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0889 D3 SEP R3 ;Do MLS--set RA to board square @ VA VB
      8A 0A LDN RA ;Get piece @ RA
      8B 32 BZ ;If=00 (square empty) branch to continue search
      8C 91
      8D FB XRI ;Test if=FF border byte
      8E FF
      8F 3A BNZ ;If not, branch to 08AA to set legal move flag

0890 AA ; (at least one adjacent square occupied)
      91 06 LDN R6 ;Get VX @ M(R(6))
      92 FC ADI ;Add 01 for next in row
      93 01
      94 56 STR R6 ;And replace @ M(R(6))
      95 2F DEC RF ;Loop count #2 - 01
      96 8F GLO RF
      97 3A BNZ ;Loop until 3 squares tested in tow
      98 89
      99 06 LDN R6 ;Get VX @ M(R(6))
      9A FF SMI ;Subtract 03 to reset to row beginning
      9B 03
      9C 56 STR R6 ;And replace @ M(R(6))
      9D 07 LDN R7 ;Get VY @ M(R(7))
      9E FC ADI ;Add 01 for next row
      9F 01

08A0 57 STR R7 ;And replace @ M(R(7))
      A1 2E DEC RE ;Loop count #1 - 01
      A2 8E GLO RE
      A3 3A BNZ ;Loop (next row) till 3 rows tested
      A4 86 ; if necessary
      A5 F8 LDI ;Set R6 to point to Chip-8 VF (flag)
      A6 FF ; " " "
      A7 A6 PLO R6 ; " " "
      A8 56 STR R6 ;Store FF illegal flag as Chip-8 VF
      A9 DC SEP RC ;Return (via sub handler)
      AA F8 LDI ;Set R6 to point to Chip-8 VF (flag)
      AB FF ; " " "
      AC A6 PLO R6 ; " " "
      AD F8 LDI ;Get 00 byte
      AE 00
      AF 56 STR R6 ;And store as VF to flag legal move
08B0 DC SEP RC ;Return (via sub handler)

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