

43,381 50 SHEETS 3 SQUARE
 43,382 100 SHEETS 3 SQUARE
 43,383 200 SHEETS 3 SQUARE
 NATIONAL

R
 NC
 1

4 BIT ADDRESS		ADDRESS NAME	DATA BITS USED					FUNCTION			
OCT	HEX		7	6	5	4	3		2	1	0
00	00	VSYNC								1	VERTICAL SYNC SET-CLEAR
01	01	VBLANK	1	1						1	VERTICAL BLANK SET-CLEAR
02	02	WSYNC									WAIT FOR LEADING EDGE OF HORIZONTAL BLANK
03	03	RSYNC									RESET HORIZONTAL SYNC COUNTER
04	04	NUSIZ 0			1	1				1	NUMBER-SIZE PLAYER-MISSILE 0
05	05	NUSIZ1			1	1				1	NUMBER-SIZE PLAYER-MISSILE 1
06	06	COLUP 0	1	1	1	1				1	COLOR-LUM PLAYER 0
07	07	COLUP1	1	1	1	1				1	COLOR-LUM PLAYER 1
10	08	COLUPF	1	1	1	1				1	COLOR-LUM PLAYFIELD
11	09	COLUBK	1	1	1	1				1	COLOR-LUM BACKGROUND
12	0A	CTRLPF			1	1				1	CONTROL PLAYFIELD BALL SIZE AND COLLISIONS
13	0B	REFP 0								1	REFLECT PLAYER 0
14	0C	REFP1								1	REFLECT PLAYER 1
15	0D	PF 0	1	1	1	1					PLAYFIELD REG. BYTE 0
16	0E	PF1	1	1	1	1				1	PLAYFIELD REG. BYTE 1
17	0F	PF2	1	1	1	1				1	PLAYFIELD REG. BYTE 2
20	10	RESP 0									RESET PLAYER 0
21	11	RESP1									RESET PLAYER 1
22	12	RESM 0									RESET MISSILE 0
23	13	RESM1									RESET MISSILE 1
24	14	RESBL									RESET BALL
25	15	AUDC 0								1	AUDIO CONTROL 0
26	16	AUDC1								1	AUDIO CONTROL 1