,$1F,$1F ; 1346 _____
  .byte $1F,$1F,$1F,$1F,$1F,$1F,$1F,$1F ; 134E _____
  .byte $1F,$1F,$1F,$1F,$FF ; 1356 _____.

pattern_20:
  .byte $FA,$06,$FD,$01,$3F,$3B,$36,$3F ; 135B zF}A?;6?
  .byte $3B,$36,$3F,$3B,$3F,$3B,$36,$3F ; 1363 ;6?;?;6?

```

```

    .byte    $3B,$36,$3F,$3B,$3F,$3B,$36,$3F    ; 136B    ;6?;?;6?
    .byte    $3B,$36,$3F,$3B,$3F,$3B,$36,$3F    ; 1373    ;6?;?;6?
    .byte    $3B,$36,$3F,$3B,$FF                ; 137B    ;6?;.
pattern_21:
    .byte    $FA,$06,$FD,$01,$3E,$3B,$37,$3E    ; 1380    zF}A>;7>
    .byte    $3B,$37,$3E,$3B,$3E,$3B,$37,$3E    ; 1388    ;7>;>;7>
    .byte    $3B,$37,$3E,$3B,$3E,$3B,$37,$3E    ; 1390    ;7>;>;7>
    .byte    $3B,$37,$3E,$3B,$3E,$3B,$37,$3E    ; 1398    ;7>;>;7>
    .byte    $3B,$37,$3E,$3B,$FF                ; 13A0    ;7>;.
pattern_22:
    .byte    $FA,$0D,$FD,$1F,$37,$36,$39,$37    ; 13A5    zM}_7697
    .byte    $36,$2F,$2F,$32,$FF                ; 13AD    6//2.
pattern_23:
    .byte    $FA,$10,$FD,$01,$23,$23,$2A,$2A    ; 13B2    zP}A##**
    .byte    $28,$28,$2A,$2A,$26,$26,$2A,$2A    ; 13BA    ((*&&**
    .byte    $28,$28,$2A,$2A,$23,$23,$2A,$2A    ; 13C2    ((*##**
    .byte    $28,$28,$2A,$2A,$26,$26,$2A,$2A    ; 13CA    ((*&&**
    .byte    $28,$28,$2A,$2A,$FF                ; 13D2    ((*.
pattern_24:
    .byte    $FA,$13,$FD,$07,$FC,$37,$45,$FD    ; 13D7    zS}G|7E}
    .byte    $2F,$47,$FD,$07,$FB,$7F,$47,$FD    ; 13DF    /G}G{.G}
    .byte    $37,$42,$FD,$07,$FB,$80,$42,$FF    ; 13E7    7B}G{.B.
pattern_25:
    .byte    $FA,$13,$FD,$1F,$3B,$FD,$0F,$39    ; 13EF    zS}_;}09
    .byte    $37,$FD,$3F,$36,$FF                ; 13F7    7}?6.
pattern_26:
    .byte    $FA,$13,$FD,$1F,$34,$FD,$0F,$32    ; 13FC    zS}_4}02
    .byte    $31,$FD,$3F,$2F,$FF                ; 1404    1}?/.
pattern_27:
    .byte    $FA,$0B,$FD,$01,$1B,$1B,$1B,$1B    ; 1409    zK}A[[[[
    .byte    $1B,$1B,$1B,$1B,$1B,$1B,$1B,$1B    ; 1411    [[[[[[[[
    .byte    $1B,$1B,$1B,$1B,$1B,$1B,$1B,$1B    ; 1419    [[[[[[[[
    .byte    $1B,$1B,$1B,$1B,$1B,$1B,$1B,$1B    ; 1421    [[[[[[[[
    .byte    $1B,$1B,$1B,$1B,$FF                ; 1429    [[[[.
pattern_28:
    .byte    $FA,$01,$FD,$1F,$3B,$FD,$0F,$3A    ; 142E    zA}_;}0:
    .byte    $36,$FD,$2F,$36,$FD,$0F,$38,$FD    ; 1436    6}/6}08}
    .byte    $1F,$38,$2F,$31,$FD,$0F,$33,$34    ; 143E    _8/1}034
    .byte    $FD,$7F,$36,$36,$FF                ; 1446    }.66.
pattern_29:
    .byte    $FA,$0B,$FD,$01,$1C,$1C,$1C,$1C    ; 144B    zK}A\\\\
    .byte    $1C,$1C,$1C,$1C,$1C,$1C,$1C,$1C    ; 1453    \\\\\\\\
    .byte    $1C,$1C,$1C,$1C,$1C,$1C,$1C,$1C    ; 145B    \\\\\\\\
    .byte    $1C,$1C,$1C,$1C,$1C,$1C,$1C,$1C    ; 1463    \\\\\\\\
    .byte    $1C,$1C,$1C,$1C,$FF                ; 146B    \\\\.
pattern_30:
    .byte    $FA,$0B,$FD,$01,$1E,$1E,$1E,$1E    ; 1470    zK}A^^^^
    .byte    $1E,$1E,$1E,$1E,$1E,$1E,$1E,$1E    ; 1478    ^^^^^^
    .byte    $1E,$1E,$1E,$1E,$1E,$1E,$1E,$1E    ; 1480    ^^^^^^
    .byte    $1E,$1E,$1E,$1E,$1E,$1E,$1E,$1E    ; 1488    ^^^^^^
    .byte    $1E,$1E,$1E,$1E,$FF                ; 1490    ^^^^.

```

```

pattern_31:
  .byte $FA,$09,$FD,$3F,$23,$1B,$1C,$1E ; 1495 zI}?#[\^
  .byte $FF ; 149D .
pattern_32:
  .byte $FA,$01,$FD,$7F,$17,$17,$FF,$21 ; 149E zA}.WW.!
  .byte $26,$FD,$11,$28,$FF ; 14A6 &}Q(.
pattern_33:
  .byte $FA,$15,$FD,$01,$1F,$1F,$FD,$03 ; 14AB zU}A__}C
  .byte $1F,$FA,$0F,$FD,$01,$2E,$27,$FA ; 14B3 _z0}A.'z
  .byte $15,$1F,$FD,$03,$1F,$FD,$01,$1F ; 14BB U_}C_}A_
  .byte $FD,$03,$1F,$FD,$01,$FA,$0F,$2F ; 14C3 }C_}Az0/
  .byte $FA,$15,$1A,$1D,$1F,$FF ; 14CB zUZ]_.
pattern_34:
  .byte $FA,$09,$FD,$01,$13,$13,$FD,$03 ; 14D1 zI}ASS}C
  .byte $13,$FD,$01,$FA,$00,$2E,$27,$FA ; 14D9 S}Az..'z
  .byte $09,$13,$FD,$03,$13,$FD,$01,$13 ; 14E1 IS}CS}AS
  .byte $FD,$03,$13,$FD,$01,$13,$10,$11 ; 14E9 }CS}ASPQ
  .byte $13,$FF ; 14F1 S.
pattern_35:
  .byte $FA,$09,$FD,$01,$17,$17,$FD,$03 ; 14F3 zI}AWW}C
  .byte $17,$FD,$01,$FA,$00,$2E,$27,$FA ; 14FB W}Az..'z
  .byte $09,$17,$FD,$03,$17,$FD,$01,$17 ; 1503 IW}CW}AW
  .byte $FD,$03,$17,$FD,$01,$17,$12,$15 ; 150B }CW}AWRU
  .byte $17,$FF ; 1513 W.
pattern_36:
  .byte $FA,$15,$FD,$01,$23,$23,$FD,$03 ; 1515 zU}A##}C
  .byte $23,$FA,$0F,$FD,$01,$2E,$27,$FA ; 151D #z0}A.'z
  .byte $15,$23,$FD,$03,$23,$FD,$01,$23 ; 1525 U#}C#}A#
  .byte $FD,$03,$23,$FD,$01,$FA,$0F,$2F ; 152D }C#}Az0/
  .byte $FA,$15,$1E,$21,$23,$FF ; 1535 zU^!#.
pattern_37:
  .byte $FA,$0A,$FD,$39,$47,$FD,$01,$46 ; 153B zJ}9G}AF
  .byte $45,$44,$FD,$39,$43,$FD,$01,$44 ; 1543 ED}9C}AD
  .byte $45,$46,$FF ; 154B EF.
pattern_38:
  .byte $FA,$12,$FD,$3F,$3B,$43,$42,$3E ; 154E zR}?;CB>
  .byte $3B,$37,$36,$2F,$FF ; 1556 ;76/.
pattern_39:
  .byte $FA,$0C,$FD,$01,$31,$3D,$49,$3D ; 155B zL}A1=I=
  .byte $31,$3D,$49,$3D,$FF ; 1563 1=I=.
pattern_40:
  .byte $FA,$01,$FD,$7F,$17,$00,$00,$00 ; 1568 zA}.W...
  .byte $FF ; 1570 .
pattern_41:
  .byte $FA,$01,$FD,$7F,$23,$00,$00,$00 ; 1571 zA}.#...
  .byte $FF ; 1579 .

arpeggio_table:
  .addr arpeggio_0 ; 157A

arpeggio_0:

```

```
.byte    $00,$0C,$18          ; 157C .LX
```

```
pattern_lobytes:
```

```
.byte <pattern_00  
.byte <pattern_01  
.byte <pattern_03  
.byte <pattern_02  
.byte <pattern_04  
.byte <pattern_05  
.byte <pattern_06  
.byte <pattern_07  
.byte <pattern_08  
.byte <pattern_09  
.byte <pattern_10  
.byte <pattern_11  
.byte <pattern_12  
.byte <pattern_13  
.byte <pattern_14  
.byte <pattern_15  
.byte <pattern_16  
.byte <pattern_17  
.byte <pattern_18  
.byte <pattern_19  
.byte <pattern_20  
.byte <pattern_21  
.byte <pattern_22  
.byte <pattern_23  
.byte <pattern_24  
.byte <pattern_25  
.byte <pattern_26  
.byte <pattern_27  
.byte <pattern_28  
.byte <pattern_29  
.byte <pattern_30  
.byte <pattern_31  
.byte <pattern_32  
.byte <pattern_33  
.byte <pattern_34  
.byte <pattern_35  
.byte <pattern_36  
.byte <pattern_37  
.byte <pattern_38  
.byte <pattern_39  
.byte <pattern_40  
.byte <pattern_41
```

```
pattern_hibytes:
```

```
.byte >pattern_00  
.byte >pattern_01  
.byte >pattern_03  
.byte >pattern_02  
.byte >pattern_04
```

```
.byte >pattern_05
.byte >pattern_06
.byte >pattern_07
.byte >pattern_08
.byte >pattern_09
.byte >pattern_10
.byte >pattern_11
.byte >pattern_12
.byte >pattern_13
.byte >pattern_14
.byte >pattern_15
.byte >pattern_16
.byte >pattern_17
.byte >pattern_18
.byte >pattern_19
.byte >pattern_20
.byte >pattern_21
.byte >pattern_22
.byte >pattern_23
.byte >pattern_24
.byte >pattern_25
.byte >pattern_26
.byte >pattern_27
.byte >pattern_28
.byte >pattern_29
.byte >pattern_30
.byte >pattern_31
.byte >pattern_32
.byte >pattern_33
.byte >pattern_34
.byte >pattern_35
.byte >pattern_36
.byte >pattern_37
.byte >pattern_38
.byte >pattern_39
.byte >pattern_40
.byte >pattern_41
voice1_tune_trackptr_lo:
    .byte    $00
    .byte <voice1_track
voice1_tune_trackptr_hi:
    .byte    $00
    .byte >voice1_track
voice2_tune_trackptr_lo:
    .byte    $00
    .byte <voice2_track
voice2_tune_trackptr_hi:
    .byte    $00
    .byte >voice2_track
voice3_tune_trackptr_lo:
    .byte    $00
```

```
.byte <voice3_track
voice3_tune_trackptr_hi:
.byte $00
.byte >voice3_track

; init code added by sid ripper

.byte 0

music_init:
lda $01
sta tune_ctrl
rts

.byte $00,$53,$48,$41,$44,$45,$00,$00 ; 15E6 .SHADE..
.byte $00,$00 ; 15EE ..
```

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