

```

07BA      A9E4 ; 1      -- Set "I" to ASCII string of name #1
BC        2846 PRINT    -- Do sub -- print/erase name #1
BE        00EE ;RET     -- Return

07C0 NAME2 :6C14 ;VC=14 -- VC is VX coordinate for display
C2        6D00 ;VD=00   -- VD is VY      "
C4        A9EB ; 2      -- Set "I" to ASCII string of name #2
C6        2846 PRINT    -- Do sub -- print/erase name #2
C8        00EE ;RET     -- Return
CA NAME3 :6C28 ;VC=28   -- VC is VX coordinate for display
CC        6D10 ;VD=10   -- VD is VY      "
CE        A9F2 ; 3      -- Set "I" to ASCII string of name #3

07D0      2846 PRINT    -- Do sub -- print/erase name #3
D2        00EE ;RET     -- Return
D4 NAME4 :6C28 ;VC=28   -- VC is VX coordinate for display
D6        6D33 ;VD=33   -- VD is VY      "
D8        A9F9 ; 4      -- Set "I" to ASCII string of name #4
DA        2846 PRINT    -- Do sub -- print/erase name #4
DC        00EE ;RET     -- Return

```

## MONEY PRINTING SUBS

```

07DE MONY1 :6C06 ;VC=06 -- VC is VX coordinate for cash display
E0        6D16 ;VD=16   -- VD is VY      "
E2        A9E0 ;$1$     -- Set "I" to player 1 cash
E4        2806 DO$      -- Do sub -- get and display cash
E6        00EE ;RET     -- Return
E8 MONY2 :6C1A ;VC=1A   -- VC is VX coordinate for cash display
EA        6D06 ;VD=06   -- VD is VY      "
EC        A9E1 ;$2$     -- Set "I" to player 2 cash
EE        2806 DO$      -- Do sub -- get and display cash

07F0      00EE ;RET     -- Return
F2 MONY3 :6C2E ;VC=2E   -- VC is VX coordinate for cash display
F4        6D16 ;VD=16   -- VD is VY      "
F6        A9E2 ;$3$     -- Set "I" to player 3 cash
F8        2806 DO$      -- Do sub -- get and display cash
FA        00EE ;RET     -- Return
FC MONY4 :6C2E ;VC=2E   -- VC is VX coordinate for cash display
FE        6D39 ;VD=39   -- VD is VY      "

0800      A9E3 ;$4$     -- Set "I" to player 4 cash
02        2806 DO$      -- Do sub -- get and display cash
04        00EE ;RET     -- Return
06 DO$ :F065 ;GET      -- V0=cash stored @ I (set by caller)
08        279C NUMBS    -- Do sub -- convert and print value in V0
0A        00EE ;RET     -- Return

```