MLS - BEGINNING POSITION-NEW GAMES

```
0958  F8  LDI      ;Set a white piece in RF.1
  59  01           ;  "          "          "
  5A  BF  PHI  RF  ;  "          "          "
  5B  F8  LDI      ;Set a black piece in RF.0
  5C  80           ;  "          "          "
  5D  AF  PLO  RF  ;  "          "          "
  5E  F8  LDI      ;Set RA to square 4:4
  5F  2C

0960  AA  PLO  RA
  61  9F  GHI  RF ;Get white
  62  5A  STR  RA ;Store @ 4:4
  63  1A  INC  RA ;Set RA to square 5:4
  64  8F  GLO  RF ;Get black
  65  5A  STR  RA ;Store @ 4:5
  66  F8  LDI      ;Set RA to square 4:5
  67  36
  68  AA  PLO  RA
  69  8F  GLO  RF ;Get black
  6A  5A  STR  RA ;Store @ 4:5
  6B  1A  INC  RA ;Set RA to square 5:5
  6C  9F  GHI  RF ;Get white
  6D  5A  STR  RA ;Store @ 5:5
  6E  D4  SEP  R4 ;Return control to Chip-8 Interpreter
```

MLS - TRANSFER

```
096F  45  LDA  R5 ;Advance R5 to # bytes

0970  45  LDA  R5 ;Get # bytes for transfer from caller
  71  AD  PLO  RD ;Put in RD.0 as loop count
  72  45  LDA  R5 ;Get to address  (high byte)
  73  BC  PHI  RC ;Put in RC.1
  74  45  LDA  R5 ;Get to address  (low byte)
  75  AC  PLO  RC ;Put in RC.0
  76  4A  LDA  RA ;Get one byte for transfer @ M(R(A))
  77  5C  STR  RC ;Store at new location @ M(R(C))
  78  1C  INC  RC ;Increment new location pointer RC
  79  2D  DEC  RD ;Loop count - 01
  7A  8D  GLO  RD ;Get the loop count in RD.0
  7B  3A  BNZ      ;If ≠ 00 yet, loop to continue transfer
  7C  76
  7D  D4  SEP  R4 ;Else return control to Chip-8 Interpreter
```