

TIMER SUBROUTINE

0472	FE15	Timer - value of VE (VE set by calling routines)
74	FE07	VE=current timer value
76	3E00	Skip if VE=0 (Done?)
78	1474	Loop until timer=0
7A	00EE	Return - End Timer Subroutine

MESSAGE ROUTINES

047C	6702	V7=02(loop count) ; Title
7E	6519	V5=19 (VX)
0480	6600	V6=0 (VY)
82	A600	I=message
84	0244	Call Messenger
86	D565	Display line
88	760A	V6+0A (VY)
8A	6514	V5=14 (VX)
8C	0244	Call Messenger
8E	D565	Display
0490	760A	V6+0A (VY)
92	650C	V5+0C (VX)
94	0244	Call Messenger
96	D567	Display ("Wars" is 7 bytes deep)
98	6639	V6=39
* 9A	6505	V5=5
9E	D567	Display ((c) line)
04A0	77FF	V7+FF (-1) Loop count
A2	4700	Skip if V7≠0 (done?)
A4	1302	Yes - go to exit
A6	6EE0	VE=E0 for timer
A8	2472	Do timer subroutine
AA	147E	Loop to erase
AC	6702	V7=2 (loop count) ; "You have 30 phasers"
AE	A623	I=message
04B0	6618	V6=18 (VY)
B2	650F	V5=0F (VX)
B4	0244	Call Messenger
B6	D565	Display
B8	760A	V6+0A (VY)
BA	650C	V5=0C (VX)
BC	0244	Call Messenger
BE	D565	Display
04C0	77FF	V7+FF (loop count -1)
C2	4700	Skip if V7≠ 0 (Done?)
C4	14CC	Yes - exit to next message
C6	6E80	VE=80 for timer
C8	2472	Do timer subroutine
CA	14AE	Loop to erase
CC	6702	V7=2 (Loop count) ; "Good luck!"
CE	661E	V6=1E (VY)
* 0496	0244	Call Messenger