

```

04C0      8403 ;XOR      -- Compliment V4 back again
      C2      242C PIEC1  -- Do sub -- display changed color
      C4      6001 ;V0=01 -- V0 is value for tone generator
      C6      F018 ;TONE  -- Sound tone - beep
      C8      14A6 CHNG1  -- Jump to change next or exit

```

TIMER SUB

```

04CA  TIMER :F015 ;TI=V0 -- Set timer to value in V0
      CC  TIME :F007 ;V0=TI -- Set V0 = current timer value
      CE      3000 ;SK=00 -- When V0=00, skip to exit

04D0      14CC  TIME  -- Jump to loop till timer = 00
      D2      00EE ;RET -- Return

```

BEEPER SUB

```

04D4  BEEPR :6109 ;V1=09 -- V1 = loop count (# beeps) of 09
      D6  BEEP :6001 ;V0=01 -- V0 = value for tone
      D8      F018 ;TONE  -- Sound tone--beep
      DA      6006 ;V0=06 -- V0 passes value to timer sub
      DC      24CA  TIMER -- Do sub -- wait between beeps
      DE      71FF ;V1-01 -- Add FF to loop count to subtract 01

04E0      3100 ;SK=00 -- When V1=00, skip to exit
      E2      14D6 ;BEEP  -- Jump to beep again
      E4      00EE ;RET  -- Return

```

04E6-04FF -- Not used

WIN DETECTOR

```

0500  WIN    :A800 ;BOARD -- Set "I" to computer board
      02      097E ;COUNT -- Do MLS -- count # pieces
      04      8014 ;V0+V1 -- Add whites + blacks (in V0 V1)
      06      6F00 ;VF=00 -- Set VF=00 = continue flag
      08      4040 ;SK=40 -- If ≠ 40 pieces (64 decimal), skip to exit
      0A      6F01 ;VF=01 -- Else set VF=01 to flag end of game
      0C      00EE ;RET  -- Return

```