

00000000	a2	0c	8e	f9	ff	8e	a9	fd	9c	b9	fd	8e	b1	fd	bd	e5
00000010	02	9d	f7	02	ca	d0	f7	a0	08	be	d0	02	b9	d9	02	9d
00000020	00	fc	88	10	f4	a2	cc	c8	a9	04	91	04	c8	8a	91	04
00000030	c8	c8	c8	f0	0b	98	29	0f	d0	ee	8a	49	ff	aa	80	e8
00000040	a2	88	8e	fe	ff	a2	02	8e	ff	ff	58	a9	80	0c	01	fd
00000050	8d	e6	02	a9	c1	8d	10	fc	a9	02	8d	11	fc	1a	85	00
00000060	a5	00	d0	fc	1a	8d	91	fc	9c	90	fd	9c	91	fd	2c	92
00000070	fc	d0	f8	ce	ca	02	38	ad	e6	02	e9	04	8d	e6	02	f0
00000080	ca	69	0f	8d	f8	02	80	cb	48	a9	01	8d	80	fd	ca	10
00000090	10	18	ad	b0	fd	69	10	b0	05	8d	b0	fd	80	0d	ee	b0
000000a0	fd	ad	0a	fd	d0	07	9c	b0	fd	c6	00	a2	02	68	40	03
000000b0	84	c6	03	aa	a8	03	e2	c4	03	24	a2	03	2e	cc	03	00
000000c0	00	00	90	00	e1	02	af	02	42	00	5a	00	00	02	00	02
000000d0	09	08	04	06	28	2a	83	92	90	20	00	00	00	7f	7f	f3
000000e0	34	01	a0	00	f3	02	00	fa	50	00	3b	00	00	05	10	00
000000f0	40	00	19	00	a9	00	00	00	00							

initcode

VBL loop

Interrupt

Calculation

Init data

Sprite data and drawing