

```

03E0      2500 ;WIN    -- Do sub -- check for win
E2        3F00 ;SK=00  -- If VF=00, skip to continue
E4        150E ;ENDGM  -- Else jump to end game/restart
E6        26C4 ;TURNS  -- Do sub -- switch white/black moves
E8        13CE VERS3   -- Jump for next player's move

```

03EA-03FF -- Not used -- available for expansion versions

INDEX VC VD PER MOVE VA VB (FOR DISPLAY)

```

0400 INDEX :8CAE ;SHL  -- Multiply VA x 4 by shifting left x 2 and
02        8CCE ;SHL  -- Put result in VC (VX display)
04        8CA4 ;VC+VA -- Add to complete a multiply x 5
06        7C13 ;VC+13 -- Add 13 hex to adjust X coordinate
08        8DBE ;SHL  -- Multiply VB x 8 by shifting left x 3 and
0A        8DDE ;SHL  -- Put result in VD (VY display)
0C        8DDE ;SHL  -- " "
0E        7DFA ;VD-06 -- Subtract 06 to adjust Y coordinate
0410      00EE ;RET   -- Return with VC VD = XY coordinate

```

DRAW PLAYING BOARD

```

0412 DRAW  :A6FC LINE  -- Set "I" to blank space line
14        6D02 ;VD=02  -- VD is VY for display
16 DRAW1  :6C18 ;VC=18 -- VC is VX " "
18 DRAW2  :DCD4 ;SHOW  -- Display line @ VC VD
1A        7C05 ;VC+05  -- Increment X = next in row
1C        3C40 ;SK=40  -- When VC = 40, skip next
1E        1418 ;DRAW2  -- Jump to do one row

0420      7D08 ;VD+08  -- Increment Y = next row
22        3D42 ;SK=42  -- When VD = 42, skip next
24        1416 DRAW1  -- Jump to do all rows
26        00EE ;RET   -- Return

```

DISPLAY PIECE

```

0428 PIECE :A6FC ;LINE  -- Set "I" to bit pattern for blank line
2A        DCD4 ;SHOW  -- Display to erase line
2C PIEC1  :A6F4 ;WHITE -- Set "I" to bit pattern for white piece
2E        3401 ;SK=01  -- If V4 turn indicator=01=white, skip next

```