```
***************
       1
***************


;TIMER

  ;PASS VALUE - VO

TIMER:F015;TI=VO
TIME :F007;VO=TI
      3000;SK=00
      1XXX TIME
      00EE;RET

  ;END SUBROUTINE


***************
       2
***************


; BEEPR

  ;NO INPUT
  ;VO, V1 CHANGED
  ;CALLS TIMER

BEEPR:6107;V1-07
BEEP :6001;VO=01
      F018;TONE
      6005;VO=05
      2XXX TIMER
      71FF;V1-01
      3100;SK=00
      1XXX BEEP
      00EE;RET

  ;END SUBROUTINE


***************
       3
***************


; NUMB3

  ;DISPLAY
  ;03 NUMBERS SUB

  ;I-CHANGED
  ;VO,V1,V2 USED

  ;DISPLAYED
  ;AT VC,VD
  ;VC,VD-UNCHANGED
```

```
;PASS VALUE FOR
;CONVERSION
;IN VO

NUMB3:AXXX C-3DD
      F033
      F265;VO-V2
      F029
      DCD5;VO
      7C05;VC+05
      F129
      DCD5;V1
      7C05;VC+05
      F229
      DCD5;V2
      7CF6;VC-0A
      00EE;RET
C-3DD:RM03

;END SUBROUTINE


***************
       4
***************


; BORDR

  ;VO,V1 USED

BORDR:AXXX BIT
      6000;VO=00
TOP  :6100;V1=00
      D011
      611F;V1=1F
      D011
      7001;VO+01
      3040;SK=40
      1XXX TOP
SIDE :603F;VO=34
      71FF;V1-01
      D011
      6000;VO=00
      D011
      3101
      1XXX SIDE
      00EE;RET

BIT  :8000; "."


***************
       5
***************


; WINLO
```

```
;VC,VD=VX,VY
;VO=01=WIN
;VO=00=LOSE
;V1 CHANGED
;16x11 BIT BLOCK


WINLO:6105;V1=05
      AXXX YOU
      2XXX DISP
      AXXX WIN
      3001;SK=01
      AXXX LOSE
      2XXX DISP
      7DF4;VD-12
      00EE;RET

;DISPLAY

DISP :DCD5;SHOW
      F11E;I+V1
      7C08;VC+08
      DCD5;SHOW
      7CF8;VC-08
      7D06;VD+06
      00EE;RET

;BIT PATTERNS

YOU  :8BDA
      7222
      2302
      5252
      52DE

WIN  :8B89
      A9F9
      73A2
      322A
      26A2

LOSE :8E8A
      8A8A
      EEEE
      88EC
      28EE

;END SUBROUTINE
```