VARIABLE ASSIGNMENT

VO - Various--VO passes values to and from most subs
V1 -   "   "   "
V2 -   "   "   "
V3 -   "   "   "
V4 - Turn indicator/01=white; 80=black
V5 -
V6 -
V7 - Version number (01=H-C; 02=C-C; 03=H-H)
V8 - Index to primary move list for computer's move/other uses
V9 - Level of play (ply count down in computer's move/other uses
VA - VX board coordinate 1-8 (not display)
VB - VY board coordinate 1-8 (not display)
VC - VX display coordinate
VD - VY display coordinate
VE - Index to generated move lists
VF - Various, flags, etc.

MEMORY MAP

0000-02FF -- Chip-8 Interpreter - two-page display
0300-0BFF -- Program, subs, data
0C00-0DFF -- Character set (modified)
0E00-0FFF -- Two pages for display refresh

ROUTINES AND DATA

0300-035A -- Initializing, display set-up, game prompting
035C-039E -- Version #1 Controller (H-C games)   (VERS1)
03A4-03CA -- Version #2 Controller (C-C games)   (VERS2)
03CC-03E8 -- Version #3 Controller (H-H games)   (VERS3)

0400-0410 -- Index VC VD per VA VB sub   (INDEX)
0412-0426 -- Draw playing board sub   (DRAW)
0428-0434 -- Display piece sub   (PIECE)
0436-045A -- Set-up VIP-FLOP sub   (OTHLO)
045C-04A0 -- Make move sub   (MKMOV)
04A2-04C8 -- Change line (part of MKMOV sub)   (CHNGE)
04CA-04D2 -- Timer sub   (TIMER)
04D4-04E4 -- Beeper sub   (BEEPR)