

# S U R R O U N D

## PROGRAM LISTING

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0200 - FFOA - VF=Key press - wait
02 - 4F02 - Skip VF=02
* 04 - 122A - Go no border
06 - 3F01 - Skip VF=01
08 - 1200 - Go loop for correct key
0A - A3E7 - I=bit for border
0C - 6000 - V0=00 X Coordinate
0E - 6100 - V1=00 Y Coordinate -top
0210 - D011 - Display @ V0 V1
12 - 611E - V1=1E -bottom
14 - D011 - Display @ V0 V1
16 - 7001 - V0+01
18 - 303F - Skip V0=3F -end lines
1A - 120E - Go loop top/bottom lines
1C - 603E - V0=3E right
1E - 71FF - V1+FF(-01)
0220 - D011 - Display @ V0 V1
22 - 6000 - V0=00 left
24 - D011 - Display @ V0 V1
26 - 3101 - Skip V1=01
28 - 121C - Go loop right/left lines
2A - 03CA - Do MLS @ 02CC - Copy display into score page
2C - A3F0 - I=storage array variables
2E - FF65 - Load V0-VF with data @ I
0230 - 6000 - V0=00 for key press check - begin program
32 - 7002 - V0+02
34 - E0A1 - Skip V0=key pressed
36 - 123E - Go move trail
38 - 400A - Skip V0=0A (Done one cycle)
3A - 1242 - Go move trail - no key selected
3C - 1232 - Go loop till key 2;4;6;8 pressed/or done
3E - 6300 - V3=00 - Move direction adders
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\*NOTE- border is drawn one bit short on the right and bottom to permit the trail to hit it.