WIN BLOCK/RESTART (NOT A SUBROUTINE)

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050E    ENDGM :A800   ;BOARD  -- Set "I" to computer board

0510          097E    ;COUNT  -- Do MLS -- count # pieces
  12          9010    ;SK≠    -- If V0≠V1, skip next
  14          152A    END     -- Jump past win block for tie games
  16          6C08    ;VC=00  -- VC is VX for win block display
  18          6D1F    ;V0=1F  -- VD " VY "         "          " (white)
  1A          8015    ;V0-V1  -- Subtract whites-blacks to find winner
  1C          3F01    ;SK= +  -- If positive, white > black & is winner
  1E          6D26    ;VD=26  -- Else reset VD (VY) for black block

0520          A534    BLOCK   -- Set "I" to bit pattern for win block
  22    FLASH :DCD7   ;SHOW   -- Display 1/9 block
  24          7C01    ;VC+01  -- Add 01 to X coordinate
  26          3C11    ;SK=11  -- Skip next when VC = 11
  28          1522    ;FLASH  -- Jump to display whole block
  2A    END   :6000   ;V0=00  -- V0=00 for keypress test
  2C          E09E    ;SK=KY  -- If Key 0 pressed, (=V0), skip next
  2E          150E    ENDGM   -- Jump to flash block (or not on ties)

0530          0230    ;ERASE  -- Erase display to prepare for restart
  32          1300    BEGIN   -- Jump to beginning for new game
  34    BLOCK :8080   ;BITS   -- Bit pattern for win block
  36          8080            --     "           "           "
  38          8080            --     "           "           "
  3A          8000            --     "           "           "
  3C    WHITE :1F3D   ;ASCII  -- String for scoring set-up
  3E    BLACK :001E           --     "           "           "
0540          3D00            --     "           "           "
```

GET KEYPRESS

```
0542    GETKY :F00A   ;V0=KY  -- Let V0=value next keypress (waits)
  44          400C    SK≠0C   -- If not Key C, skip next
  46          00EE    ;RET    -- Key C pressed
  48          6F08    ;VF=08  -- VF is limiting value (0-8)
  4A          8F05    ;VF-V0  -- Subtract 08 - keypress
  4C          3F01    ;SK= +  -- If positive, skip next (V0 ≤ 8)
  4E          1542    GETKY   -- Else jump to get a valid entry
0550          00EE    ;RET    -- Return (V0= 0-8)
```