

PROGRAM LISTING

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0300 BEGIN ;AD6C ;MSG$ -- Set "I" to ASCII prompt messages
      02      268A MCENT -- Do sub -- display 4 text lines
      04      60E0 ;V0=E0 -- V0 passes value to timer sub
      06      24CA TIMER -- Do sub -- wait before continuing
      08      0230 ;ERASE -- Erase screen (not 00E0 for 2-page
                                interrupt)
      0A      268A ;MCENT -- Do sub -- display 4 text lines
      0C      F00A ;V0=KY -- V0=next key press - level of play
      0E      6101 ;V1=01 -- V1=value to "OR" with key press

0310      3000 ;SK=00 -- If Key 0 pressed, skip next
      12      8011 ;V0/V1 -- Logic "OR" 01/key pressed (assures
                                odd number)
      14      A7FF ;PLY -- Set "I" to ply count storage
      16      F055 ;PUT -- Store key press as level of play
                                (look ahead depth)
      18      ADBE ;MSG$ -- Set "I" to next ASCII prompt string
      1A      0230 ;ERASE -- Clear screen
      1C      268A ;MCENT -- Do sub -- display 4 text lines
      1E VERSN ;F70A ;V7=KY -- V7=next key press - version?

0320      4700 ;SK/00 -- Skip next if key press in V7  $\neq$  00
      22      131E VERSN -- Jump to get a valid entry
      24      6F03 ;VF=03 -- VF holds limiting value of 03
      26      8F75 ;VF-07 -- Subtract 03 - key press
      28      3F01 ;SK= + -- If positive or zero, skip ( $0 < \text{keypress} \leq 3$ )
      2A      131E VERSN -- Jump to get a valid entry
      2C      0230 ;ERASE -- Clear screen, prepare for game
      2E      A800 ;BOARD -- Set "I" to area for computer board

0330      0932 ;MLS -- Do MLS -- create 8 x8 grid matrix @ I
      32      A800 ;BOARD -- Reset "I" to computer grid
      34      0958 ;MLS -- Do MLS -- set-up for VIP-FLOP
      36      2412 DRAW -- Do sub -- display 8 x 8 grid (empty)
      38      2436 OTHLO -- Do sub -- display set-up for VIP-FLOP
      3A      6401 ;V4=01 -- Initialize turn indicator V4=01=White
      3C      6C00 ;VC=00 -- VC is VX for display white/black moves
      3E      6D00 ;VD=00 -- VD " VY " " " "

0340      ADF4 ;MSG$ -- Set "I" to ASCII message string
      42      2698 ;PRINT -- Do sub -- print "WHITE"
      44      7D08 ;VD+08 -- Add 08 to VY coordinate for next line
      46      2698 PRINT -- Do sub -- print "MOVES"
      48      6D20 ;VD=20 -- Set VD=VY for scoring set-up
      4A      A53C ;WHITE -- Set "I" to ASCII for white piece =
      4C      2698 ;PRINT -- Do sub -- print the symbol & = sign
      4E      7D07 ;VD+07 -- Add 07 to VY for next line

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