```
08DD  F8  LDI
  DE  51
  DF  AA  PLO   RA ;RA=Corner #3

08E0  D3  SEP   R3 ;Do sub--adjust for corners
  E1  F8  LDI
  E2  58
  E3  AA  PLO   RA ;RA=corner #4
  E4  D3  SEP   R3 ;Do sub--adjust for corners
  E5  F8  LDI
  E6  F2
  E7  A6  PLO   R6
  E8  72  LDXA     ;Pop weight (reset stack pointer)
  E9  56  STR   R6 ;Store as V2
  EA  DC  SEP   RC ;Return via sub handler
```

ADJUST SUB (FOR CORNERS)

```
08EB  D4  SEP   R3 ;Return
  EC  0A  LDN   RA ;Entry--get corner piece
  ED  F6  SHR      ;Shift right to check for white
  EE  3B  BNF      ;If not, branch to exit
  EF  EB

08F0  F8  LDI      ;Else add 5 to weight on stack
  F1  05           ;(change to fine-tune strategy)
  F2  F4  ADD
  F3  52  STR   R2 ;Store new weight on stack
  F4  30  BR       ;Branch to exit
  F5  EB
```

MLS - REFERENCE RA TO BOARD ADDRESS PER VA VB COORDINATES

```
0900  D4  SEP   R4 ;Return-leaving R3 @ entry for other MLS calls
  01  E2  SEX   R2 ;X=2 (entry here)
  02  22  DEC   R2 ;Stack free
  03  F8  LDI      ;Set R6.0=FB
  04  FB
  05  A6  PLO   R6 ;R6.0 points to Chip-8's VB=VY board coordinate
  06  06  LDN   R6 ;D=M(R(6))--get VY value
  07  FE  SHL      ;Shift to multiply x 2
  08  52  STR   R2 ;Push
  09  FE  SHL      ;Further multiply x 2
```