

0500-050C	-- Win detector sub	(WIN)
050E-0540	-- End game/restart routine	(ENDGM)
0542-0550	-- Get keypress sub	(GETKY)
0552-0566	-- Blink move sub	(BLINK)
0568-057A	-- Shimmer move sub	(SHIMR)
0600-0688	-- Black moves controller sub	(BLKMV)
068A-0696	-- Message center sub	(MCENT)
0698-069C	-- Print sub	(PRINT)
069E-06C2	-- Numbers conversion sub	(NUMBS)
06C4-06D6	-- Turn switcher sub	(TURNS)
06D8-06EE	-- Display move in VA VB sub	(DSPMV)
06F4-06FE	-- Bit patterns for display	(WHITE)(BLACK)(LINE)
0700-073F	-- MLS--Make move	
0740-0750	-- Change line (part of MLS Make Move)	
0752-0784	-- Move Generator sub	(GENER)
0786-07AE	-- Evaluation controller sub	(EVCNT)
07B0-07DA	-- Input move sub	(INPUT)
07DC-07FA	-- Scoring sub	(SCORE)
07FF	-- Storage byte - level of play	
0800-0863	-- 100 bytes for computer board	(BOARD)
0864-08B0	-- MLS--Test legal move in VA VB	
08B1-08EA	-- MLS--Board evaluation	
08EB-08F5	-- MLS--Adjust (for corners)	
0900-0912	-- MLS--Reference RA to board address	
0918-0923	-- MLS--Sub handler	
0924-0931	-- MLS--Search sub	
0932-0957	-- MLS--Computer 8x8 grid set-up	
0958-096E	-- MLS--Beginning positions set-up	
096F-097D	-- MLS--Transfer	
097E-09A3	-- MLS--Count whites/Blacks	
09A4-09BB	-- MLS--Flip flop board	
09BC-09E0	-- MLS--Get best move	
0A00-0A63	-- 100 bytes - Temp Store	
0A64-0AFF	-- 156 bytes - Move list #1	
0B00-0B63	-- 100 bytes - Perm Store	
0B64-0BFF	-- 156 bytes - Move list #2	
0C00-0DFF	-- Character set (modified as follows)	
0D6C-0DFF	-- ASCII Message strings	