

here to find the correct address in your display. Its a more complex treatment, but the concept is identical.

The MLS that sets up a computer board in memory is located at 0932, and when called, will generate a bare 100-byte board beginning at a location specified by the "I" memory pointer. To use the sub in your own games, set "I" with an AMMM instruction, call the MLS with an 0932 instruction and you have your board!

The MLS at 0958 places the beginning pieces for VIP-FLOP in the bare matrix. This routine was kept separate from the other in order to permit you to use the MLS at 0932 to create boards for checkers, chess or any game requiring an 8 x 8 grid for play.

The pieces are: 01=white/80=black and you will see the bytes representing VIP-FLOP's starting position on the sample board matrix printed above.

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Now that the computer has its board, what to do with it? The first thing to consider is how the computer performs moves on its board. The MLS located at 0900-0912 with an entry point at 0901, takes the XY coordinates in VA VB and converts them by the process just described into an address which is placed in RA.0, the low part