```
0470          62FF ;V2=FF  -- Cycle index #2 (VY)
  72  MKM2   :61FF ;V1=FF  --   "     "   #1 (VX)
  74  MKM3   :8A14 ;VA+V1  -- Add to VX for next in line
  76          8B24 ;VB+V2  --   "    VY        "        "
  78          A800  BOARD  -- Set "I" to computer board
  7A          0901  REFER  -- Do MLS -- Set "I" to board square
  7C          F065 ;GET    -- V0 = piece @ M(I)
  7E          4001  SK≠01  -- Skip ≠ 01 white (end of that row)

0480          14A2  CHNGE  -- Go change row
  82          4080  SK≠80  -- Skip ≠ 80 black (not end of row yet)
  84          1474  MKM3   -- Jump to continue this row check
  86  MKM4   :8A80 ;VA=V8  -- Restore VA VB values held in V8 V9
  88          8B90 ;VB=V9  --   "                     "        "
  8A          7101 ;V1+01  -- Add to VX cycle index--next direction
  8C          3102 ;SK=02  -- But skip when V1=02
  8E          1474  MKM3   -- Jump to loop on another row

0490          7201 ;V2+01  -- Add to VY cycle index--next direction
  92          3202 ;SK=02  -- But skip when v2=02
  94          1472  MKM2   -- Jump to loop on 3 more rows
  96          0700  MKMOV  -- Do MLS -- make move on computer board
  98          3480 ;SK=80  -- If V4 turn indicator=80=black, skip next
  9A          00EE ;RET    -- Return (white)
  9C          A800 ;BOARD  -- Set "I" to computer board
  9E          09A4  FLIP   -- Do MLS -- flip flop board back to original
04A0          00EE ;RET    -- Return (black)                          state
```

(CHANGE LINE)

```
04A2  CHNGE  :8A80 ;VA=V8  -- Reset VA VB from values held in V8 V9
  A4          8B90 ;VB=V9  --   "                     "          "
  A6  CHNG1  :6020 ;V0=20  -- V0 passes value to timer sub
  A8          24CA  TIMER  -- Do sub -- wait between changes
  AA          8A14 ;VA+V1  -- Add cycle indexes to move along row
  AC          8B24 ;VB+V2  --   "                 "               "
  AE          A800 ;BOARD  -- Set "I" to computer board

04B0          0901  REFER  -- Set "I" to board square at VA VB
  B2          F065 ;GET    -- V0 = piece @ M(I)
  B4          4001 ;SK≠01  -- If not white, skip to change piece
  B6          1486 ;MKM4   -- Jump back, change complete
  B8          2400  INDEX  -- Do sub -- index VC VD to board square
  BA          6081 ;V0=81  -- 81 will compliment 01/80 via XOR
  BC          8403 ;XOR    -- Compliment white/black indicator
  BE          242C  PIEC1  -- Do sub -- display piece to erase opponent
```