

```
03A0      26C4  TURNS  -- Do sub -- display "WHITE MOVES"
  A2      1364  H-C1   -- Jump to get white's move
```

VERSION #2 (C-C)

```
03A4  VERS2 :3401 ;SK=01 -- If V4 turn indicator =01, skip next
  A6      13AC  C-C1   -- Jump past flip flop
  A8      A800 ;BOARD -- Set "I" to computer board
  AA      09A4 ;FLIP  -- Do MLS -- flip flop board
  AC  C-C1 :2600 ;BLKMOV -- Do sub -- figure next move
  AE      3401 ;SK=01 -- If V4=01 (white), skip next

03B0      13B6  C-C2   -- Jump past flip flop
  B2      A800 ;BOARD -- Set "I" to computer board
  B4      09A4 ;FLIP  -- Do MLS -- flip flop board back
  B6  C-C2 :26D8 ;DSPMV -- Do sub -- display move (X:X)
  B8      24D4 ;BEEPR -- Do sub -- sound beeper
  BA      2552 ;BLINK -- Do sub -- blink the piece (may be replaced)
  BC      245C ;MKMOV  -- Do sub -- make the move
  BE      26D8 ;DSPMV -- Do sub -- display move (X:X) to erase

03C0      27DE ;SCORE  -- Do sub -- update the score
  C2      2500 ;WIN    -- Do sub -- check for win
  C4      3F00 ;SK=00  -- If VF=00, skip to continue
  C6      150E ;ENDGM  -- Else jump to end game/restart
  C8      26C4 ;TURNS  -- Do sub -- display white/black moves
  CA      13A4  VERS2  -- Jump for next move
```

VERSION #3 (H-H)

```
03CC  H-H1 :26DA ;DSPMV -- Do sub -- erase move (X:X) to cancel
  CE  VERS3 :27B0 INPUT -- Do sub -- input player's move

03D0      3000 ;SK=00  -- Skip if move selected
  D2      13CE  VERS3  -- Jump to get valid (≠ 0C!) entry
  D4      2568 SHIMR   -- Do sub -- shimmer piece
  D6      300E ;SK=0E  -- Skip if Key E was pressed
  D8      13CC  H-H1   -- Jump to cancel move
  DA      245C ;MKMOV  -- Do sub -- make the move
  DC      26DA ;DSPMV  -- Do sub -- erase move (X:X)
  DE      27DE ;SCORE  -- Do sub -- update the score
```