

# COREWAR – CÓDIGOS DE EJEMPLO

```
;redcode-nano
;name Afterburner
;author Neo
;assert CORESIZE==80
;strategy DAT incendiary bomber
```

```
loop: mov bm, @ref
```

```
ref: mov bm,*8 ;@13
```

```
  add #10,ref
```

```
  jmp loop,<-7
```

```
bm: mov {5},-10 ;mov.i #5,1 ;1,-5 ;mov >0,-5 ;mov }-5,*-5
```

```
  end loop
```

```
;redcode-nano
;name Carbon tetrachloride
;author Neo
;assert CORESIZE==80
;strategy paper
```

```
step equ -34 ;28
```

```
start: spl 1
```

```
pap: spl @0,<step
```

```
  mov }-1,>-1
```

```
  mov }-2,>-2
```

```
  djn.f -2,{-1 ;>pap
```

```
  end start
```

```

;redcode-nano
;name Kore Klear
;author Neo
;assert CORESIZE==80
;strategy Backwards fast clear

```

```

clr:  spl #-50,<-4
      mov {-1,<-1
      mov <-2,{<-2
      djn.f -2,<-3

```

```
end clr
```

---

```

;REDCODE-94
;NAME Blind Runner I
;AUTHOR Neogryzor
;ASSERT 1
;STRATEGY Self-moving bomber
;STRATEGY 0.5c moving, 0.8 bombing, (0.4c bomb + 0.4c dec)

```

```

INI:  SPL CO2
AT:   NOP AT,AT+8    ;-> can be mov.i #0,8 too or any other
      MOV.I {800,1601
      MOV.I {1802,2603
      MOV.I {2803,3604
CO2:  MOV.I }AT,>AT
      MOV.I }AT,>AT
      MOV.I }AT,>AT
      MOV.I }AT,>AT

```

```
END INI
```

---