

0304 - 238C - Do sub Time loop
 06 - 3F00 - Skip VF=00 Done loop
 08 - 12FC - Go loop till done
 0A - 130E - Go (No operation)
 0C - 0000 - Go (No operation)
 0E - 1346 - Go Scoring routines
 0310 - 7D14 - VD+14 Computer score +20/Computer scores enter here
 12 - 6E20 - VE=20
 14 - FE18 - Sound tone for VE
 16 - 629E - V2=9E (Max. trail length -02)
 18 - 3700 - Skip V7=00 (Index is = base address)
 1A - 1322 -
 1C - 679E - V7=9E -Sets V7= Max. trail -02 when V7=00
 1E - 6600 - V6=00 -Disable erase flag
 0320 - 1324 - Go skip next
 22 - 77FE - V2+FE (-02) Index in reverse
 24 - A400 - I= base address trail coordinates storage
 26 - F71E - I+V7
 28 - F165 - V0 V1= Data @ I
 2A - A3E7 - I= trail bip pattern
 2C - D011 - Display to erase
 2E - 6E02 - VE=02 for time sub
 0330 - 238C - Do Time sub- (Graphics control)
 32 - 3700 - Skip V7=00
 34 - 133C
 36 - 3601 - Skip V6=01 (Erase enable set)
 38 - 1342 - Go Scoring (Done)
 3A - 67A0 - V7=A0 -Maximum length
 3C - 72FE - V2-02 (Loop count when needed -02)
 3E - 3200 - Skip V2=00 (Done)
 0340 - 1322 - Go loop
 42 - A3F0 - I= storage array for variables
 44 - F965 - V0-V9= Data @ I Reset needed variables
 46 - A3E4 - I= Target pattern (Enter here from human scores)
 48 - 3AFF - Skip VA=FF -Target enable (Skips when no target on screen)
 4A - DAB3 - Display to erase target
 4C - 03BE - Do MLS- Change to score display page
 4E - 2396 - Do Sub - Display score
 0350 - 6AFF - VA=FF Reset new target enable flag
 52 - 4C64 - Skip VC~~7~~64 (Check for human win)
 54 - 1364 - Go Human wins
 56 - 4D64 - Skip VD~~7~~64 (Check for computer win)
 58 - 1368 - Go Computer wins
 5A - 6E90 - VE=90 Timer value for score display
 5C - 238C - Do Sub- Timer
 5E - 2396 - Do Sub- Display score to erase
 0360 - 03C4 - Do MLS- Reset to normal display page
 62 - 1230 - Go Continue
 64 - 6009 - V0=09 Human wins block