

```

0350      2698 ;PRINT -- Do sub -- print the symbol & = sign
      52      27E4 ;SCOR2 -- Do sub -- initialize the score
      54      4703 ;SK#03 -- Skip if version #3 not selected
      56      13CE VERS3 -- Jump to human/human game
      58      4702 ;SK#02 -- Skip if version #2 not selected
      5A      13A4 VERS2 -- Jump to computer/computer game

```

## VERSION #1 CONTROLLER (H-C)

```

035C  VERS1 :27B0 ;INPUT -- Do sub -- input move
      5E      3000 ;SK=00 -- If V0=00, then move was selected

0360      138C H-C3 -- Jump to allow computer to go first
      62      137A H-C2 -- Jump to begin game
      64  H-C1 :26DA DSPMV -- Do sub -- erase move displayed
      66      27B0 ;INPUT -- Do sub -- input move
      68      300C ;SK=0C -- If Key C pressed, skip to next part
      6A      137A H-C2 -- Jump to continue past next part
      6C      A800 ;BOARD -- Set "I" to computer board
      6E      09A4 ;FLIP -- Do MLS -- flip flop board

0370      2600 BLKMOV -- Do sub -- suggest move for white
      72      A800 ;BOARD -- Set "I" to computer board
      74      09A4 FLIP -- Do MLS -- flip flop board back
      76      24D4 BEEPR -- Do sub -- beeper signals ready
      78      26DA DSPMV -- Do sub -- display suggested move
      7A  H-C2 :2568 SHIMR -- Do sub -- display move selected
      7C      300E ;SK=0E -- If Key E was pressed, skip next
      7E      1364 H-C1 -- Jump to cancel move--Key F pressed

0380      245C MKMOV -- Do sub -- make the move
      82      26DA DSPMV -- Do sub -- erase move (X:X) displayed
      84      27DE SCORE -- Do sub -- update the score
      86      2500 WIN -- Do sub -- check for win
      88      3F00 ;SK=00 -- If VF=00, skip to continue game
      8A      150E ;ENDGM -- Else jump to end game/restart
      8C  H-C3 :26C4 TURNS -- Do sub -- display "BLACK MOVES"
      8E      2600 BLKMOV -- Do sub -- figure black's move

0390      24D4 BEEPR -- Do sub -- sound beeper
      92      26D8 DSPMV -- Do sub -- display black's move
      94      2552 BLINK -- Do sub -- blink move
      96      245C MKMOV -- Do sub -- make the move
      98      27DE SCORE -- Do sub -- update the score
      9A      2500 WIN -- Do sub -- check for win
      9C      3F00 SK=00 -- If VF=00, skip to continue
      9E      150E ;ENDGM -- Else jump to end game/restart

```