set the one time unless you change them for other
uses later on.)

4)   BORDR -- DRAW PLAYING BORDER SUBROUTINE
     INPUT: None
     OUTPUT: Draws/Erases (on second call) a one-bit
             wide border around the display area (one-page
             resolution
     CHANGES: "I" VO V1
     CALLS: No other subroutines
     LABELS USED: BORDR   TOP   SIDE   BIT   (Call with 2XXX BORDR)

5)   WINLO -- "YOU WIN/LOSE" SUBROUTINE
     INPUT: VC VD set to the XY coordinates of the
             upper left corner of a 16 x 11 bit block
             in which you wish either the words "YOU
             WIN" or "YOU LOSE" to appear or be erased.
             VO = 01 selects the message "YOU WIN"
             VO = 00 selects the message "YOU LOSE"
     OUTPUT: Message displayed or erased (on second call)
     CHANGES: "I" V1 (VC VD reset to original values;
             VO unchanged)
      CALLS: One internal sub - no external subs
      LABELS USED: DISP   LOSE   WINLO   WIN   YOU (Call with
          2XXX WINLO)