BLINK MOVE (FOR COMPUTER)

```
0552  BLINK :2400 ;INDEX -- Do sub -- set VC VD per move in VA VB
  54          6E08 ;VE=08 -- VE is loop count of 08
  56  BLIN1 :2428 ;PIECE -- Do sub -- display a piece at VC VD
  58          6001 ;V0=01 -- V0 is value for tone duration
  5A          F018 ;TONE  -- Sound tone (beep each blink)
  5C          6010 ;V0=10 -- V0 passes value to timer sub
  5E          24CA ;TIMER -- Do sub -- wait before continuing

0560          7EFF ;VE-01 -- Subtract 01 from loop count
  62          3E00 ;SK=00 -- When VE=00, skip to exit
  64          1556  BLIN1 -- Jump to blink piece again
  66          00EE ;RET   -- Return-- piece is off
```

SHIMMER MOVE (HUMAN OR COMPUTER)

```
0568  SHIMR :2400 ;INDEX -- Do sub -- set VC VD per move in VA VB
  6A  SHIM1 :2428 ;PIECE -- Do sub -- display a piece at VC VD
  6C          2428 ;PIECE -- Do sub -- (assures that piece is off on exit)
  6E          600E ;V0=0E

0570          E0A1 ;≠SKIP -- If key pressed ≠ 0E, skip
  72          00EE ;RET   -- Return--V0=0E signals enter move
  74          600F ;V0=0F
  76          E09E ;=SKIP -- If key pressed = 0F, skip to exit
  78          156A  SHIM1 -- Jump to reshimmer piece
  7A          00EE ;RET   -- Return--V0=0F signals cancel move
```

057C-05FF-- Not used

BLACK MOVES

```
0600  BLKMV :A800 ;BOARD -- Set "I" to computer board
  02          09A4 ;FLIP  -- Do MLS -- flip flop board
  04          096F ;TRANS -- Do MLS -- transfer board to save
  06          0064 ; #    -- # bytes for transfer (64=100 decimal)
  08          0B00 ;PERM  -- Address where board is saved
  0A          A800 ;BOARD -- Set "I" to computer board
  0C          096F ;TRANS -- Do MLS -- transfer
  0E          0064 ; #    -- # bytes
```