Sir Lancelot (ColecoVision)

Sir Lancelot documents a little-known battle from the Arthurian legend, in which the titular knight used Pegasus to stomp on flying serpents like *Balloon Fight*.

Unused Text

At **0x24** is text for the "ColecoVision presents" screen which the game never uses. Similar text can be found in *Motocross Racer*.

```
PLEASE WAIT FOR
START OF GAME.
1982
```

Source Code

The game contains two large chunks of 6502 source code, starting from **0x3555** all the way to the end of the ROM.

The first chunk contains most of the sound data for the game, including the names of the sounds and music:

Sir Lancelot

Developer: VSS
Publisher: Xonox
Platform: ColecoVision
Released in US: 1983

🔢 This game has unused code.
🖼 This game has uncompiled source code.
💬 This game has unused text.

```
0008402
HS,00006402
HS,00004402
HS,00002402
HS,00002402
HS,00004402
HS,00006402
HS,00008402
HS,10

INTRO1
HS,40FE1110
HS,64
HS,40FE0003
HS,62
HS,40FE0003
HS,62
HS,40FE003C
HS,40FC010A
HS,407C010A
HS,402E010A
HS,40FE0056
HS,64
HS,40FE000A
HS,40EF000A
HS,40E2000A
HS,40D50010
HS,64
HS,40D50003
HS,62
HS,40D50003
HS,62
HS,40D5003C
HS,40AB010A
HS,4040010A
HS,40FE000A
HS,40D5005A
HS,40BE001E
HS,40A90040
HS,50

INTRO2
HS,802E0110
HS,A4
HS,802E0103
HS,A2
HS,802E0103
```

```
HS,A2
HS,8053011E
HS,802E011E
HS,BE
HS,802E011E
HS,807C010A
HS,8053010A
HS,8040010A
HS,802E001E
HS,BE
HS,80FE0010
HS,A4
HS,80FE0003
HS,A2
HS,80FE0003
HS,A2
HS,801D011E
HS,80FE001E
HS,BE
HS,80FE001E
HS,8040010A
HS,801D010A
HS,800D010A
HS,80FE001E
HS,800D010A
HS,80FE000A
HS,80E2000A
HS,80C90040
HS,90

INTRO3
HS,C07C011E
HS,C093011E
HS,C07C011E
HS,FE
HS,C07C015A
HS,FE
HS,C040011E
HS,C053011E
HS,C040011E
HS,FE
HS,C040015A
HS,C053011E
HS,C0FC0140
HS,D0

DEATH1
HS,82C401141C22
HS,822E01141C22
```

```
HS,827C01141C22
HS,82C401141C22
HS,82DF01141C22
HS,82C4010A1C22
HS,8293010A1C22
HS,82C4010A1C22
HS,8293010A1C22
HS,82C401141C22
HS,90

STRIKE
HS,40A6020240AB3102
HS,40A6020340AB3103
HS,40F9020440C43104
HS,4056030540FC3105
HS,50

GROUND
HS,80BE0002
HS,80970002
HS,807F0002
HS,80BE0002
HS,80970002
HS,807F0002
HS,90

BACKA
HS,C33FF00C10FE1F10
HS,D0

ALLCLR
HS,42FE00101C22
HS,64
HS,42FE00031C22
HS,62
HS,42FE00031C22
HS,62
HS,42E2000A1C22
HS,62
HS,422E010A1C22
HS,62
HS,42E2000A1C22
HS,42FE30281650
HS,50

AGAIN
HS,40BE001
```

Directly after the sound chunk is part of the code for an Atari 800 Z80 assembler. Other parts of the same code can be found in *Rolloverture*, another VSS game, as well as the unreleased Atari 2600 game *Squoosh*.

```
*****************************************
RAMWRITE FOR Z80 ASSEMBLER
*****************************************

.OR $F1
ADDRAML,.HS 00,* SHARED RAM BEGINNING ADDRESS
.HS 00
ADDR800L .HS 00,* ATARI 800 RAM BEGINNING ADDRESS
.HS 40
.HS 00,* BYTE COUNT TO TRANSFER
.HS 40
.BS 1
WORKRAML .BS 1
WORKRAMH .BS 1
WORK800L .BS 1
WORK800H .BS 1
WORKCNTL .BS 1
WORKCNTH .BS 1
HOLD .BS 1
PORTA
.EQ $D300
PORTB
.EQ $D301
PORTC
.EQ $D302
PORTD
.EQ $D303
.OR $600

* 6502 MACHINE CODE TO LOAD OBJECT FILE
* TO SHARED RAM
.HS A5F4D008A93085F4
```

(Source: Original TCRF research)