

## INPUT MOVE

```

07B0 INPUT :2542 ;GETKY -- Do sub -- V0=keypress in 0-8 range or = E
      B2      400C ;SK70C -- If not Key C, skip to continue
      B4      00EE ;RET  -- Return, V0 signals player pressed C
      B6      8A00 ;VA=V0 -- Let VA = first keypress
      B8      2542 ;GETKY -- Do sub -- V0=keypress
      BA      400C ;SK70C -- If not Key C, skip next
      BC      00EE ;RET  -- Return--Key C pressed (V0=0C)
      BE      8B00 ;VB=V0 -- Let VB = second keypress

07C0      80A0 ;V0=VA -- Save VA VB in V0 V1 (next sub changes VA VB)
      C2      81B0 ;V1=VB -- " "
      C4      0864 ;LEGAL -- Do MLS -- Test for legal move
      C6      3F00 ;SK=00 -- If VF=00, then skip--move is legal
      C8      17D4 ERROR -- Jump to error tone on illegal move
      CA      8A00 ;VA=V0 -- Restore VA VB values held in V0 V1
      CC      8B10 ;VB=V1 -- " "
      CE      26D8 ;DSPMV -- Do sub -- display move

07D0      6000 ;V0=00 -- Signals calling routine a move selected
      D2      00EE ;RET  -- Return (move in VA VB & displayed)
      D4 ERROR :6060 ;V0=60 -- V0=60 for error tone
      D6      F018 ;TONE -- Sound tone--move illegal
      D8      17B0 INPUT -- Jump to input new move
      DA      0000 --FILLER

```

## SCORING

```

07DC S-1 :0000 ;2BYT -- Storage for old scores
      DE SCORE :A7DC S-1 -- Set "I" to old score above

07E0      F165 ;GET  -- Let V0 V1 = old score
      E2      27E8 OLD -- Do sub -- erase old score
      E4 SCOR2 :A800 ;BOARD -- Set "I" to computer board (entry #2)
      E6      097E ;COUNT -- Do MLS -- V0=# whites/V1=# blacks
      E8 OLD :A7DC S-1 -- Set "I" to old score work area
      EA      F155 ;PUT  -- Store for next call (to erase)
      EC      6C08 ;VC=08 -- VC is VX for display
      EE      6D20 ;VD=20 -- VD " VY "

07F0      8810 ;V8=V1 -- Save V1 value in V8
      F2      26A2 NUMBS -- Do sub -- convert and display # in V0
      F4      7D07 ;VD+07 -- Add 07 to VY for next number (black)
      F6      8080 ;V0=V8 -- Let V0=V1 value held in V8
      F8      26A2 NUMBS -- Do sub -- convert and display # in V0
      FA      00EE ;RET  -- Return

```