

0366 - 136A - Go Display win block
 68 - 601F - V0=1F Computer wins block
 6A - 6105 - V1=05 Win block Y coordinate
 6C - A3E8 - I= Pattern for block
 6E - 8200 - V2=V0 (Preserves V0 for blink)
 0370 - 6303 - V3=03 Loop count
 72 - D217 - Display @ V2 V1
 74 - EAA1 - Skip VA \neq keypress (VA always = FF here)
 76 - 1386 - Go restart new game
 78 - 7207 - V2+07
 7A - 73FF - V3+FF (-01)
 7C - 3300 - Skip V3=00 Loop Done
 7E - 1372 - Go loop - Display full block
 0380 - 6E10 - VE=10 Timer value
 82 - 238C - Do Timer Sub (Waits between blocks)
 84 - 136E - Go loop for a new block
 86 - 03C4 - Do MLS Reset Display page
 88 - 00E0 - Erase display
 8A - 1200 - Go 0200 for new game
 8C - FE15 - Timer= VE (Set by calling routines) - Timer Sub
 8E - FE07 - VE=Current timer value
 0390 - 3E00 - Skip VE=00 (Done)
 92 - 138E - Loop till done
 94 - 00EE - Return
 96 - 6B0C - VB=0C Score X coordinate } Begin display score sub
 98 - 6E06 - VE=06 Score Y coordinate } only two available
 9A - A3E0 - I= work area (3 bytes) for score
 9C - FC33 - VC=3DD# @ I
 9E - 23AA - Do Sub- display the score (Human's) -3 numbers sub
 03A0 - 7B0C - VB+0C For computer score- spaces the two scores
 A2 - A3E0 - I= Work area (same)
 A4 - FD33 - VD=3DD# @ I
 A6 - 23AA - Do sub- Display the score (Computer's) -3 numbers sub
 A8 - 00EE - Return
 AA - F265 - V0-V2= Data (Score @I) -Begin display 3 numbers sub
 AC - F029 - I= Pattern in ROM For V0
 AE - DBE5 - Display @ VB VE First digit
 03B0 - 7B05 - VB+05
 B2 - F129 - I= Pattern for V1
 B4 - DEE5 - Display @ VB VE Second digit
 B6 - 7B05 - VB+05
 B8 - F229 - I= Pattern for V2
 BA - DBE5 - Display @ VB VE Third Digit
 BC - 00EE - Return
 BE - 019B - MLS #1 (01 is NOP marker) Set to score display page
 03C0 - FF02
 C2 - BBD4
 C4 - 029B - MLS #2 (02 is NOP marker) Set to regular display page
 C6 - FC02