

```

0778      A790  FFS      -- Set "I" to win block bit pattern
7A  FLSH1  :DCD7 ;SHOW  -- Display one portion (of 3) of block
7C      7C08 ;VC+08  -- Add 08 to VX coordinate (moves right)
7E      3C40 ;SK=40  -- But skip if VC goes to 40 hex

0780      177A  FLSH1  -- Loop back to display whole block
82      6010 ;V0=10  -- V0 passes value to timer
84      2620  TIMER  -- Do sub -- wait between blocks
86      6000 ;V0=00  -- Set V0=00 for key press test
88      E09E ;SK=KY  -- Skip next if Key 0 is pressed
8A      1776  FLASH  -- Else loop back to display/erase win block
8C      178E ;NOP    -- No operation - go to next instruction
8E      00EE ;RET    -- Return -- Key 0 begins new round

0790  FFS      :FFFF ;BITS  -- Bit pattern for win block
92      FFFF      -- " "
94      FFFF      -- " "
96      FF00      -- " "
```

NUMBERS SUB

```

0798  WORK      :0000 ;4 BYT  -- 4 byte work area for number conversion
9A      0000
9C  NUMBS      :A798  WORK  -- Set "I" to work area above
9E      F033 ;3-DD  -- Convert value in V0 to 3 digit decimal number

07A0      F265 ;GET    -- Pick up digits in V0 V1 V2
A2      6330 ;V3=30  -- Set V3=30 (base ASCII for all numbers)
A4      8031 ;V0/V3  -- "OR" V0 with V3 (digit #1)
A6      8131 ;V1/V3  -- "OR" V1 with V3 (digit #2)
A8      8231 ;V2/V3  -- "OR" V2 with V3 (digit #3)
AA      6300 ;V3=00  -- Set V3=00 null (needed by messenger)
AC      A798  WORK  -- Set "I" to work space above
AE      F355 ;PUT    -- Store V0:V3 @ I (ASCII numbers)

07B0      A798  WORK  -- Set "I" to work space above
B2      2846  PRINT  -- Do sub -- print 3 digit number @ VC VD
B4      00EE ;RET    -- Return (V0 displayed or erased)
```

NAME PRINTING SUBS

```

07B6  NAME1      :6C00 ;VC=00  -- VC is VX coordinate for display
B8      6D10 ;VD=10  -- VD is VY      "      "
```