```
04D0    A637    I=Message
  D2    0244    Call Messager
  D4    D565    Display
  D6    77FF    V7+FF (loop count -1)
  D8    4700    Skip if V7 ≠ 0 (done?)
  DA    1332    Yes - exit to check for next keypress
  DC    6E80    VE=80 for timer
  DE    2472    Do timer subroutine

04E0    14CE    Loop to erase
  E2    6702    V7=2 (loop count
  E4    A642    I=message  "Your Starship is Destroyed!"
  E6    6506    V5=6 (VX)
  E8    6616    V6=16 (VY)
  EA    0244    Call Messager
  EC    D565    Display
  EE    760E    V6+0E (VY for next line)

04F0    0244    Call Messager
  F2    D565    Display
  F4    77FF    V7+FF (loop count -1_
  F6    4700    Skip if V7 ≠ 0 (Done?)
  F8    1518    Yes - Go display score
  FA    6EA0    VE=A0 for timer
  FC    2472    Do timer subroutine
  FE    14E4    Loop to erase

0500    6702    V7=2 (Loop count)
  02    A697    I=message    "You Made it!"
  04    6508    V5=8 (VX)
  06    6616    V6=16 (VY)
  08    0244    Call Messager
  0A    D565    Display
  0C    77FF    V7+FF (Loop count -1)
  0E    4700    Skip if V7=0

0510    1518    Go display score
  12    6EA0    VE=A0 for timer
  14    2472    Do timer subroutine
  16    1502    Loop to erase
  18    6702    V7=02(Loop count)
  1A    A65E    I=Message  "You shot down (NN) Klingon Ships"
  1C    6506    V5=6  (VX)
  1E    6614    V6=14 (VY)

0520    0244    Call Messager
  22    D565    Display
  24    245C    Do Display Score subroutine
  26    6506    V5=6  (VX)
  28    7609    V6+9  (VY)
  2A    A66C    I=message
  2C    0244    Call Messager
  2E    D565    Display
```