

```

0430      A6F8 ;BLACK -- Set "I" to bits for black piece (V4=80)
      32      DCD4 ;SHOW  -- Display piece
      34      00EE ;RET   -- Return

```

SET-UP VIP-FLOP

```

0436  OTHL0 :6401 ;V4=01 -- Turn indicator = 01 = white
      38      6A04 ;VA=04 -- Move XY = 04:04 square
      3A      6B04 ;VB=04 --      "      "
      3C  OTHL1 :2400 INDEX -- Do sub -- set VC VD to board square XY's
      3E      2428 PIECE -- Do sub -- display piece @ VC VD

0440      7A01 ;VA+01 -- Add to X      For
      42      7B01 ;VB+01 --      "      Y      square 05:05
      44      3A06 ;SK=06 -- If VA=06, skip
      46      143C OTHL1 -- Loop to do next piece
      48      6480 ;V4=80 -- Turn indicator = 80 = black
      4A      6A04 ;VA=04 -- Move XY = 04:05 square
      4C      6B05 ;VB=05 --      "      "
      4E  OTHL2 :2400 INDEX -- Do sub -- set VC VD to board square XY's

0450      2428 PIECE -- Do sub -- display piece @ VC VD
      52      7A01 ;VA+01 -- Add to X      For
      54      7BFF ;VB-01 -- Subtract from Y      square 05:04
      56      3A06 ;SK=06 -- Skip if VA = 06
      58      144E OTHL2 -- Loop to do next piece
      5A      00EE ;RET   -- Return

```

MAKE MOVE SUB (BLACK OR WHITE) DISPLAY

```

045C  MKMOV :3480 ;SK=80 -- If turn indicator=80=black, skip into
                        next part
      5E      1464 MKM1 -- Jump to skip board flip on white's turn

0460      A800 ;BOARD -- Set "I" to computer board
      62      09A4 FLIP -- Do MLS -- flip flop board on black's turn
      64  MKM1 :2400 INDEX -- Do sub -- set VC VD to XY board square
      66      2428 PIECE -- Do sub -- display piece @ VC VD
      68      6001 ;V0=01 -- V0 = 01 for beep
      6A      F018 ;TONE -- Sound tone (piece moved onto square)
      6C      88A0 ;V8=VA -- Save VA VB move in V8 V9
      6E      89B0 ;V9=VB --      "      "      "

```